

REGULATION 1

ISSUANCE OF REGULATIONS; CONSTRUCTION; DEFINITIONS

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1.010 Promulgation, amendment, modification and repeal. The following regulations are issued pursuant to the Gaming Control Act, chapters 463A, 463B, 464 and 466 of NRS, in accordance with procedures prescribed by NRS 463.145. The Commission will, from time to time, promulgate, amend and repeal such regulations, consistent with the policy, objects and purposes of the Nevada Gaming Control Act, as it may deem necessary or desirable in carrying out the policy and provisions of that Act.
(Amended: 8/61; 9/73; 9/82.)

1.020 Construction. Nothing contained in these regulations shall be so construed as to conflict with any provision of the Nevada Gaming Control Act or of any other applicable statute.

1.030 Severability. If any provision of these regulations be held invalid, it shall not be construed to invalidate any of the other provisions of these regulations.

1.040 Definitions, words and terms; tense, number and gender. The provisions of the Act relating to definitions, tense, number and gender apply and govern the interpretation of these regulations, except when otherwise plainly declared or clearly apparent from the context.

(Amended: 7/76; 9/82.)

1.050 “Act” defined. “Act” means chapters 463, 463A, 463B, 464 and 465 of the Nevada Revised Statutes.

(Amended: 8/61; 7/67; 9/73; 12/78; 9/82.)

1.055 “Automated teller machine” defined. “Automated teller machine” or “ATM” means an automated bank teller machine capable of dispensing cash.

(Adopted: 7/99. Effective: 2/1/2000.)

1.060 “Card game” defined. “Card game” means a game in which the licensee is not party to wagers and from which the licensee receives compensation in the form of a rake-off, a time buy-in, or other fee or payment from a player for the privilege of playing, and includes but is not limited to the following: Poker, bridge, whist, solo and panguingui.

(Amended: 9/82.)

1.062 “Cashable credits” defined. “Cashable credits” means wagering credits that are redeemable for cash.

(Adopted: 5/03.)

1.065 “Casino” defined. “Casino” means the room or rooms wherein gaming is conducted and includes any bar, cocktail lounge or other facilities housed therein as well as the area occupied by the games, except restricted gaming operations as defined by NRS 463.0189.

(Amended: 9/82; 7/99. Effective: 2/1/2000.)

1.075 “Convenience store” defined. “Convenience store” means a business selling groceries at retail pursuant to NRS 372.050, such as, but not limited to, food for human consumption, articles used in the preparation of food, household supplies, dairy products, meat, and produce, and normally having at least 1,000 square feet and no more than 10,000 square feet of floor space available to the public.

(Adopted: 7/99. Effective: 2/1/2000.)

1.080 “Counter game” defined. “Counter game” means a game in which the licensee is party to wagers and wherein the licensee documents all wagering activity. The term includes, but is not limited to bingo, keno, race books, and sports pools. The term does not include table games, card games and slot machines.

(Adopted: 5/03.)

1.085 “Counter games payout” defined. “Counter games payout” means the total amount of money, chips, tokens, wagering vouchers, payout receipts, and electronic transfers made from a counter game through the use of a cashless wagering system, that are distributed to a patron as the result of a legitimate wager.

(Adopted: 5/03. Amended: 6/20.)

1.090 “Counter games write” defined. “Counter games write” means the total amount of money, guaranteed drafts, chips, tokens, wagering vouchers, unpaid winning tickets, and electronic transfers made to a counter game through the use of a cashless wagering system, that are accepted from a patron as a legitimate wager.

(Adopted: 5/03. Amended: 6/20.)

1.092 “Debit instrument” defined. “Debit instrument” has the meaning ascribed to it in NRS 463.01469. The term includes, without limitation, a prepaid access instrument.

(Adopted: 2/14. Amended: 06/20.)

1.095 “Drop” defined. “Drop” means:

1. For table games, the total amount of money, guaranteed drafts, chips, tokens, and wagering vouchers contained in the drop boxes and any electronic transfers made to the game through the use of a cashless wagering system.

