

## CHAPTER 46

### GAMING EQUIPMENT

#### Authority

N.J.S.A. 5:12-63c, 69a, 70f, 70i and 100.

#### Source and Effective Date

R.1993 d.204, effective April 15, 1993.  
See: 25 N.J.R. 918(a), 25 N.J.R. 1999(c).

#### Executive Order No. 66(1978) Expiration Date

Chapter 46, Gaming Equipment, expires on April 15, 1998.

#### Chapter Historical Note

Chapter 46, Gaming Equipment, was adopted as R.1978 d.187, effective June 5, 1978. See: 10 N.J.R. 4(a), 10 N.J.R. 306(f). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1983 d.163, effective May 4, 1983. See: 15 N.J.R. 429(b), 15 N.J.R. 932(a). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1988 d.232, effective April 28, 1988. See: 20 N.J.R. 638(a), 20 N.J.R. 1209(c). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1993 d.204. See: Source and Effective Date. See, also, section annotations for specific rulemaking activity.

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#### SUBCHAPTER 1. GENERAL PROVISIONS

##### 19:46-1.1 Gaming chips; physical characteristics applicable to all gaming chips; issuance and use

(a) Each gaming chip issued by a casino licensee shall be in the form of a disk and, except as otherwise provided in N.J.A.C. 19:46-1.1A, shall have a uniform diameter of one and  $\frac{1}{16}$ ths inches. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The surface of a gaming chip across which its thickness can be measured in a perpendicular line from one face to the other shall be known as its "edge."

(b) No gaming chip shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed gaming chip are, prior to the manufacture of the gaming chip, submitted to and approved by the Commission, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

i. Each face, including any indentations or impressions;

ii. The edge; and

iii. Any colors, words, designs, graphics or security measures contained on the gaming chip; and

2. A sample stack of 20 gaming chips of each sample chip, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission.

(c) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures, including, at a minimum, those items specifically required to appear on the face or edge of a gaming chip pursuant to N.J.A.C. 19:46-1.1A or 1.1B, so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(d) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the sample of that gaming chip approved by the Commission pursuant to this section.

(e) No casino licensee or other person licensed by the Commission shall manufacture for, sell to, distribute to or use in any casino outside of Atlantic City, any gaming chips having the same edge spot and design specifications as those approved for use in Atlantic City casinos and casino simulcasting facilities.

Amended by R.1979 d.358, effective September 11, 1979.

See: 11 N.J.R. 419(a), 11 N.J.R. 531(a).

Amended by R.1983 d.539, effective November 21, 1983.

See: 15 N.J.R. 1239(a), 15 N.J.R. 1957(c).

Substantially amended and recodified text.

Amended by R.1992 d.110, effective March 2, 1992.

See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

In subsection (l); recodified 1.i. and 1., deleting 1.ii. regarding the cage cashier; added new subparagraphs 2. and 3., deleting 2.i. Stylistic revisions through (l). Added new text regarding one-half hour prior notice for a roulette table impressment. In (m), deleted (m)5 and added specific signature requirements.

Amended by R.1992 d.453, effective November 16, 1992.

See: 24 N.J.R. 2140(a), 24 N.J.R. 4279(b).

Added new (h); redesignated existing (h) through (p) as (i) through (q). In (i), (j), and (l), added references to pokette.

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcast provisions added.

Amended by R.1996 d.13, effective January 2, 1996.

See: 27 N.J.R. 3771(b), 28 N.J.R. 180(c).

In (m) deleted provision for notice to the commission prior to impressment.

Repeal and New Rule, R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

Section was "Gaming chips; value and non-value; physical characteristics".

Administrative correction.

See: 29 N.J.R. 2847(a).

#### 19:46-1.1A Value chips; denominations; physical characteristics

(a) Each gaming chip which contains a denomination on each face thereof shall be known as a "value chip."

(b) Each casino licensee shall be authorized to issue and use value chips in denominations of \$.50, \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000 and \$5,000, and in such quantities as the casino licensee may deem appropriate to conduct gaming or simulcast wagering in its casino or casino simulcasting facility.

