

**LAW 725-1001 - GAMING LAW POLICY SEMINAR
ROOM 101**

**William s. Boyd School of Law
University of Nevada, Las Vegas
Spring Semester - 2011**

Class Meetings:

Tuesday and Thursday, 7:30 a.m. to 8:55 a.m.

Adjunct Professors:

The Adjunct Professors are Greg Gemignani and Bob Faiss.

Professor Greg Gemignani is Chair of the Technology and Internet Gaming Practice at Lionel Sawyer & Collins. His contact information is: Office telephone (702) 383-8989; fax (702) 383-8845; and email ggemignani@lionelsawyer.com

Professor Bob Faiss is Chair of the Gaming and Regulatory Law Department at Lionel Sawyer & Collins. His contact information is: Office telephone (702) 383-8839; fax (702) 671-2490; and email rfaiss@lionelsawyer.com

Seminar Coordinator:

The Seminar Coordinator is Brin Gibson, a member of the Gaming Law Practice Group at Lionel Sawyer & Collins who is an experienced legislative advocate. His contact information is: Office telephone (702) 383-8901; fax (702) 383-8845; and email bgibson@lionelsawyer.com

Seminar Summary:

In odd-numbered years, when the Nevada State Legislature meets, the seminar traditionally concentrates on legislative advocacy. This year, the seminar will give equal attention to sessions that are designed to be the core of a course that has been recommended for inclusion in the Gaming Law Studies Program: "Law of the Slot Machine."

In the legislative-advocacy study, students will learn how to represent clients before a state legislature. The class project will be enactment of an amendment to the Nevada Gaming Control Act. Students will be involved in all phases of legislative advocacy, including testimony before the Senate and Assembly Judiciary Committees.

There will be guest lectures keyed to the topic being studied by the students. The syllabus may be changed to accommodate the schedules of guest lecturers and to allow appearances of student teams

before the Nevada gaming control agencies and the Nevada Legislature.

Seminar Materials:

All Seminar materials are accessible without cost or will be provided by the instructors without cost.

These will include:

- Nevada Gaming Control Act and Regulations of the Nevada Gaming Commission and Nevada State Gaming Control Board. These may be accessed at the website, http://gaming.nv.gov/stats_regs.htm.
- *Nevada Legislative Manual*, Nevada Legislative Counsel Bureau. The Seminar will open with the 2009 edition, which will be replaced by the 2011 edition when it becomes available.
- *Nevada State Legislative Guide, 2011-2012*, Research Division, Nevada Legislative Counsel Bureau.
- Material submitted for 2011 Nevada Legislative Bill Draft Request 163.
- Transcripts, appearances of Boyd Law School student teams before the Nevada State Gaming Control Board on November 4, 2010, and before the Nevada Gaming Commission on November 18, 2010.
- Solicitation of law student papers, 2011 Shannon Bybee Scholarship Award.

Research Paper:

There will be no final examination. Instead, students will be required to write a research paper on a gaming law topic that qualifies to be considered for the 2011 Shannon Bybee Scholarship Award.

Grading:

Grades will be based 85% on the research paper and 15% on involvement in class discussion and seminar projects.

Class Attendance and Punctuality:

As future attorneys, students are expected to act professionally. This means keeping appointments and being on time. Class absences or tardiness may result in grade reduction. The instructors reserve the

right to disenroll a student who fails to attend at least 80% of the scheduled class meetings.

Room and Building # for Disability:

The Disability Research Center (DRC) coordinates all academic accommodations for students with documented disabilities. The DRC is the official office to review and house disability documentation for students, and to provide them with an official Academic Accommodation Plan to present to the faculty if an accommodation is warranted. Faculty should not provide students accommodations without being in receipt of this plan.

UNLV complies with the provisions set forth in Section 504 of the Rehabilitation Act of 1973 and the Americans with Disabilities Act of 1990, offering reasonable accommodations to qualified students with documented disabilities. If you have a documented disability that may require accommodations, you will need to contact the DRC for the coordination of services. The DRC is located in the Student Services Complex (SSC-A), Room 143, and the contact numbers are: Voice (702) 895-0866, TTY (702) 895-0652, fax (702) 895-0651. For additional information, please visit: <http://studentlife.unlv.edu/disability/>.