2. For slot machines, the total amount of money, tokens and wagering vouchers contained in the drop box, and any electronic transfers made to the slot machine through the use of a cashless wagering system.
(Amended: 9/82; 1/88; 5/03; 6/20.)

1.100 “Drop box” defined. “Drop box” means:

1. For table games, a locked container permanently marked with the game, shift, and a number corresponding to a permanent number on the table. All markings must be clearly visible from a distance of at least 20 feet. The container must be locked to the table, separately keyed from the container itself. All currency exchanged for chips or tokens or credit instruments at the table and all other items or documents pertaining to transactions at the table must be put into the container.

2. For slot machines, a container in a locked portion of the machine or its cabinet used to collect the money and tokens retained by the machine that is not used to make automatic payouts from the machine.
(Amended: 9/82; 1/88.)

1.101 “Drug store” defined. “Drug store” means a business of apothecary or druggist or pharmacy where drugs or medicines are compounded or dispensed by a state licensed pharmacist and may include a grill and fountain services and the selling at retail pursuant to NRS 372.050 of sundries such as stationery, magazines, and cosmetic and health items and having 10,000 or more square feet of floor space available to the public.

(Adopted: 7/99. Effective: 2/1/2000.)

1.103 “Electronic transfer” defined. “Electronic transfer” means the transfer to or from a game or gaming device of a patron’s cashable credits, through the use of a cashless wagering system, that have either been provided to the patron by the licensee, or for which the licensee or its affiliates have received cash through a wagering account. The term also includes electronic transfers of money to a game or gaming device.

(Adopted: 5/03. Amended: 6/20.)

1.105 “Enrollee” or “enrolled person” defined. “Enrollee” or “enrolled person” means any attorney, certified public accountant, or agent who is authorized to appear or practice before the Commission or the Board as provided in Regulation 10.

(Amended: 9/82.)

1.110 “Establishment” defined. “Establishment” means any premises where business is conducted, and includes all buildings, improvements, equipment and facilities used or maintained in connection with such business.

(Amended: 9/82.)

1.125 “Funds” defined. “Funds” means money or any other thing of value.

(Amended: 9/82.)

1.130 “Grocery store” defined. “Grocery store” means a business selling at retail pursuant to NRS 372.050 groceries, such as, but not limited to, food for human consumption, articles used in the preparation of food, household supplies, dairy products, meat, and produce, and having more than 10,000 square feet of floor space available to the public.

(Adopted: 7/99. Effective: 2/1/2000.)

1.135 “Guaranteed draft” defined. “Guaranteed draft” means a draft or check accepted by a licensee for gaming purposes whose drawer is a patron and whose drawee unconditionally guarantees payment provided that all required issuance and acceptance procedures are adhered to by the drawee and the licensee. The term includes, but is not limited to, traveler’s checks. The term does not include personal checks.

(Adopted: 5/03.)

1.137 “Hosting center” defined. “Hosting center” means a facility that houses associated equipment, cashless wagering systems, games, gaming devices, race book operations, or sports pool operations, in whole or in part thereof, and which is not located on the premises of a licensed gaming establishment, the business premises of a gaming licensee, or the business premises of a cloud computing service provider that meets the requirements set forth in paragraph (c) of subsection 2 of section 5.242 of these regulations. For purposes of this section, “business premises of a gaming licensee” does not include space leased by a licensee from a third-party data center operator.

(Adopted: 7/11; Amended: 4/22.)

1.139 “Independent accountant” defined. “Independent accountant” means a certified public accountant licensed by this state or another state or territory of the United States, who is qualified to practice public accounting in Nevada under the provisions of chapter 628 of NRS.

(Adopted: 11/08.)

1.140 “Jackpot payout” defined. “Jackpot payout” means money, tokens, payout receipts, wagering vouchers, electronic transfers made from a slot machine through the use of a cashless wagering system and the actual cost to the licensee of personal property, other than travel expenses, food, refreshments, lodging or services distributed to a slot machine player as a result of a legitimate wager.

(Amended: 9/82; 1/88; 5/03; 6/20.)

