



## NEVADA GAMING CONTROL BOARD ESPORTS TECHNICAL ADVISORY COMMITTEE

### AMENDED\*\* MEETING NOTICE AND AGENDA

THIS MEETING OF THE NEVADA GAMING CONTROL BOARD'S ESPORTS TECHNICAL ADVISORY COMMITTEE WILL BE CONDUCTED IN-PERSON AND BY MEANS OF A REMOTE TECHNOLOGY SYSTEM. THE PUBLIC MAY ATTEND IN PERSON OR VIEW THE MEETING AT THE TIME NOTICED HEREIN BY LIVE STREAM LINK LOCATED AT: <https://gaming.nv.gov/index.aspx?page=145>. PUBLIC COMMENT MAY BE MADE IN PERSON AS SET FORTH BELOW IN THE PUBLIC NOTICE SECTION.

### **NEVADA GAMING CONTROL BOARD** **ESPORTS TECHNICAL ADVISORY COMMITTEE**

\*GAMING CONTROL BOARD OFFICES  
GRANT SAWYER BUILDING  
HEARING ROOM 2450  
555 EAST WASHINGTON AVENUE  
LAS VEGAS, NV 89101

**JULY 18, 2022**

**1:00 P.M.**

- I. Public Comments
- II. \*\* Approval of Prior ETAC Meeting(s) Minutes/Disposition
- III. Presentation on Issues Relating to the Creation, Distribution, and Use of Official Data for Wagering on Esports Competitions
- IV. Presentation on the Integrity of Official Data Partnerships with Game Publishers
- V. Presentation on Betting Lines Used for Wagering on Esports Competitions
- VI. Presentation on the Function, Architecture, and Application Technology of an Esports Betting Platform
- VII. \*\* Formulation of Recommendations for Regulatory Action to be taken by the Nevada Gaming Control Board
- VIII. Chair's Report
- IX. Public Comments

#### PUBLIC NOTICE

*The public is hereby noticed that items on this agenda may be taken out of order, two or more agenda items may be combined for consideration, and/or at any time an agenda item may be removed from the agenda or discussion delayed.*

*The Esports Technical Advisory Committee will take public comment on any matters within its jurisdiction, control, or advisory power. Comments by the public made in-person may be limited to three minutes as a reasonable time, place, and manner restriction, but may not be limited based upon viewpoint. Comments by the public may be emailed to [EsportsTAC@qcb.nv.gov](mailto:EsportsTAC@qcb.nv.gov) and must include the commenter's name. Members of the Esports Technical Advisory Committee will be provided with all emailed comments and will have had the opportunity to review all emailed comments prior to or during the public comment periods noticed in this agenda. Content may be redacted due to inappropriate language. The emailed public comments shall, in their entirety, become part of the public record. In the event of technical difficulties receiving public comment during the meeting, all such comments will become part of the public record and available after the meeting.*

*We are pleased to make reasonable accommodations for members of the public who are disabled and wish to attend the meeting. If special arrangements for the meeting are necessary, please notify the Executive Secretary's office in writing at the Nevada Gaming Commission, P.O. Box 8003, Carson City, Nevada 89702-8003 or by calling (775) 684-7750 as soon as possible.*

*This agenda has been posted at the following locations: 1919 College Park way, Carson City, Nevada; 555 East Washington Avenue, Suite 2600, Las Vegas, Nevada; on the official website of the State of Nevada at: <https://notice.nv.gov>, pursuant to NRS 232.2175; and on the Board's website at: <https://gaming.nv.gov/index.aspx?page=370>. The disposition agenda is also available following the Committee's meeting at the same sites.*

*In the event there are supporting materials available for the items on this agenda, such materials will be produced upon request pursuant to NRS 241.020(6) and (7) by contacting the Custodian of Records, at (775) 684-7760 prior to the meeting. A public copy of supporting materials received during a meeting will be made available. Supporting materials may also be available on the Board's website at: <https://gaming.nv.gov/index.aspx?page=370>.*

*In the event a member of the public has technical difficulties with the connection to the meeting that is beyond the control of the Esports Technical Advisory Committee, please be advised that the meeting transcript will be available after adjournment of the meeting by submitting a request to: [transcriptrequests@qcb.nv.gov](mailto:transcriptrequests@qcb.nv.gov).*

