

Article 1: Gaming Overlay District

Overview

This article consolidates all Gaming Overlay District standards and will be relocated to the general overlay district standards (Section 18.02.602) in Chapter 18.02, Zoning Districts, in the consolidated draft of the new code. **The intent of this article is to maintain the existing standards and regulations for gaming in Reno** and associated nonrestricted gaming uses while consolidating standards in a central location in the Code to improve user-friendliness and Code administration. As outlined in this article, new nonrestricted gaming uses are allowed with an SUP within the boundaries of the various gaming overlays outlined, except for the Corridor Gaming Overlay that encompasses former TOD zoning districts where nonrestricted gaming is limited to existing properties and no new establishments are allowed.

Mapping the New Overlay District

The existing table of permitted uses allows “hotel, with nonrestricted gaming” in the following zoning districts: HC; CRC-TC; DRRC-Entertainment Districts; DRRC-Keystone District (only in one specified area); RRC-TC; WGRC (areas identified as HC in MGOD overlay district and all of Map 2 – West Plan Area); E4TC (limited to the areas with existing nonrestricted gaming entitlements – identified as Diamond’s Casino in the old E4TC Master Plan); MSTC-RLM; NVTC (limited to the areas with existing nonrestricted gaming entitlements – identified as the Bonanza Casino in the old NVTC Master Plan); SVTC (limited to areas with existing nonrestricted gaming entitlements – listed with specific areas identified and mapped in the old SVTC Master Plan – including Tamarack Junction, Peppermill, and Atlantis Casinos); W4TC (limited to existing nonrestricted gaming entitlements; however, the old W4TC Master Plan does not identify gaming at all and staff is not aware of any gaming entitlements in the area). Existing code does not list “hotel with nonrestricted gaming” as an allowed use in the RTIARC; however, the old RTIARC Master Plan infers that it is allowed in the Tourist Commercial areas mapped and the old adopted policy plan supports this. The overlay should cover the properties associated with primary airport operations.

This article carries forward these location standards in an overlay that would apply to each of these locations, regardless of the existing or proposed base district. There are currently different nonrestricted gaming standards for specific geographic areas, which will be maintained.

18.02.101 Purpose¹

This district establishes regulations that recognize the unique characteristics of hotel/casino developments to mitigate potential impacts and encourage higher quality destination resorts that will increase tourism within the community.

18.02.102 All Districts²

Hotels with nonrestricted gaming in all districts shall comply with the following regulations, as applicable:

(a) Use³

Only the establishment of a new primary use requires a special use permit.

(b) Minimum Rooms

There shall be a minimum of 201 rooms per facility.

(c) Gaming Space

- (1) A maximum of 37,500 square feet of gaming space will be allowed without requiring an increase in the minimum number of rooms.
- (2) Expansion of the gaming area beyond the 37,500 square feet will require the construction of additional rooms over 201 by the proportionate ratio of 125 square feet of gaming

¹ New.

² Existing standards in Section 18.03.304(d)(4), which are carried forward from Section 18.08.202(d)(3). Standards will be maintained as use-specific standards in Section 18.03.304(d)(4) but are included here for reference.

³ This is proposed to be removed in the Consolidated Draft because it is redundant to existing nonconforming gaming policies (new and proposed).

space to each room up to a maximum of 500 rooms at which point no additional rooms will be required.

(d) Landscaping

All interior parking lot landscaping requirements (islands) may be satisfied by relocation of the total amount required by Section 18.12.1205(e) to the perimeter of the parking lot. This amount shall be added to whatever would have been required on the perimeter of the lot.

(e) Signs

Table 1.1 Sign Regulations for Gaming Overlay District

Maximum Height (Freestanding)	Sign Area (Freestanding)	Sign Area (Wall)	Illumination (All)	Flashing or Animated (All)
100 ft. [1]	No limit	No limit	All types	No limit

Note:

[1] Special use permit required to exceed 100 feet.

18.02.103 Mixed-Use Districts⁴⁵

Hotels with nonrestricted gaming in Mixed-Use Districts shall comply with the following regulations, as applicable:

(a) Design and Layout

- (1) Shall have a minimum lot size of one acre.
- (2) Shall maintain a minimum ratio of one square foot of public space to one square foot of gaming space.
- (3) Gaming space may not exceed public space until a maximum of 37,500 square feet of public space is reached.