(c) Each denomination of value chip issued by a casino licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Commission authorizes a casino licensee to include on the face or edge of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

(d) Each gaming chip manufacturer shall submit sample color disks to the Commission that identify all primary and secondary colors to be used for the manufacture of gaming chips for casino licensees in Atlantic City. Once a gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the colors set forth below or such other similar colors as approved by the Commission:

1. \$0.50—"Mustard Yellow" which shall mean that color classified as 5Y 7/6 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	Upper Limits	Lower Limits
Hue	H+ 7.5Y 7/6	H- 2.5Y 7/6
Value	V+ 5Y 8/6	V- 5Y 6/6
Chroma	C+ 5Y 7/8	C- 5Y 7/4

2. \$1.00—"White" which shall mean that color classified as N9/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	Upper Limits	to	Lower Limits
Value	V+ N9.4/		V- N8.75/
Chroma	5R 9/1		5G 9/0.5
	5 YR 9/1		5B 9/0.5
	5Y 9/1		5P 9/0.5

3. \$2.50—"Pink" which shall mean that color classified as 2.5R 9/0 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

(e) Each casino licensee shall be authorized to issue and use gaming plaques in denominations of \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000, and in such quantities as the casino licensee may deem proper to conduct gaming in its casino or casino simulcasting facility. Each gaming plaque of a specific denomination utilized by a casino licensee shall be in a shape and of a size, as approved by the Commission, which is identical to the shape and size of all other gaming plaques of that denomination issued by that casino licensee. The size and shape of each denomination of gaming plaque issued by a casino licensee shall be readily distinguishable from the size and shape of every other denomination of gaming plaque issued by that casino licensee.

(f) Each gaming plaque issued by a casino licensee shall contain certain identifying characteristics which shall appear at least once on each face of the gaming plaque and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming plaque. These characteristics shall, at a minimum, include:

1. The denomination of the gaming plaque, expressed in numbers of no less than three-eighths inch in height;
2. The name, trade name, or other approved identification of the casino licensee issuing the gaming plaque, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system; and
3. A unique serial number.

(g) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming plaque that it knows, or reasonably should know, is materially different from the sample of that gaming plaque approved by the Commission pursuant to this section.

Amended by R.1982 d.329, effective October 4, 1982.

See: 14 N.J.R. 708(a), 14 N.J.R. 1101(c).

Deleted gaming plaques denominations of \$500.00 and \$1,000.00 and added denominations of \$25,000, \$50,000, and \$100,000. Added last sentence to (b). Added (d) and (e).

Amended by R.1990 d.171, effective March 19, 1990.

See: 22 N.J.R. 23(a), 22 N.J.R. 983(a).

In (b): added language "Unless . . . Commission".

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcast provisions added.

Recodified from 19:46-1.2 and amended by R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

Substantially amended section. Former section, "Submission of gaming chips, plaques, match play coupons and progressive wager coupons for review and approval", repealed.

#### **19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons**

(a) All wagering on authorized games, other than slot machines, in a casino or casino simulcasting facility shall be conducted with gaming chips or plaques; provided, however, that match play coupons shall be permitted for use in

wagering at authorized games in accordance with N.J.A.C. 19:45-1.18 and 1.46. A casino licensee shall submit for approval to the Commission a sample of its match play coupon. Value chips previously issued by a casino licensee which are not in active use by that casino licensee shall not be used for wagering at authorized table games, keno or casino simulcasting, and shall not be accepted nor exchanged for any purpose at a gaming table, keno booth or a casino simulcast counter. Such chips shall only be redeemed at the cashiers' cage pursuant to (g) below.

(b) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Gaming chips and plaques shall only be issued to casino patrons at gaming tables. Gaming plaques and value chips shall only be redeemed by casino patrons at the cashiers' cage; provided, however, that gaming chips may be:

1. Issued to a patron in payment of a winning keno or simulcast wager and as part of a keno or simulcast wagering transaction in which value chips are tendered for wager;
2. Exchanged by a patron at the slot booths or with changepersons for currency, coin or slot tokens to play the slot machines, and
3. Used by a patron for keno or simulcast wagering.

(c) Except as provided in (j) and (l) below and as otherwise may be specifically approved by the Commission, each casino licensee shall redeem its gaming chips and plaques only from its patrons and shall not knowingly redeem its gaming chips and plaques from any non-patron source.

(d) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the casino or casino simulcasting facility. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron in gaming or simulcast wagering or redeemed in the same manner as any other value chip.

(e) Each casino licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette or pokette; provided, however, that it shall be the responsibility of the casino licensee and its employees to keep an accurate account of the wagers being made with value chips at any such game so that the wagers being made by each player are readily distinguishable from those being made by every other player at the table.

(f) Each gaming chip and plaque is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the gaming chip or plaque, and shall remain the property of the issuing casino licensee. Each

casino licensee shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item for redemption in accordance with (g) below.

