

ASSEMBLY BILL NO. 10—COMMITTEE ON JUDICIARY

(ON BEHALF OF THE STATE GAMING CONTROL BOARD)

PREFILED DECEMBER 19, 2012

Referred to Committee on Judiciary

SUMMARY—Revises provisions relating to certain crimes involving gaming. (BDR 41-329)

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

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

AN ACT relating to gaming; revising provisions relating to the unlawful use or possession of certain devices in a game; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

1 Existing law provides that it is unlawful for a person to use or possess with the
2 intent to use, or to assist another person in using or possessing with the intent to
3 use, certain devices to obtain an advantage at playing any game in a licensed
4 gaming establishment. (NRS 465.075) **Section 1** of this bill: (1) adds software or
5 hardware, or any combination thereof, to the list of prohibited devices; (2) provides
6 that the prohibition applies to any game that is offered by a licensee or affiliate; and
7 (3) removes the definition of the term “advantage.”

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

1 **Section 1.** NRS 465.075 is hereby amended to read as follows:
2 465.075 ~~It is unlawful for any person to use, possess with~~
3 ~~the intent to use or assist another person in using or possessing with~~
4 ~~the intent to use any computerized, electronic, electrical or~~
5 ~~mechanical device , or any software or hardware, or any~~
6 ~~combination thereof~~, which is designed, constructed, altered or
7 programmed to obtain an advantage at playing any game in a
8 licensed gaming establishment ~~It is unlawful for any person to use, possess with~~
9 ~~the intent to use or assist another person in using or possessing with~~
the intent to use any computerized, electronic, electrical or
mechanical device , or any software or hardware, or any
combination thereof, which is designed, constructed, altered or
programmed to obtain an advantage at playing any game in a
licensed gaming establishment or any game that is offered by a
licensee or affiliate, including, without limitation, a device that:



- 1 ~~{(a)}~~ 1. Projects the outcome of the game;
2 ~~{(b)}~~ 2. Keeps track of cards played or cards prepared for play
3 ~~{(c)}~~
4 ~~{(e)}~~ *in the game;*
5 3. Analyzes the probability of the occurrence of an event
6 relating to ~~{(a)}~~ *the* game; or
7 ~~{(d)}~~ 4. Analyzes the strategy for playing or betting to be used
8 in the game,
9 ➔ except as may be made available as part of an approved game or
10 otherwise permitted by the Commission.
11 ~~{2. As used in this section, "advantage" means a benefit~~
12 ~~obtained by one or more participants in a game through information~~
13 ~~or knowledge that is not made available as part of the game as~~
14 ~~approved by the Board or Commission.}~~
15 Sec. 2. (Deleted by amendment.)
16 Sec. 3. This act becomes effective upon passage and approval.

