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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 Commission¹ 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 Board³ 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

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).

4. 1983 Nev. Stat. c. 247, §1, at 562.

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