(g) Each casino licensee shall redeem promptly its own genuine gaming chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A casino licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

1. Upon request by a patron who surrenders value chips or gaming plaques in any amount over \$100.00, a casino licensee shall exchange them for a casino check of that casino licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption;

2. A casino licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron in accordance with N.J.A.C. 19:45-1.25 or 1.25A, or to the payment of any returned check in accordance with N.J.A.C. 19:45-1.29, provided that the casino licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof in the patron's credit application or in a separate writing, which writing shall be maintained in the patron's credit file.

(h) Notwithstanding (g) above, if a patron requests by mail to redeem value chips in any amount, a casino licensee may effectuate such redemption, however, only by a cage supervisor as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered value chips to the chip bank in a transaction fully supported by proper documentation.

(i) Each casino licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have been issued by any other person, except that a casino licensee may redeem from its patrons gaming chips or plaques issued by another legally operated casino licensee upon the representation of a patron that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises.

(j) Employees of a casino licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashiers' cage or at another secure location in the casino hotel as approved by the Commission. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage pursuant to N.J.A.C. 19:45-1.15 and in accordance with procedures approved by the Commission.

(k) Each casino licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated casino licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed from patrons. Each casino licensee shall submit to the Commission for approval a system for the exchange, with other legally operated casino licensees, of value chips and gaming plaques:

1. That are in its possession and that have been issued by any other legally operated casino licensee; and

2. That it has issued and that are presented to it for redemption by any other legally operated casino licensee.

(l) Each casino licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage, any satellite cage, the simulcast counter, the keno booth and any satellite keno booth a sign that reads as follows:

"By law, gaming chips or plaques issued by another casino may not be used, exchanged or redeemed in this casino or casino simulcasting facility."

Amended by R.1984 d.564, effective December 17, 1984.

See: 16 N.J.R. 41(a), 16 N.J.R. 3494(b).

Substantially amended.

Amended by R.1988 d.224, effective May 16, 1988.

See: 20 N.J.R. 516(a), 20 N.J.R. 1099(c).

Substantially amended.

Amended by R.1991 d.232, effective May 6, 1991.

See: 22 N.J.R. 3327(a), 23 N.J.R. 1463(b).

In (c): added "slot" booth to text.

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcast provisions added; satellite cages added.

Administrative correction to (b).

See: 25 N.J.R. 1778(b).

Amended by R.1993 d.431, effective September 7, 1993.

See: 25 N.J.R. 2233(a), 25 N.J.R. 4126(a).

Amended by R.1993 d.492, effective October 4, 1993.

See: 25 N.J.R. 3107(b), 25 N.J.R. 4618(a).

Amended by R.1994 d.137, effective March 21, 1994.

See: 25 N.J.R. 5902(a), 26 N.J.R. 1373(b).

Amended by R.1994 d.504, effective October 3, 1994.

See: 26 N.J.R. 2872(a), 26 N.J.R. 3253(a), 26 N.J.R. 4089(a).

Amended by R.1995 d.285, effective June 5, 1995.

See: 26 N.J.R. 2218(a), 27 N.J.R. 2254(a).

Amended by R.1996 d.269, effective June 17, 1996.

See: 28 N.J.R. 1614(a), 28 N.J.R. 3175(a).

Amended by R.1996 d.442, effective September 16, 1996.

See: 28 N.J.R. 3246(a), 28 N.J.R. 4242(a).

Amended by R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

In (a), amended N.J.A.C. references and inserted second sentence; in (b), substituted "gaming tables. Gaming plaques and value chips shall only be redeemed" for "gaming tables and shall only be redeemed" and inserted reference to keno wagers in public keno areas; inserted new (c) and (d); recodified former (c) through (i) as (d) through (k); and made conforming changes to subsection references and substituted references to value chips for references to gaming chips throughout.

Amended by R.1997 d.217, effective May 19, 1997.

See: 29 N.J.R. 325(b), 29 N.J.R. 2470(a).

Subdivided (b); in (b), substituted “. Gaming plaques and value chips” for ‘and’, and “value chips may be” for “gaming chips may be”; inserted (b)1; and in (b)3, inserted “by a patron” and “, including keno wagers in public areas”.

Petition for Rulemaking: Notice of Receipt of a Petition for Rulemaking.

See: 29 N.J.R. 2571(c).

Amended by R.1997 d.250, effective June 16, 1997.

See: 29 N.J.R. 745(a), 29 N.J.R. 2675(a).

