Gaming; Regulations

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Gaming

Gaming; regulations

**NEV. REV. STAT. §463.— (new).**
SB 329 (Committee on Judiciary); 1983 Stat. Ch 247
(*Effective January 1, 1984*)

Existing law permits the Nevada Gaming Commission\(^1\) to adopt, amend, and repeal regulations according to a specified procedure.\(^2\) Chapter 247 defines a regulation as a rule, standard, directive, or statement that results in law or policy, or that describes the procedure or requirements for practicing before the State Gaming Control Board\(^3\) or the Commission.\(^4\) In addition, the definition also includes a proposed regulation, and the amendment or repeal of a prior regulation.\(^5\) Specifically excluded from the definition are (1) statements concerning only the internal management of the Board or Commission,\(^6\) (2) declaratory rulings,\(^7\) (3) interagency memoranda or memoranda between the Board and the Commission,\(^8\) (4) decisions in a contested case or relating to an application for a license,\(^9\) or (5) notices that concern the fees charged for the administration of licensing and gaming control laws.\(^10\)

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1. **NEV. REV. STAT. §§463.022-.029** (definition of Nevada Gaming Commission).
2. **Id. §463.145.**
3. **Id. §§463.0137-.120** (definition of State Gaming Board).
5. **Id.**
6. **Id. c. 247, §1(1), at 562.**
7. **Id. c. 247, §1(2), at 562.**
8. **Id. c. 247, §1(3), at 562.**
9. **Id. c. 247, §1(4), at 562.**
10. **Id. c. 247, §1(5), at 562.**

Gaming; voidability of security transactions

**NEV. REV. STAT. §463.510** (amended).
SB 403 (Committee on Judiciary); 1983 Stat. Ch 304
(*Effective May 15, 1983*)

Prior law rendered the sale, assignment, transfer, pledge or other disposition of a security issued by a corporation holding a state gaming license, ineffective without the prior approval of the State Gaming