1.141 “Liquor store” defined. “Liquor store” means specialty retail store which deals exclusively in alcoholic liquors for off-premises consumption, and the incidental sale of related items including magazines, newspapers and snack foods. For purposes of this section, “alcoholic liquors” means the four varieties of liquor, namely, alcohol, spirits, wine and beer, and every liquid or solid, patented or not, containing alcohol and intended for consumption by human beings as a beverage.

(Adopted: 7/05.)

1.143 “Payout receipt” defined. “Payout receipt” means an instrument that is redeemable for cash and is either issued by a game or gaming device, or as a result of a communication from a game or gaming device to associated equipment, that cannot be used for wagering purposes.

(Adopted: 5/03.)

1.145 “Premises” defined. “Premises” means land together with all buildings, improvements and personal property located thereon.

(Amended: 9/82.)

1.146 “Prepaid access instrument” defined. “Prepaid access instrument” means a card, code, electronic serial number, mobile identification number, personal identification number or similar device that allows patron access to funds that have been paid in advance and can be retrieved or transferred at some point in the future through such a device. To transfer funds for gaming purposes, a prepaid access instrument must be used in conjunction with an approved cashless wagering system, race book or sports pool wagering account, or interactive gaming account.

(Adopted: 2/14.)

1.147 “Progressive keno game” defined. “Progressive keno game” means a game with a payoff limit that increases by predetermined amount as the game is played, which limit is at all times exhibited on an indicator visible to the public. “Progressive keno game” does not include video progressive keno devices.

(Amended: 9/82.)

1.150 Repealed. [Repealed: 2/26/26.]

(Amended: 9/82.)

1.155 “Registration” defined.

1. “Registration” means:

(a) A final order of the Commission which authorizes a corporation, firm, partnership, limited partnership, association, limited liability company, trust, or other form of business organization not a natural person to be a holding company or

(b) A registration of a person, including individuals, with the Board.

2. "Registration" does not mean registered as a gaming employee unless context otherwise requires. (Amended: 9/82; 5/18; 9/20.)

1.160 "Regulations" defined. "Regulations" (sometimes abbreviated as "Regs.") means regulations adopted by the Commission. (Amended: 9/82.)

1.162 "Rim credit" defined. "Rim credit" means all extensions of credit in exchange for chips not evidenced by the immediate preparation of a credit instrument. (Adopted: 5/03.)

1.170 "Slot machine operator's license" defined. "Slot machine operator's license" means a nonrestricted license which authorizes the holder to place slot machines in a licensed location and share in the profits therefrom without being on the license issued for the location. (Amended: 9/82.)

1.172 "System based game" and "system based gaming device" defined. "System based game" or "system based gaming device" means a gaming device comprised of a server or system part and client stations that, together, form a single integrated device where the system portion of the game determines the outcomes of the individual games conducted on the client stations and the client stations cannot operate independently from the system. (Adopted: 01/10.)

1.174 "System supported game" and "system supported gaming device" defined. "System supported game" or "system supported gaming device" means a gaming device comprised of a collection of conventional gaming devices or client stations connected to a system for the purpose of downloading control programs and other software resources to the conventional gaming device or client station on an intermittent basis. The client stations connected to the system are capable of operating independently from the system once the downloading process has been completed. This configuration encompasses cases where the system may take control of peripheral devices or associated equipment typically considered part of a conventional gaming device such as a bill validator or a printer. In a system supported game, game outcome is determined by the conventional gaming devices or client stations connected to the system and not by the system itself. (Adopted: 01/10.)

1.180 "Table game bankroll" defined. "Table game bankroll" means the inventory of:

1. Chips, tokens and coinage at a table game that is used to make change, extend credit and pay winning wagers; and
2. Unpaid credit at a table game, including credit instruments not yet transferred to the cage and outstanding rim credit.

(Adopted: 5/03.)

1.190 "Wagering voucher" defined. "Wagering voucher" means a printed wagering instrument, or digital representation thereof, used in a cashless wagering system, that has a fixed dollar wagering value and is redeemable for cash or cash equivalents. (Adopted: 5/03. Amended 5/17.)

End – Regulation 1