

BEFORE THE NEVADA GAMING COMMISSION
AND THE STATE GAMING CONTROL BOARD

In the Matter of
ELSINORE CORPORATION
(Public Offering)

PRELIMINARY ORDER

THIS MATTER came on regularly for hearing before the State Gaming Control Board at Carson City, Nevada on August 15, 1979 and before the Nevada Gaming Commission at Carson City, Nevada on August 23, 1979; and

THE APPLICANT having appeared, submitted evidence and made arguments; and

NO PERSON having appeared in opposition to the granting of the application;

IT IS HEREBY ORDERED BY THE NEVADA GAMING COMMISSION UPON THE RECOMMENDATION OF THE STATE GAMING CONTROL BOARD:

1. THAT the application of Elsinore Corporation for approval to file a registration statement on Form S-1 with the United States Securities and Exchange Commission, relating to long-term subordinated debt securities, not to exceed \$40,000,000, be, and it hereby is, accepted as filed.

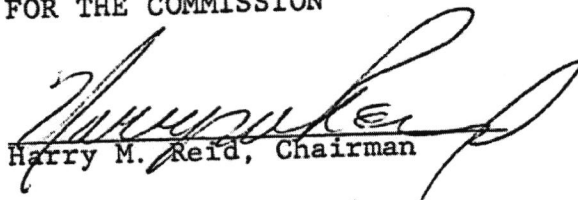
2. THAT Elsinore Corporation be, and it hereby is, granted approval pursuant to Regulation 16.110(4) to file a registration statement on Form S-1 with the United States Securities and Exchange Commission for the public offering

of long-term subordinated debt securities, not to exceed \$40,000,000, as set forth in a memorandum entitled "Authority for Elsinore Corporation to File a Registration Statement with the Securities and Exchange Commission Under the Securities Act of 1933, as Amended", received by the Securities Division August 7, 1979.

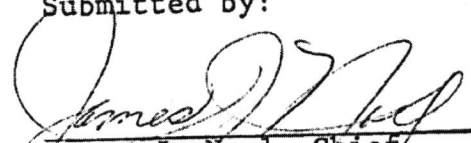
3. THAT the approval granted in this Order is valid for thirty (30) days from the date of this order. If the registration statement is not filed with the United States Securities and Exchange Commission within said thirty (30) day period, this approval is withdrawn.

Entered at Carson City this 23rd day of August, 1979.

FOR THE COMMISSION

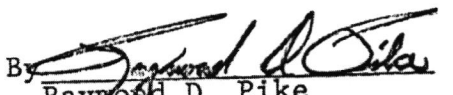

Harry M. Reid, Chairman

Submitted by:


James J. Noel, Chief
Corporate Securities

APPROVED:

RICHARD BRYAN
Attorney General

By 
Raymond D. Pike
Deputy Attorney General
Chief, Gaming Division