



Nevada Gaming Rule Changes This Fall: Device Testing Standards, Internal Controls and Gaming Salons

Public paper · October 5, 2026 · Nevada statewide · Nevada Gaming Control Board and Nevada Gaming Commission notices
· Ryan Standley / Record of Sale, LLC / Notice Nearby

Nevada gaming regulators have three rule changes moving this fall. New testing standards for gaming systems: comments were due 5 p.m. Oct. 5, the Board discusses them Oct. 7, licensee objections are due Oct. 19, and the planned start date is Oct. 23, 2026. New internal control standards (version 9.1) for card games and online gaming: objections due Nov. 1, effective Dec. 1, compliance by Jan. 1, 2027. And a gaming-salon rule change took effect Sept. 17, 2026.

Nevada gaming rules change through public notices. The Nevada Gaming Control Board posts them on gaming.nv.gov. Three are moving right now. Here is what each one does and the dates that matter.

Most of these rules apply to casinos, gaming companies and device makers. But they shape the games people play, how money moves through a casino, and how online gaming is checked.

1. Testing standards for gaming systems (Notice 2026-52)

On Sept. 4, 2026, Board Chair Mike Dreitzer published proposed changes to the Technical Standards for Gaming Devices and Associated Equipment. These are the testing rules a system must meet before it can be used in Nevada. The changes cover Standard 3 (online slot systems), 5 (cashless wagering kiosks), 6 (interactive gaming systems), 7 (definitions and general reporting), 8 (race and sports systems), 9 (pari-mutuel systems), 10 (keno), 11 (bingo), 12 (cashless wagering and wagering account systems) and 13 (cage, credit, card game and table game systems). The Board says the goal is to modernize and combine the rules for associated equipment systems.

Key dates: written comments were due by 5 p.m. Monday, Oct. 5, 2026, to Jeremy Eberwein, chief of the Technology Division and Gaming Laboratory. The Board discusses the changes at its Oct. 7 meeting, where

people can also speak. A nonrestricted licensee or licensed manufacturer may file a written objection with the Commission by Oct. 19, 2026. The planned effective date is Oct. 23, 2026. The Chair will send a separate notice of the final date.

2. Internal control standards, version 9.1 (Notice 2026-56)

On Oct. 1, 2026, Board Member Chandeni K. Sendall told Group I nonrestricted licensees, the largest casinos, that the Board intends to adopt version 9.1 of two sections of the Minimum Internal Control Standards: Card Games and Interactive Gaming. Internal controls are the step-by-step money and security procedures a casino must follow.

Any Group I licensee may object in writing within 30 days. Objections should reach the Nevada Gaming Commission by Nov. 1, 2026, and must name the exact section and number. If there are no objections, version 9.1 takes effect Dec. 1, 2026. Compliance is not required until Jan. 1, 2027. The drafts, with additions in blue and deletions in red strikethrough, stay posted on the Board's website until Jan. 1, 2027.

3. Gaming salons rule adopted (Notices 2026-49 and 2026-54)

A gaming salon is a private, high-limit gaming room. On Sept. 17, 2026, the Nevada Gaming Commission adopted changes to Commission Regulation 5.200, which covers licensing and operating a gaming salon. The hearing notice said the change updates logging requirements for wagering guests of gaming salons. The change took effect the same day, Sept. 17, 2026.

Copies of the adopted draft are available from the Commission's Executive Secretary at (775) 684-7750, or on the Board's History of Adopted Regulations page.

Also coming up: the rules review for the Governor

At its Oct. 7 meeting, the Board will also look at a list of Commission rules that people and staff flagged for streamlining, clarification, reduction or removal under Executive Order 2026-003. That list goes into a report to the Governor's Office. Our separate Oct. 7 meeting paper lists examples.

Official sources

Notice 2026-52 (testing standards):

<https://www.gaming.nv.gov/siteassets/content/about/industry-notices/notice-2026-52.pdf>

Notice 2026-56 (internal control standards 9.1):

<https://www.gaming.nv.gov/siteassets/content/about/industry-notices/notice-2026-56.pdf>

Notice 2026-49 (salon hearing) and 2026-54 (salon adoption):

<https://www.gaming.nv.gov/siteassets/content/about/industry-notices/notice-2026-49.pdf> and

<https://www.gaming.nv.gov/siteassets/content/about/industry-notices/notice-2026-54.pdf>

Pending Regulation Activity page: <https://www.gaming.nv.gov/regulations/pending-regulation-activity/>

Notes

- Sources checked Monday, Oct. 5, 2026, between about 8:20 and 9:30 a.m. PT.
- This is a plain-language summary. The notices and the codified regulations control. If they and this paper disagree, the official text wins.
- Author: Ryan Standley / Record of Sale, LLC / Notice Nearby.
- Not legal advice. Not a newspaper. Not Legal Publication. Record of Sale, LLC (Oregon).

Nye County hub · <https://noticenearby.com/nv/nye> · Nevada state hub · <https://noticenearby.com/nv>

<https://noticenearby.com/papers/nv-gaming-rule-changes-fall-2026>