

**AMENDMENT TO**  
**NEVADA GAMING COMMISSION REGULATION 5.260(3)**

**As Adopted By The Nevada Gaming Commission**

**Draft Dated: 07/25/2024**

**PURPOSE STATEMENT:** To amend Nevada Gaming Commission (“Commission” or “NGC”) Regulation 5.260(3) to remove the initial date by which covered entities had to come into compliance when the regulation was adopted and replace it with a time frame in which covered entities must come into compliance going forward; And to take such additional actions as may be necessary and proper to effectuate this stated purpose.

**EFFECTIVE DATES:** All changes became effective upon adoption by the Commission.

**EXPLANATION:** Matter in *blue italics* is new language; and matter between ~~red brackets with single strikethrough~~ is material to be omitted.

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REGULATION 5

**OPERATION OF GAMING ESTABLISHMENTS**

**5.260 Cybersecurity.**

[Subsections 1 and 2 – No Changes]

3. Except as otherwise provided herein, a covered entity shall perform an initial risk assessment of its business operation and develop the cybersecurity best practices it deems appropriate. After performing the initial risk assessment, the covered entity shall continue to monitor and evaluate cybersecurity risks to its business operation on an ongoing basis and shall modify its cybersecurity best practices and risk assessments as it deems appropriate. The risk assessment and ongoing monitoring and evaluation required pursuant to this subsection may be performed by an affiliate of the covered entity or a third-party with expertise in the field of cybersecurity. Examples of cybersecurity best practices include, without limit, CIS Version 8, COBIT 5, ISO/IEC 27001, and NIST SP 800-53, or later versions thereof. Covered entities shall ~~have until December 31, 2023, to~~ fully comply with this subsection *within 90 days of being licensed*.

[Subsections 4 through 7 – No Changes]