

Assembly Concurrent Resolution No. 20—Assemblymen Anderson, Allen, Arberry, Atkinson, Beers, Bobzien, Buckley, Carpenter, Christensen, Claborn, Cobb, Conklin, Denis, Gansert, Gerhardt, Goedhart, Goicoechea, Grady, Hardy, Hogan, Horne, Kihuen, Kirkpatrick, Koivisto, Leslie, Mabey, Manendo, Marvel, McClain, Mortenson, Munford, Ocegüera, Ohrenschall, Parks, Parnell, Pierce, Segerblom, Settelmeyer, Smith, Stewart, Weber and Womack

Joint Sponsors: Senators Townsend; Amodei, Beers, Care, Carlton, Cegavske, Coffin, Hardy, Heck, Horsford, Lee, Mathews, McGinness, Nolan, Raggio, Rhoads, Schneider, Titus, Washington, Wiener and Woodhouse

FILE NUMBER.....

ASSEMBLY CONCURRENT RESOLUTION—Commemorating the 75th anniversary of legalized gaming in Nevada.

WHEREAS, Gambling, both legal and illegal, has played a prominent role in Nevada's history since its frontier days and the days of the Comstock Lode, so much so that Mark Twain noted in his book *Roughing It*, "In Nevada, for a time, the lawyer, the editor, the banker, the chief desperado, the chief gambler, and the saloon keeper, occupied the same level in society, and it was the highest"; and

WHEREAS, Legalization of gaming was a constant source of debate in Nevada, and on March 19, 1931, Assembly Bill No. 98 was introduced by freshman Assemblyman Phil Tobin, a Winnemucca rancher, and was signed into law by Governor Fred Balzar, legalizing wide-open gaming in Nevada; and

WHEREAS, The only requirement for a gaming license was that the applicant be an American citizen, and prison inmates were even allowed to operate casinos within prisons; and

WHEREAS, The first gaming license was given to Mayme Stocker, a woman who had no gaming background, and among the pioneers who contributed to the tremendous growth, popularity and respectability of the gaming industry were Bill Harrah, Howard Hughes and Steve Wynn, who gave gaming a more corporate structure, further legitimizing the industry and making Nevada one of the best places in the nation to live and work; and

WHEREAS, The State Gaming Control Board and the Nevada Gaming Commission were put in place to regulate the gaming industry for the protection of the public; and



WHEREAS, In 2006, more than 51 million people visited Nevada, with the casino resort industry contributing approximately \$2.6 billion to the revenue of this State, with the gaming industry accounting for 49 percent of the State's revenue; and

WHEREAS, Gaming companies are among the largest employers in the State, with 11 of the top 20 employers being gaming companies, the gaming industry directly employs nearly 228,000 people, which is approximately 21 percent of the work force of Nevada, and hotel casinos account for 18 percent of the wages paid in Nevada; and

WHEREAS, The efforts of the gaming industry and gaming employees have contributed to making Nevada a better place to live and work by volunteering their time and resources in their communities; now, therefore, be it

RESOLVED BY THE ASSEMBLY OF THE STATE OF NEVADA, THE SENATE CONCURRING, That April 16, 2007, is hereby recognized as the commemoration of the 75th anniversary of legalized gaming in Nevada; and be it further

RESOLVED, That the resort employees are commended for their dedication to their jobs and their contributions to the economic well-being of this State; and be it further

RESOLVED, That the Chief Clerk of the Assembly prepare and transmit a copy of this resolution to the State Gaming Control Board and the Nevada Gaming Commission.

