



Pacific Law Journal Review of Selected Nevada Legislative

Volume 1989 | Issue 1

Article 92

1-1-1989

Gaming; prohibition of paraphernalia used for cheating

The University of the Pacific, McGeorge School of Law

Follow this and additional works at: <https://scholarlycommons.pacific.edu/nlr>



Part of the [Legislation Commons](#)

Recommended Citation

The University of the Pacific, McGeorge School of Law, *Gaming; prohibition of paraphernalia used for cheating*, 1989 U. PAC. L. REV. (2019).

Available at: <https://scholarlycommons.pacific.edu/nlr/vol1989/iss1/92>

This Legislative Review is brought to you for free and open access by the Journals and Law Reviews at Scholarly Commons. It has been accepted for inclusion in Pacific Law Journal Review of Selected Nevada Legislative by an authorized editor of Scholarly Commons. For more information, please contact mgibney@pacific.edu.

Gaming

Gaming; prohibition of paraphernalia used for cheating

NEV. REV. STAT. §§ 465.080, 465.085, 465.110 (amended).
AB 731 (Committee on Judiciary); 1989 STAT. Ch. 458

Exiting law prohibits the use of counterfeit chips in gambling games.¹ Chapter 458 prohibits the possession of paraphernalia used to manufacture counterfeit chips or slugs.² Possession of two or more manufacturing paraphernalia creates a rebuttable inference that the possessor intended to use them for cheating.³ In addition, Chapter 458 prohibits any modification of a gaming device⁴ which alters its results.⁵

SJ

1. NEV. REV. STAT. § 465.080 1 (1987).

2. 1989 Nev. Stat. ch. 458, sec. 1, at 971 (amending NEV. REV. STAT. § 465.080). Chapter 458 prohibits possession of "paraphernalia for manufacturing slugs," including lead, molds, melting pots, torches and trimming equipment. *Id.*

3. *Id.*

4. NEV. REV. STAT. § 463.0155 (1987) (definition of gaming device).

5. 1989 Nev. Stat. ch. 458, sec. 2, at 972 (amending NEV. REV. STAT. § 465.085) (prohibition against alterations that change normal criteria of random chance).