*\*As a courtesy these proceedings will be video cast to the Nevada Gaming Control Board offices in Las Vegas, Grant Sawyer Building, Hearing Room 2450, 555 East Washington Avenue if the meeting takes place in Carson City and to the Nevada Gaming Control Board offices in Carson City, 1919 College Parkway if the meeting takes place in Las Vegas. In the event technical difficulties prevent these proceedings from being video cast, the Nevada Gaming Control Board or Nevada Gaming Commission, at its discretion, may conduct the meeting without the proceedings being video cast.*

## MEETING AGENDA

1:00 P.M.

- I. **PUBLIC COMMENTS**: This public comment agenda item is provided in accordance with NRS 241.020(2)(c)(3) which requires an agenda provide for a period devoted to comments by the general public, if any, and discussion of those comments. No action may be taken upon a matter raised under this item of the agenda until the matter itself has been specifically included on an agenda as an item upon which action will be taken. Comments by the public may be limited to three minutes as a reasonable time, place, and manner restriction, but may not be limited based upon viewpoint.
- II. **\*\* APPROVAL OF PRIOR ETAC MEETING(S) MINUTES/DISPOSITION**  
**\*\* FOR POSSIBLE ACTION**: Pursuant to NRS 241.035, approval of the Esports Technical Advisory Committee (ETAC) minutes/disposition for its meeting held on March 1, 2022.
- III. **PRESENTATION ON ISSUES RELATING TO THE CREATION, DISTRIBUTION, AND USE OF OFFICIAL DATA FOR WAGERING ON ESPORTS COMPETITIONS**  
**FOR DISCUSSION ONLY**: Presentation by Moritz Maurer, CEO of GRID, on ~~multiple~~ multiple issues relating to official data and its use as a wagering product in esports competitions.
- IV. **PRESENTATION ON THE INTEGRITY OF OFFICIAL DATA PARTNERSHIPS WITH GAME PUBLISHERS**  
**FOR DISCUSSION ONLY**: Presentation by Amir Mirzaee, COO of Bayes Esports, and Martin Dachsett, CEO of Bayes Esports, on the function of official data providers for game publishers and esports competitions.
- V. **PRESENTATION ON BETTING LINES USED FOR WAGERING ON ESPORTS COMPETITIONS**  
**FOR DISCUSSION ONLY**: Presentation by Vlastimil Venclik, CEO of Oddin.gg, and Marek Suchar, Managing Director of Oddin.gg, on how betting lines for wagering on esports are created and how official data is used to set such lines.
- VI. **PRESENTATION ON THE FUNCTION, ARCHITECTURE, AND APPLICATION TECHNOLOGY OF AN ESPORTS BETTING PLATFORM**  
**FOR DISCUSSION ONLY**: Presentation by Eric Bowers, Vice President of Architecture & ~~Innovation~~ Innovation for Boyd Gaming Corporation, relating to a forthcoming betting platform proposal related to esports wagering.
- VII. **\*\* FORMULATION OF RECOMMENDATIONS FOR REGULATORY ACTION TO BE TAKEN BY THE NEVADA GAMING CONTROL BOARD**  
**FOR POSSIBLE ACTION**: Discussion and possible action to formulate regulatory proposals related to ensuring the integrity of ~~Esports~~ esports when wagers are placed on such competitions and to draft potential regulations incorporating those proposals for regulatory action to be taken by the Nevada Gaming Control Board.
- VIII. **CHAIR'S REPORT**  
**FOR INFORMATIONAL PURPOSES ONLY**: General information and announcements regarding the ETAC.
- IX. **PUBLIC COMMENTS**: This public comment agenda item is provided in accordance with NRS 241.020(2)(c)(3) which requires an agenda provide for a period devoted to comments by the general public, if any, and discussion of those comments. No action may be taken upon a matter raised under this item of the agenda until the matter itself has been specifically included on an agenda as an item upon which action will be taken. Comments by the public may be limited to three minutes as a reasonable time, place and manner restriction, but may not be limited based upon viewpoint.