



BRIAN SANDOVAL  
Governor

STATE OF NEVADA

## GAMING CONTROL BOARD

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MARK A. LIPPARELLI, *Chairman*  
A.G. BURNETT, *Member*  
SHAWN R. REID, *Member*

## NOTICE

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Notice # 2012-22

Issuing Division: Technology

**DATE: FEBRUARY 21, 2012**

**TO: ALL LICENSEES AND INTERESTED PERSONS**

**FROM: MARK A. LIPPARELLI, CHAIRMAN**

**SUBJECT: ADOPTION OF PROPOSED INTERACTIVE GAMING TECHNICAL STANDARDS**

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The Gaming Control Board (Board) completed the final revisions to the Interactive Gaming Technical Standards. The initial draft of the proposed Interactive Gaming Technical Standards was first published on October 14, 2011 on the Board's website. Subsequently, the Board held a public meeting on November 1, 2011, wherein public and industry comments were considered by the Board.

Based on discussions at the public meeting and the written and oral comments received, the Board made changes to the initial draft of the Interactive Gaming Technical Standards.

Pursuant to Nevada Gaming Commission Regulation 14.050(4), I am informing you of my decision to adopt the January 27, 2012 version of the Interactive Gaming Technical Standards which were published on the Board's webpage at: <http://gaming.nv.gov> on February 14, 2012.

Any objections to the proposed Interactive Gaming Technical Standards must be submitted in writing by **April 6, 2012** to:

Brian Duffrin, Executive Secretary  
Nevada Gaming Commission  
1919 College Parkway  
P.O. Box 8003  
Carson City, Nevada 89702

Attention: Objections to Technical Standards

If no objections are received, it is my intention to have the Interactive Gaming Technical Standards become effective on April 8, 2012.

Any questions regarding this matter should be directed to Jim Barbee, Chief of Technology, at (702) 486-2240 or JBarbee@gcb.nv.gov.