18.02.104 Specific Gaming Overlay Districts

In addition to the standards of Sections 18.02.102 and 18.02.103, above, hotels with nonrestricted gaming in specific gaming overlay districts are subject to the following standards:

(a) Gaming Overlay 1: Convention Center (Formerly CRC/TC)

(1) Design and Layout

- a. A minimum of 20,000 square feet of convention space shall be provided on site.
- b. A minimum of 35,000 square feet of gaming area consisting of both slot machines and live games.
- c. Three restaurants shall be provided, one of which must be open for service to the public 24 hours per day, seven days a week and which has a minimum seating capacity of 60 patrons at one time.
- d. Safe connections and amenities supporting the convention center.
- e. All off the above improvements shall be constructed or provided prior to any certificate of occupancy for any new development.

⁴ Existing standards in Section 18.03.304(d)(4), which are carried forward from Section 18.08.202(d)(3). There is some minor consolidation of standards to reflect the consolidation of zoning districts (e.g., CRC-TC, RRC-TC, SVTC, NVTC, E4TC, and W4TC). Standards will be maintained as use-specific standards in Section 18.03.304(d)(4) but are included here for reference.

⁵ Existing land use intensity standards for Hotels with nonrestricted gaming are not carried forward (Section 18.08.405(h)).

(2) Building Height⁶

- a. Maximum building height shall be determined by the number of hotel rooms as follows:

Table 1.2 Maximum Building Height for Hotels with Nonrestricted Gaming	
Number of Hotel Rooms	Maximum Height
201-399	300 ft.
400-599	400 ft.
600 or more	500 ft.

- b. Maximum building height within each room number category may be increased with the approval of a special use permit.

(b) Gaming Overlay 2: Redfield (Formerly RRC/TC)

Only one Hotel with Nonrestricted Gaming shall be allowed. An additional Hotel with Nonrestricted Gaming shall not be approved unless any existing special use permit for this use is simultaneously revoked.

(c) Gaming Overlay 3: Reno-Tahoe International Airport (Formerly RTIARC)⁷

Shall be located within ½ mile of the airport terminal, except prohibited in the Airport Critical Area.

(d) Gaming Overlay 4: Corridor Gaming (Formerly TODs)⁸

Nonrestricted gaming is only allowed where currently operating, existing, or entitled at the time of adoption of this Code.

(e) Gaming Overlay 5: Mortensen-Garson (Formerly HC)

(1) Location

- a. The site must have direct access from a major arterial.
- b. The building footprint of the casino must be located at least 500 feet from the nearest existing school, church, residentially zoned property, or hospital.

(2) Gaming Space

- a. The maximum area of all gaming space shall not exceed ten percent of the net land area of the site.
- b. No hotel with or without gaming shall be permitted on a site of less than three acres in net land area.
- c. The project must provide convention space at a minimum ratio of 50 square feet per hotel room.

⁶ Existing standards for Hotels with nonrestricted gaming in the former CRC district are carried forward.

⁷ Use-specific standards for RTIARC and RSARC are slightly different. Gaming overlay will only be assigned to the Reno-Tahoe International Airport, and not the Reno-Stead Airport.

⁸ Existing standard carried forward to address the old gaming policy CD-8: "Existing non-restricted gaming uses, and non-restricted gaming allowed by land use, zoning and/or special use permits should be allowed in transit oriented development (TOD) corridors unless eliminated through a Master Plan amendment, zoning map amendment, and/or the expiration or revocation of a special use permit. New and existing non-restricted gaming uses and non-restricted gaming allowed by land use, zoning and/or active special use permits should be allowed in the Downtown Reno Regional Center, Reno-Tahoe International Airport Regional Center, Convention Regional Center, Redfield Regional Center, and Western Gateway Regional Center."

(3) Landscaping and Recreation¹⁰

- a. The minimum area devoted to landscaping and recreational uses shall be equal to 30 percent of the net land area.
- b. A minimum of 15 percent of the net land area is to be landscaped in such a manner as to soften the appearance of the project from the street; break up the parking lot(s); and buffer adjoining land uses.

The minimum area devoted to recreational uses shall be equal to seven and one-half percent of the net land area. Recreational uses shall include putting greens, jogging paths, fitness centers, video arcades, tennis courts, outdoor picnic areas, court games, swimming pools, playgrounds, theaters, bowling alleys, ice skating rinks and other similar facilities.

¹⁰ Similar standards from Section 18.12.1205(c)(3) and currently located in Section 18.04.704, *Minimum Landscaping Required* are to be eliminated because they are redundant and slightly less restrictive. The Code states that in case of conflict, the more restrictive standards apply, so this is not a substantive change.