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The MICHIGAN GAMING Newsletter



NEVADA GAMING CONTROL BOARD PUBLISHES REVISED SKILL-BASED GAMING RULES

On Thursday, July 30, 2015, the Nevada Gaming Control Board (“Board”) issued a revised set of regulations that would govern skill-based wagering activity. The regulations follow the enactment of Senate Bill 9 in May of this year which legalized such activity for gaming operators.

Regulation 14, which contains provisions related to linked gaming systems, online and mobile gaming, and testing standards for interactive devices, has several proposed amendments to allow the Board to regulate skill-based wagering in accordance with the new law. The proposed regulations define “game of skill” as “a game in which the skill of the player, rather than chance, is the dominant factor in affecting the outcome of the game as determined over a period of continuous play.” In addition, the regulations would permit hybrid games that combine skill and chance elements. The games would use “identifiers,” which include information like the frequency of play, skill of the player, comparative skill against other players, or the use of a particular gaming device or technology to determine which types of games are available to patrons.

On Thursday, August 6, 2015, the Board held a workshop allowing interested parties to submit comments and to discuss the proposed regulatory changes. According to the Board’s website, comments were submitted by a number of groups, including the Association of Gaming Equipment Manufacturers which led the initial efforts to permit skill-based wagering. Public comments largely centered around technical changes to clarify definitions and other regulatory language. In addition, the Board was urged to explicitly allow account-based wagering on such games and to provide more detail on how the skill and chance elements would be

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measured in regards to actual and theoretical payback calculations

“We look forward to working with the Nevada Gaming Control Board and other interested parties to bring unique gaming opportunities to the industry. AGEM continues to work with the regulatory community across the country to advance innovative gaming opportunities, allowing suppliers and operators to offer customers exciting new games in a controlled and secure environment,” stated Marcus Prater, Executive Director of AGEM.

The Board will consider the discussions and comments submitted during its workshop as it continues to develop regulations for skill-based wagering. For more information on the hearing, including copies of public comments submitted, please visit the Board’s website at: <http://gaming.nv.gov/index.aspx?page=52#2015-04R>.

GAMING AUTHORITIES FOCUS ON ILLEGAL GAMBLING ACROSS MIDWEST

On August 5, 2015, the Ohio Casino Control Commission (“OCCC”), coordinating with other law enforcement agencies, conducted searches in multiple counties related to allegations of illegal gambling activity. The searches the most recent in a number of enforcement actions taken by gaming and law enforcement authorities across Ohio, Michigan, and Illinois. These actions coincide with a national push by the gaming industry to combat illegal gambling.

Although no arrests were made, it was reported cash and several gaming machines were seized during the searches, which occurred in central and south-central Ohio. In April, the OCCC seized cash, documents and 143 gaming machines during the execution of a warrant in two locations.

The Michigan Gaming Control Board (“MGCB”) also announced on August 4, 2015 that the state attorney general had filed several charges against a charitable gaming licensee for fraud and embezzlement related to funds allegedly diverted from millionaire party events. In a press release on the matter, MGCB Executive Director Richard

Kalm stated that “The MGCB audits charities to ensure they properly account for and lawfully spend funds raised through millionaire parties. We will continue to see embezzlement and other crimes unless we address weaknesses in the current Bingo Act that authorizes charity gaming. Civil and criminal penalties for operators are necessary.”

The Illinois Gaming Board also recently revoked the video gaming operations license of an owner that was found to have a previously undisclosed felony conviction.

In June, the American Gaming Association (“AGA”) announced the formation of the Illegal Gambling Advisory Board, a body of law enforcement and policy experts designed to assist in the development of strategies to combat illegal gambling across the country. “As the gaming industry seeks to grow, its imperative that we crack down on the illegal operations that siphon critical revenues and tarnish the legal, highly regulated products and experiences we provide,” stated AGA President and CEO Geoff Freeman. The group is focused on providing support for efforts to combat illegal sports betting, black market machines, internet sweepstakes cafes, and illegal online gambling.

GLOBAL GAMING BUSINESS MAGAZINE ANNOUNCES CALL FOR ENTRIES FOR GAMING TECH AWARDS

Global Gaming Business Magazine is currently accepting entries for their 15th annual Gaming and Technology Awards.

The deadline to submit nominations is August 14, 2015 and entry forms can be found at www.ggbmagazine.com.

This year’s call for entries fall into four separate categories, they include 1) Best consumer-service technology, 2) Best productivity-enhancement technology, 3) Best slot product, and 4) Best table-game product or innovation.

The awards will be presented on Thursday, October 1, 2015 at the Global Gaming Expo in Las Vegas and will be included in the November issue

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