In (b)3, deleted “including keno wagers in public keno areas”; recodified former (e) as (c), and former (c) and (d) as (d) and (e); in (e), inserted cite to (f); inserted new (j); and recodified former (j) and (k) as (k) and (l).

**19:46-1.6 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques**

(a) When gaming chips or plaques are received from the manufacturer or distributor thereof, they shall be opened and checked by at least three people, one of whom shall be from the accounting or auditing department of the casino licensee. Any deviation between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques shall be reported promptly to the Commission and Division.



(e) The location and the necessary security measures over the non-value and value gaming chips at a pokette table shall be approved by the Commission.

New Rule, R.1992 d.453, effective November 16, 1992.  
See: 24 N.J.R. 2140(a), 24 N.J.R. 4279(b).

#### **19:46-1.13E Poker table; physical characteristics**

(a) Poker shall be played on a table which is oval in shape and which has places for up to 11 players and a dealer. The design of each poker table shall be approved by the Commission. Each poker table shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game. The cloth or nylon covering for the poker table shall have contained thereon the name or trade name of the casino licensee in a manner approved by the Commission.

(b) Each poker layout shall be approved by the Commission and shall contain, at a minimum, a designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

(c) Each poker table shall have a designated area, in a location approved by the Commission, for the placement of at least one deck of cards. This area may be part of the table inventory container.

(d) Each poker table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer in a location approved by the Commission.

New Rule, R.1994 d.141, effective March 21, 1994.  
See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).  
Amended by R.1996 d.122, effective March 4, 1996.  
See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(a).

#### **19:46-1.13F Double down stud table; physical characteristics**

(a) Double down stud shall be played on a table having seven places on one side for the players, and a place for the dealer on the opposite side.

(b) The cloth covering a double down stud table (the layout) shall have imprinted thereon the name or trade name of the casino licensee and seven separate designated betting areas for the placement of wagers by the players. A separate designated area shall be located below each betting area for the placement of double down wagers. There shall also be a separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards. The Commission shall approve the location and labelling of each of these designated areas on the layout.

(c) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A casino licensee shall post a sign,

approved by the Commission, at each double down stud table explaining the details and the ramifications of this payout limit.

(d) Each double down stud table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

New Rule, R.1994 d.593, effective December 5, 1994.  
See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

#### **19:46-1.13G Caribbean stud poker table; physical characteristics**

(a) Caribbean stud poker shall be played on a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side.

(b) The cloth covering a caribbean stud poker table (the layout) shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of "ante" wagers;
3. A separate designated betting area located immediately behind each ante betting area for the placement of "bet" wagers; and
4. The inscriptions "Payout Limit of \$5,000 per Hand on Bet Wagers" and "Bet Wager Void Unless Dealer has Ace/King or Better."

(c) A sign shall be posted at each caribbean stud poker table that explains, in a manner approved by the Commission, the details of the \$5,000 payout limit authorized by N.J.A.C. 19:47-16.12.

(d) Each caribbean stud poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

(e) Each caribbean stud poker table shall have for each betting position a separate acceptor device for the placement of a progressive wager mounted directly in front of the respective "ante" betting area. Each acceptor device shall have a light which shall illuminate upon insertion and acceptance of a gaming chip.

(f) Each caribbean stud poker table shall have a table controller panel located in an area of the table as approved by the Commission. The table controller panel shall be equipped with a "lock-out" button which, once activated by the dealer as set forth in N.J.A.C. 19:47-16.7, will prevent any player from depositing a gaming chip in the acceptor device.



(g) Each caribbean stud poker table shall be equipped with a mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices referenced in (e) above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

New Rule, R.1995 d.430, effective August 7, 1995.  
See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).

**19:46-1.13H Let it ride poker table; physical characteristics**

(a) Let it ride poker shall be played on a table having betting positions for seven players on one side of the table and a place for the dealer on the opposite side.

(b) The cloth covering a let it ride poker table (the layout) shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee;
2. Three separate designated betting areas at each betting position for the placement of wagers in accordance with N.J.A.C. 19:47-18.6;
3. A separate designated area at each betting position for the placement of the cards of each player;
4. A separate designated area located directly in front of the table inventory container for the placement of the community cards;
5. The payout odds for all authorized wagers; and
6. The inscription indicating the payout limit per hand established by the casino licensee pursuant to N.J.A.C. 19:47-18.11 or a generic inscription indicating the game is subject to the posted payout limit.

