



BRIAN SANDOVAL
Governor

STATE OF NEVADA

GAMING CONTROL BOARD

1919 College Parkway, P.O. Box 8003, Carson City, Nevada 89702
555 E. Washington Avenue, Suite 2600, Las Vegas, Nevada 89101
3650 S. Pointe Circle, Suite 203, P.O. Box 31109, Laughlin, Nevada 89028
557 W. Silver Street, Suite 207, Elko, Nevada 89801
9790 Gateway Drive, Suite 100, Reno, Nevada 89521
750 Pilot Road, Suite I, Las Vegas, Nevada 89119

A.G. BURNETT, *Chairman*
SHAWN R. REID, *Member*
TERRY JOHNSON, *Member*

NOTICE

Notice # 2015-97

Issuing Division: Technology

DATE: October 20, 2015

TO: Public, All Licensees, and Interested Parties

FROM: A.G. Burnett, Chairman

SUBJECT: Gaming Technology Approval Process

On September 17, 2015, the Nevada Gaming Commission (NGC) adopted amendments to NGC regulations 4, 6, and 14 to effectuate Senate Bill 9, passed by the 78th (2015) session of the Nevada Legislature. Senate Bill 9 charged the NGC, with the advice and assistance of the Nevada Gaming Control Board (NGCB), to adopt regulations which encourage manufacturers to develop and deploy gaming devices that incorporate innovative, alternative and advanced technology.

To facilitate the efficient entry of new concepts and technology into Nevada, manufacturers are advised to coordinate with the NGCB's Technology Division early in the development process regarding how their concept or technology will fit into the Nevada regulatory structure. The aim of this collaboration is to review the use and implementation of the technology to address potential regulatory compliance concerns prior to significant product development, submission to an Independent Test Lab (ITL) for certification, or submission to the NGCB for final approval.

In preparation for consultation with the Technology Division, a manufacturer should review the applicable Nevada regulatory structure to develop a basic understanding of the requirements that will be placed on their technology. Although others may apply, the following are the most applicable statutes, regulations, and standards for gaming technology:

- NRS 463** - Licensing and Control of Gaming
- NRS 465** - Crimes and Liabilities Concerning Gaming
- NGC Regulation 5** - Operation of Gaming Establishments