Class Topics and Reading Assignments:

<u>Date</u>	<u>Topic</u>	<u>Instructor/ Guest Lecturer</u>	<u>Assignment</u>
Tuesday, January 18	Introductory lecture on legislative advocacy and review of 2011 BSL gaming law legislative project	Faiss	Material submitted for 2011 Legislative Bill Draft Request 163 and transcripts of BSL student teams before the Nevada Gaming Control Board on Nov. 4, 2010, and before the Nevada Gaming Commission on Nov. 18, 2010
Thursday, January 20	Introductory lecture on "Law of the Slot Machine"	Gemignani	Material provided by instructor
Tuesday, January 25	Structure, membership and function of Nevada State Legislature	Faiss	<i>Nevada State Legislative Guide, 2011-2012, all pages</i> <i>Nevada Legislative</i>

<u>Date</u>	<u>Topic</u>	<u>Instructor/ Guest Lecturer</u>	<u>Assignment</u>
			<i>Manual</i> , chapters 2 & 3, Appendices A, B, C, D & F
Thursday, January 27	Slot machine history and evolution	Gemignani	Material provided by instructor
Tuesday, February 1	Selection of student research paper topics	Faiss	Material provided by instructor
Thursday, February 3	Licensing of manufacturers in Nevada	Gemignani	Material provided by instructor
Tuesday, February 8	Role of the attorney - lobbyist with the State Legislature	Faiss	<i>Nevada Legislative Manual</i> , chapters 1, 4 and 5
Thursday, February 10	Approval of new gaming devices; approval to modify a gaming device; and approval of associated equipment	Gemignani	Material provided by instructor
Tuesday, February 15	The legislative committee hearing process	Faiss	<i>Nevada Legislative Manual</i> , chapters 1, 4 and 5
Thursday, February 17	Possession of slot machines for personal use	Gemignani	Material provided by instructor
Tuesday, February 22	Guest Lecturer: Former Nevada State Legislator	Faiss	No assignment
Thursday, February 24	"Gaming Device Testing"	Gemignani/ James Maida, President, GLI	Material to be provided
Tuesday, March 1	"The Way It Was - Las Vegas & Atlantic City"	Faiss/ Paul Rubeli, former	No assignment

<u>Date</u>	<u>Topic</u>	<u>Instructor/ Guest Lecturer</u>	<u>Assignment</u>
		Chairman & President, Aztar Corporation	
Thursday, March 3	Federal law issues: The Johnson Act - Shipment of gaming devices; repair of gaming devices. Cruise ship gaming devices	Gemignani	Material provided by instructor
Tuesday, March 8	"A Beginner's Guide to Success in the Gaming Industry"	Faiss/ Rick Darnold, Boyd Gaming Corporation	No assignment
Thursday, March 10	Tribal and State issues - Class II vs. Class III gaming devices - Part 1	Gemignani	Material provided by instructor
Tuesday, March 15	SPRING RECESS		
Thursday, March 17	SPRING RECESS		
Tuesday, March 22	Class II vs. Class III gaming - Part 2. Slot machine laws from other states	Gemignani	Material provided by instructor
Thursday, March 24	Review of gaming law issues before the Nevada Legislature	Faiss	Material provided by instructor
Tuesday, March 29	Slot machine sales and lease agreements	Gemignani	Material provided by instructor

<u>Date</u>	<u>Topic</u>	<u>Instructor/ Guest Lecturer</u>	<u>Assignment</u>
Thursday, March 31	Review of class legislation and research papers	Faiss	No assignment
Tuesday, April 5	Intellectual property protection for gaming devices	Gemignani	Material provided by instructor
Thursday, April 7	TBA		

<u>Date</u>	<u>Topic</u>	<u>Instructor/ Guest Lecturer</u>	<u>Assignment</u>
Tuesday, April 12	TBA		
Thursday, April 14	TBA		
Tuesday, April 19	TBA		
Thursday, April 21	TBA		
Tuesday, April 26	TBA		