(c) A sign shall be posted at each let it ride poker table that explains, in a manner approved by the Commission, the details of the payout limit established pursuant to N.J.A.C. 19:47-18.11 and if a generic inscription is used pursuant to (b) above, the sign shall also contain the established payout limit.

(d) Each let it ride poker table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer, in locations approved by the Commission.

New Rule, R.1995, d.534, effective October 2, 1995.  
See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

**19:46-1.14 Red dog table; physical characteristics**

(a) Red dog shall be played at a table having on one side places for the players and on the opposite side a place for the dealer.

(b) The cloth covering the red dog table shall have imprinted thereon the name of the casino.

(c) Each red dog layout shall have two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager in a manner approved by the Commission, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager. Such betting areas shall not exceed seven in number.

(d) Each red dog layout shall have an area designated for the placement of the first, second and third card.

(e) Each red dog layout shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer, as approved by the Commission.

(f) Each red dog layout shall have inscribed thereon the payout odds currently being offered in accordance with N.J.A.C. 19:47-6.5.

Repeal and New Rule, R.1991 d.532, effective November 4, 1991.  
See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Section was "Maximum and minimum wagers."  
Amended by R.1993 d.37, effective January 19, 1993.  
See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).  
"Trade name" and "licensee" added.

**19:46-1.15 Dice; physical characteristics**

(a) Except as otherwise provided in (b) below, each die used in gaming shall:

1. Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
2. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial numbers or letters contained thereon;
3. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
4. Have all edges and corners perfectly square and forming perfect 90 degree angles;
5. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
6. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;



7. Have its six sides bearing what circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;

8. Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch;

9. Have the name or trade name of the casino licensee in which the die is being used imprinted or impressed thereon.

(b) Each die used in gaming at pai gow shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;

2. Instead of the name of the casino, a casino licensee may, with the approval of the Commission, have an identifying mark or logo imprinted or impressed on each die; and

3. The spots on each die do not have to be equal in diameter.

(c) Each die used in gaming at pai gow poker shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;

2. Instead of the name of the casino, a casino licensee may, with the approval of the Commission, have an identifying mark or logo imprinted or impressed on each die; and

3. The spots on each die do not have to be equal in diameter.

Amended by R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

Revised (b) by adding sic bo.

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Accuracy tolerance of .0002 inch deleted at (a)2; pai gow requirements differentiated.

Amended by R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

Pai gow requirements added.

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

"Trade name" and "licensee" added.

Administrative Correction.

See: 26 N.J.R. 4788(a).

#### Case Notes

Alteration of dice as basis for license revocation. Div. of Gaming Enforcement v. Matta, 5 N.J.A.R. 439 (1983).

#### 19:46-1.16 Dice; receipt; storage; inspections and removal from use

(a) When dice for use in the casino or casino simulcasting facility are received from the manufacturer or distributor thereof, they shall, immediately following receipt, be inspected by a member of the casino security department or casino accounting department and a casino supervisor to assure that the seals on each box are intact, unbroken and free from tampering. Boxes that do not satisfy these criteria shall be inspected at this time to assure that the dice conform to Commission standards and are completely in a condition to assure fair play. Boxes satisfying these criteria, together with boxes having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area. Dice which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus dice. Dice maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the dice have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission.

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the assistant shift manager in the organization hierarchy shall have access to the casino department key. Dice stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by an assistant shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the assistant shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of dice for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport preinspected dice to the casino floor or casino simulcasting facility and those collected by security at the end of each shift or gaming day shall be transparent.

1. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.

(e) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

1. Alternative No. 1: Distribution to and inspection at craps, mini-craps, or sic bo tables:

i. The assistant shift manager or casino supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute sufficient dice directly to the craps supervisor in each craps pit or to a pit boss in each sic bo or mini-craps pit, or place them in a locked compartment in the pit stand, keys to which shall be in the possession of the pit boss or a casino supervisor thereof;

ii. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo or mini-craps table, in order to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either;

iii. Following this inspection:

(1) For craps, the boxperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended;

(2) For mini-craps, the floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended; and

(3) For sic bo, the floorperson shall in the presence of the dealer place three dice into the shaker and seal or lock the sic bo shaker. The floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. No sic bo shaker that has been secured to a table shall remain there for more than 24 hours; and

iv. The pit boss shall place extra dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or a casino supervisor thereof. No dice taken from the reserve shall be used for actual gaming until and unless inspected in accordance with (e)1ii above.

