Federal Gaming Law				
Basics – Part 1				

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- How many of you have had a gaming law class in the past?
- How many of you work in the gaming industry currently?
- How many have a tech background?

Objectives

- Have a basic understanding of the laws that impact gaming technologies
- Evaluating new technologies through the lens of apparently applicable laws
- What objectives to you have?
 - PARTICIPATION IS KEY TO HAVING A CLASS THAT BRINGS VALUE TO YOU

CONTENT DELIVERY CLASSES LIVE[Zoom at times] READING MATERIALS – www.federalgaminglaw.com PDF Class Site Canvas	
SYLLABUS AND TOPICS The syllabus may change to accommodate guest speakers and the Nevada Gaming Control Board meeting schedule. Are there any topics you would like to discuss that are not listed? We can modify to address topics you would like to see discussed	
Student Policy Handbook - 2020-21: 8.06 Grade Distribution In all classes of 21 or more students, faculty members must have a median grade of B, and meet the following grade distribution guidelines. A & A & > 1010-23% C & below: Al least 10% If this class exceeds 21 people Translation - Grading will be curved to meet grade distribution requirements	

Grading HEY, TOM, I JUST REALIZED THAT I DON'T NEED TO OUTRUN THE BEAR; I ONLY NEED TO OUTRUN YOU.	
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Grading • Options • EXAM • Essay • Mix • Multiple Choice • Midterm or Final Only • EXAM + Quizzes • Quizzes Quarterly	
Summary Any questions? Any topics for discussion? Any goals?	

Questions	