



JOE LOMBARDO  
Governor

## 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

KIRK D. HENDRICK, *Chairman*  
HON. GEORGE ASSAD (RET.), *Member*  
BRITTNIE WATKINS, *Member*

# NOTICE

Notice # 2023-80

Issuing Division: Executive Secretary

**DATE:** September 28, 2023  
**TO:** PUBLIC, ALL LICENSEES AND INTERESTED PERSONS  
**SUBJECT:** NOTICE AND AGENDA OF A PUBLIC WORKSHOP OF THE NEVADA GAMING CONTROL BOARD TO DISCUSS AND SOLICIT COMMENTS REGARDING, WITHOUT LIMITATION, NEVADA GAMING CONTROL BOARD ENFORCEMENT STANDARDS AND PROCESSES

- I. NOTICE OF WORKSHOP
- II. PUBLIC COMMENT
- III. WORKSHOP AGENDA
- IV. PUBLIC COMMENT

### I. NOTICE OF WORKSHOP

The Nevada Gaming Control Board (Board) will hold a workshop to discuss and receive public input regarding, without limitation, the Board's enforcement process.

The public workshop is scheduled as follows:

**October 18, 2023**

**1:00 PM**

**Gaming Control Board Offices  
Grant Sawyer Building  
Hearing Room 2450  
555 East Washington Avenue  
Las Vegas, Nevada 89101**

**\*And via video conference at  
Gaming Control Board Offices  
1919 College Parkway  
Carson City, Nevada 89706**

Interested persons may present statements, arguments or contentions in writing. Written comments should be submitted prior to 5:00 p.m., Saturday, October 14, 2023. Comments should be submitted to the Executive Secretary via e-mail at [regcomments@gcb.nv.gov](mailto:regcomments@gcb.nv.gov). The public may attend in person or view the workshop at the time noticed herein by live stream link located at: <https://gaming.nv.gov/index.aspx?page=145>. Public comment may be made in person as set forth below in the public comment section.

## **II. PUBLIC COMMENT**

This public comment agenda item is provided in accordance with NRS 241.020(3)(d)(3) which requires an agenda provide for periods devoted to comments by the general public, if any, and discussion of those comments. No action may be taken upon a matter raised under this item of the agenda until the matter itself has been specifically included on an agenda as an item upon which action will be taken.

## **III. WORKSHOP AGENDA**

### **1. For Discussion Only**

**DISCUSSION REGARDING NEVADA GAMING CONTROL BOARD ENFORCEMENT STANDARDS AND PROCESSES, INCLUDING WITHOUT LIMITATION, DISCUSSION REGARDING PROCESSES THAT COULD RESULT IN MORE EFFECTIVE ENFORCEMENT PROCEDURES, DISCUSSION REGARDING NEVADA REVISED STATUTES AND NGC REGULATIONS PERTAINING TO ENFORCEMENT, DISCUSSION REGARDING GAMING EMPLOYEE REGISTRATIONS, DISCUSSION OF PAYMENT OF WINNING WAGERS TO INDIVIDUALS PREVIOUSLY TRESPASSED FROM A LICENSED GAMING ESTABLISHMENT, AND DISCUSSION OF THE STANDARDS AND PROCESSES RELATED TO PERSONS WHO ARE TO BE EXCLUDED OR EJECTED FROM A LICENSED GAMING ESTABLISHMENT.**

## **IV. PUBLIC COMMENT**

This public comment agenda item is provided in accordance with NRS 241.020(3)(d)(3) which requires an agenda provide for periods devoted to comments by the general public, if any, and discussion of those comments. No action may be taken upon a matter raised under this item of the agenda until the matter itself has been specifically included on an agenda as an item upon which action will be taken.

### **PUBLIC NOTICE**

*The public is hereby noticed that items on this agenda may be taken out of order, two or more agenda items may be combined for consideration, and/or at any time an agenda item may be removed from the agenda or discussion delayed.*

*The Nevada Gaming Control Board and Nevada Gaming Commission will also take public comment on any matters within their jurisdiction, control or advisory power. Comments by the public may be limited to three minutes as a reasonable time, place and manner restriction, but may not be limited based upon viewpoint.*

*We are pleased to make reasonable accommodations for members of the public who are disabled and wish to attend the meeting. If special arrangements for the meeting are necessary, please notify the Executive Secretary's office in writing at the Nevada Gaming Commission, P.O. Box 8003, Carson City, Nevada 89702-8003 or by calling (775) 684-7750 as soon as possible.*

*This agenda has been posted at the following locations: 1919 College Parkway, Carson City, Nevada; 555 East Washington Avenue, Suite 2600, Las Vegas, Nevada; on the official website of the State pursuant to NRS 232.2175; and on the Board's website at: <http://gaming.nv.gov/index.aspx?page=145>.*

*In the event there are supporting materials available for the items on this agenda, such materials will be produced upon request pursuant to NRS 241.020(7) and (8) by contacting the Custodian of Records at P.O. Box 2008, Carson City, Nevada 89702 or at (775) 684-7760. Supporting materials may also be available on the Board's website at: <https://gaming.nv.gov/index.aspx?page=52>.*

*In the event a member of the public has technical difficulties with the connection to the meeting that is beyond the control of the Nevada Gaming Control Board or Nevada Gaming Commission, please be advised that the meeting transcript will be available after adjournment of the meeting by submitting a request to: [transcriptrequests@gcb.nv.gov](mailto:transcriptrequests@gcb.nv.gov)*

*\* As a courtesy these proceedings will be video cast to the Nevada Gaming Control Board offices in Las Vegas, Grant Sawyer Building, Hearing Room 2450, 555 East Washington Avenue if the meeting takes place in Carson City and to the Nevada Gaming Control Board offices in Carson City, 1919 College Parkway if the meeting takes place in Las Vegas. In the event technical difficulties prevent these proceedings from being video cast, the Nevada Gaming Control Board or Nevada Gaming Commission, at its discretion, may conduct the meeting without the proceedings being video cast.*