

**Amendment No. 634**

Assembly Amendment to Assembly Bill No. 248

(BDR 41-383)

**Proposed by:** Assemblyman Anderson**Amends:** Summary: Yes Title: Yes Preamble: No Joint Sponsorship: No Digest: Yes

<b>ASSEMBLY ACTION</b>		Initial and Date	<b>SENATE ACTION</b>		Initial and Date
Adopted	<input type="checkbox"/>	Lost <input type="checkbox"/> _____	Adopted	<input type="checkbox"/>	Lost <input type="checkbox"/> _____
Concurred In	<input type="checkbox"/>	Not <input type="checkbox"/> _____	Concurred In	<input type="checkbox"/>	Not <input type="checkbox"/> _____
Receded	<input type="checkbox"/>	Not <input type="checkbox"/> _____	Receded	<input type="checkbox"/>	Not <input type="checkbox"/> _____

EXPLANATION: Matter in (1) ***blue bold italics*** is new language in the original bill; (2) ***green bold italic underlining*** is new language proposed in this amendment; (3) ***red strikethrough*** is deleted language in the original bill; (4) ***purple double strikethrough*** is language proposed to be deleted in this amendment; (5) ***orange double underlining*** is deleted language in the original bill that is proposed to be retained in this amendment; and (6) ***green bold*** is newly added transitory language.

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RBL/BJE



Date: 4/24/2007

A.B. No. 248—Revises provisions relating to approval of nonrestricted gaming licenses in certain counties. (BDR 41-383)



## ASSEMBLY BILL NO. 248—COMMITTEE ON JUDICIARY

(ON BEHALF OF THE NEVADA ASSOCIATION OF COUNTIES)

MARCH 6, 2007

Referred to Committee on Judiciary

SUMMARY—~~[Revises provisions relating to approval of nonrestricted gaming licenses in certain counties.] Makes various changes to provisions governing gaming.~~ (BDR 41-383)

FISCAL NOTE: Effect on Local Government: No.  
Effect on the State: No.

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EXPLANATION – Matter in ***bolded italics*** is new; matter between brackets ~~[omitted material]~~ is material to be omitted.

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AN ACT relating to gaming; ~~[revising the provisions relating to the approval of nonrestricted gaming licenses in certain counties to authorize local governments in such counties to adopt certain standards that establishments must meet to be granted nonrestricted gaming licenses;]~~ making various changes concerning pooling tips and gratuities by certain employees of a gaming establishment; providing a penalty; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

Section 2 of this bill provides that employees of a gaming establishment who directly assist patrons with playing any games, other than games played with a gaming device, may enter into an agreement to pool tips or gratuities with other employees who customarily and regularly receive tips or gratuities directly from patrons for performing the same essential duties of their jobs. Section 2 further specifies the manner in which such pools must be distributed, prohibits the gaming establishment from requiring a pool that violates the provisions of the section and provides that the requirements do not apply to an employee who is covered by a collective bargaining agreement. Section 3 of this bill requires the Labor Commissioner to enforce the provisions governing pooling tips and gratuities. Section 3 also makes a violation of the provisions of statutes and regulation governing pooling of tips and gratuities by certain employees of gaming establishments a misdemeanor and further authorizes the Labor Commissioner to impose administrative penalties for such violations.

~~[Under existing law, the Nevada Gaming Commission is prohibited from granting a nonrestricted gaming license for an establishment located in a county whose population is 100,000 or more (currently Clark and Washoe Counties) unless the establishment is a resort hotel, which is defined as a hotel that has a gaming area and more than 200 rooms, at least one bar that seats more than 30 patrons, and at least one restaurant which is always open and which seats more than 60 patrons. (NRS 462.01865, 462.1605) A county, city or town is also authorized to require resort hotels to meet additional standards as a condition of issuance of a gaming license by the county, city or town. (NRS 462.1605)]~~

22        This bill provides that the Nevada Gaming Commission is prohibited from granting a  
23        unrestricted gaming license to an establishment located in a county whose population is less  
24        than 100,000 unless the establishment meets the standards, if any, that are adopted by the  
25        county, city or town in which the establishment is located. This bill also authorizes a county,  
26        city or town to adopt standards that require an establishment to have a minimum number of  
27        room for sleeping accommodations or other specific amenities as a condition of issuance of a  
28        gaming license by the county, city or town.]

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THE PEOPLE OF THE STATE OF NEVADA, REPRESENTED IN  
SENATE AND ASSEMBLY, DO ENACT AS FOLLOWS:

1        Delete existing sections 1 through 2 of this bill and replace with the following  
2        new sections 1 through 4:

4        *Section 1. Chapter 463 of NRS is hereby amended by adding thereto the  
5        provisions set forth as sections 2 and 3 of this act.*

6        *Sec. 2. 1. An employee of a gaming establishment who directly assists  
7        patrons with playing any game, other than a game played with a gaming device,  
8        and who customarily and regularly receives tips and gratuities from such patrons  
9        may enter into an agreement to pool tips and gratuities with other employees who  
10        customarily and regularly receive tips and gratuities directly from patrons for  
11        performing the same essential duties of their job. An employee who does not  
12        customarily and regularly receive tips and gratuities directly from patrons while  
13        performing an essential duty of his job may not participate in an agreement to  
14        pool tips and gratuities with other employees who are authorized to pool tips and  
15        gratuities pursuant to this subsection.*

16        *2. Any agreement to pool tips and gratuities entered into pursuant to  
17        subsection 1 must provide that the tips and gratuities so pooled must be  
18        distributed based on the number of hours worked, but may include a provision to  
19        allow tips and gratuities to be received by an employee during authorized periods  
20        of leave, including, without limitation, any annual or sick leave.*

21        *3. An employee of a gaming establishment shall not accept tips or gratuities  
22        from an employee with whom he is not authorized to pool pursuant to subsection  
23        1 and shall not request or compel another employee with whom he is not  
24        authorized to pool pursuant to subsection 1 to share his tips or gratuities.*

25        *4. A gaming establishment shall not require an employee to pool tips and  
26        gratuities in a manner which violates the provisions of this section.*

27        *5. The provisions of this section do not apply to any employee who is  
28        covered by a collective bargaining agreement to the extent that the collective  
29        bargaining agreement conflicts with this section.*

30        *Sec. 3. 1. The Labor Commissioner shall enforce the provisions of  
31        section 2 of this act and may adopt any regulations he deems necessary to carry  
32        out the provisions of this section and section 2 of this act.*

33        *2. A person who violates any of the provisions of section 2 of this act or any  
34        regulation adopted pursuant this section is guilty of a misdemeanor.*

35        *3. In addition to any other remedy or penalty, the Labor Commissioner may  
36        impose against a person who violates any of the provisions of section 2 of this act  
37        or any regulation adopted pursuant this section, after providing notice and an  
38        opportunity for a hearing, an administrative penalty of not more than \$5,000 for  
39        each such violation.*

40        *Sec. 4. This act become effective upon passage and approval.*