

Amendment No. 621

Assembly Amendment to Assembly Bill No. 7 First Reprint (BDR 41-333)

Proposed by: Assembly Committee on Ways and Means

Amends: Summary: No Title: Yes Preamble: No Joint Sponsorship: No Digest: Yes

Adoption of this amendment will ADD an appropriation where one does not currently exist in A.B. 7.

ASSEMBLY ACTION				Initial and Date	SENATE ACTION				Initial and Date
Adopted	☐	Lost	☐	_____	Adopted	☐	Lost	☐	_____
Concurred In	☐	Not	☐	_____	Concurred In	☐	Not	☐	_____
Receded	☐	Not	☐	_____	Receded	☐	Not	☐	_____

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 underlining* is newly added transitory language.

DLC/EGO



Date: 5/15/2013

A.B. No. 7—Revises provisions relating to the Gaming Policy Committee.
(BDR 41-333)



ASSEMBLY BILL NO. 7—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 the Gaming Policy Committee.
(BDR 41-333)

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

~

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 Gaming Policy Committee; making appropriations; and providing other matters properly relating thereto.

Legislative Counsel's Digest:

Existing law establishes the Gaming Policy Committee and provides for the composition and duties of the Committee. (NRS 463.021) ~~This~~ Section 1 of this bill: (1) adds to the Committee a representative of academia who possesses knowledge of matters related to gaming; (2) authorizes the Governor, as Chair of the Committee, to appoint an advisory committee on gaming education; and (3) specifies the duties of the advisory committee.

Sections 2 and 3 of this bill make appropriations to the State Gaming Control Board and the Nevada Gaming Commission for various travel, staffing and operating costs.

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

Section 1. NRS 463.021 is hereby amended to read as follows:
463.021 1. The Gaming Policy Committee, consisting of the Governor as Chair and ~~Four~~ 11 members, is hereby created.
2. The Committee must be composed of:
(a) One member of the Commission, designated by the Chair of the Commission;
(b) One member of the Board, designated by the Chair of the Board;
(c) One member of the Senate appointed by the Legislative Commission;
(d) One member of the Assembly appointed by the Legislative Commission;
(e) One enrolled member of a Nevada Indian tribe appointed by the Inter-Tribal Council of Nevada, Inc.; and
(f) ~~Five~~ Six members appointed by the Governor for terms of 2 years as follows:

- (1) Two representatives of the general public;
 (2) Two representatives of nonrestricted gaming licensees; ~~and~~
 (3) One representative of restricted gaming licensees ~~++~~; and
 (4) *One representative of academia who possesses knowledge of matters*

related to gaming.

3. Members who are appointed by the Governor serve at the pleasure of the Governor.

4. Members who are Legislators serve terms beginning when the Legislature convenes and continuing until the next regular session of the Legislature is convened.

5. Except as otherwise provided in subsection 6, the Governor may call meetings of the Gaming Policy Committee for the exclusive purpose of discussing matters of gaming policy. The recommendations concerning gaming policy made by the Committee pursuant to this subsection are advisory and not binding on the Board or the Commission in the performance of their duties and functions.

6. An appeal filed pursuant to NRS 463.3088 may be considered only by a Review Panel of the Committee. The Review Panel must consist of the members of the Committee who are identified in paragraphs (a), (b) and (e) of subsection 2 and subparagraph (1) of paragraph (f) of subsection 2.

7. The Governor, as Chair of the Committee, may appoint an advisory committee on gaming education. An advisory committee appointed pursuant to this subsection must:

(a) Contain not more than five members who serve at the pleasure of the Governor; and

(b) Be chaired by the person selected as chair by the Governor.

8. An advisory committee created pursuant to subsection 7 shall:

(a) Review and evaluate all gaming-related educational entities in this State, including, without limitation, the Culinary Academy of Las Vegas, the Institute for the Study of Gambling and Commercial Gaming of the University of Nevada, Reno, and the UNLV International Gaming Institute of the William F. Harrah College of Hotel Administration of the University of Nevada, Las Vegas, to determine how to align such entities with the needs of the gaming industry;

(b) Study and analyze the workforce and technology needs of the gaming industry to determine how the gaming-related educational entities may satisfy those needs;

(c) Study the potential for leveraging gaming-related competencies and technologies developed by gaming-related educational entities into other industries; and

(d) Report any findings and recommendations to the Committee.

Sec. 2. 1. There is hereby appropriated from the State General Fund to the State Gaming Control Board the following sums for travel and operating costs:

For the Fiscal Year 2013-2014 \$15,208

For the Fiscal Year 2014-2015 \$15,208

2. Any balance of the sums appropriated by subsection 1 remaining at the end of the respective fiscal years must not be committed for expenditure after June 30 of the respective fiscal years by the State Gaming Control Board or any entity to which money from the appropriation is granted or otherwise transferred in any manner, and any portion of the appropriated money remaining must not be spent for any purpose after September 19, 2014, and September 18, 2015, respectively, by either the State Gaming Control Board or the entity to which the money was subsequently granted or transferred, and

1 must be reverted to the State General Fund on or before September 19, 2014,
2 and September 18, 2015, respectively.

3 Sec. 3. 1. There is hereby appropriated from the State General Fund to
4 the Nevada Gaming Commission the following sums for staffing and operating
5 costs:

6 For the Fiscal Year 2013-2014 \$54,673

7 For the Fiscal Year 2014-2015 \$55,083

8 2. Any balance of the sums appropriated by subsection 1 remaining at
9 the end of the respective fiscal years must not be committed for expenditure
10 after June 30 of the respective fiscal years by the Nevada Gaming Commission
11 or any entity to which money from the appropriation is granted or otherwise
12 transferred in any manner, and any portion of the appropriated money
13 remaining must not be spent for any purpose after September 19, 2014, and
14 September 18, 2015, respectively, by either the Nevada Gaming Commission
15 or the entity to which the money was subsequently granted or transferred, and
16 must be reverted to the State General Fund on or before September 19, 2014,
17 and September 18, 2015, respectively.

18 Sec. 4. 1. This section and sections 2 and 3 of this act become effective
19 on July 1, 2013.

20 2. Section 1 of this act becomes effective on October 1, 2013.