2. Alternative No. 2: Distribution to and inspection at the pit stand:

i. The assistant shift manager or casino supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute the dice directly to the casino supervisor identified in (e)2ii below who will perform the inspection in each pit.

ii. The inspection of the dice at the pit stand shall be performed by:

(1) For craps and mini-craps, a craps supervisor in the presence of another craps supervisor, neither of whom shall be a pit boss or a casino supervisor thereof; and

(2) For sic bo, pai gow or pai gow poker, a casino supervisor, in the presence of another casino supervisor, neither of whom shall be a pit boss.

iii. To ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, the dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand.

iv. After completion of the inspection, the dice shall be distributed as follows:

(1) For craps and mini-craps, the craps supervisor who inspected the dice shall, in the presence of the other casino supervisor who observed the inspection, distribute such dice to the boxperson at each craps table or to the floorperson at each mini-craps table. The craps boxperson or the mini-craps floorperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming, and while the dice are at the table they shall never be left unattended;

(2) For sic bo, the casino supervisor who inspected the dice shall, in the presence of the other casino supervisor who observed the inspection, place the dice into the shaker and seal or lock the sic bo shaker. The casino supervisor shall then secure the sic bo shaker to the table in the presence of the other casino supervisor who observed the inspection. No sic bo shaker that has been secured to a table shall remain there for more than 24 hours; and

(3) For pai gow or pai gow poker, the casino supervisor who inspected the dice shall, in the presence of the other casino supervisor who observed the inspection, distribute such dice directly to the dealer at each pai gow or pai gow poker table. The dealer shall immediately place the dice in the pai gow or pai gow poker shaker.

v. The pit boss shall place extra sets of dice for dice reserve in the pit stand, as follows:

(1) Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or a casino supervisor thereof.

(2) All dice taken from the reserve shall be reinspected by a casino supervisor in the presence of another casino supervisor in accordance with the inspection procedures set forth in (e)2ii and iii above, prior to their use for actual gaming; provided, however, that if previously inspected reserve dice are maintained in a locked compartment under dual key control as approved by the Commission, the reserve dice may be used for gaming without being reinspected.

3. Alternative No. 3: Inspection in primary storage area and distribution to tables:

i. Inspection of dice in an approved primary storage area shall be performed by:

(1) For craps and mini-craps, a craps supervisor, in the presence of an assistant shift manager or casino supervisor thereof, and a casino security officer;

(2) For sic bo, an assistant shift manager or casino supervisor thereof, in the presence of a casino security officer; and

(3) For pai gow or pai gow poker, a casino supervisor, in the presence of a casino security officer.

ii. The dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission. These instruments shall be maintained in the storage area and shall be at all times readily available for use by the Commission or the Division upon request of either.

iii. After completion of the inspection, the person performing the inspection shall seal the dice as follows:

(1) For craps and mini-craps, after each set of at least five dice are inspected, they shall be placed in a sealed envelope or container; provided, however, that reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of

those responsible for the inspection shall be attached to each envelope or container;

(2) For sic bo, after each set of three dice are inspected, they shall be sealed or locked in a sic bo shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall then be placed over the area that allows access to open the sic bo shaker; and

(3) For pai gow or pai gow poker, after each set of three dice are inspected, they shall be placed in a sealed envelope or container. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

iv. At the beginning of each gaming day and at such other times as may be necessary, an assistant shift manager or casino supervisor thereof and a casino security officer shall distribute the dice as follows:

(1) For craps and mini-craps, the sealed envelopes or containers of dice shall be distributed to a pit boss in each craps or mini-craps pit or placed in a locked compartment in the pit stand by the pit boss. When the sealed dice are distributed to the craps or mini-craps table, a boxperson at each craps table or a floorperson at each mini-craps table, after assuring the seals are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in a cup on the table for use in gaming. While dice are on the table, they shall never be left unattended.

(2) For sic bo, the sealed sic bo shakers shall be distributed to the pit boss supervising the game of sic bo. The pit boss shall then secure the sic bo shaker to the table. No sic bo shaker shall remain on a table for more than 24 hours.

(3) For pai gow or pai gow poker, the sealed envelope or container shall be distributed to a pit boss in each pai gow or pai gow poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow or pai gow poker table by the pit boss, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow or pai gow poker shaker.

v. When the envelope or container or the seal is damaged, broken or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are reinspected as follows:

(1) For craps, mini-craps and sic bo, in accordance with the procedures in (e)1 or (e)2 above; and

(2) For pai gow or pai gow poker, in accordance with the procedures in subsection (e)2 above.

vi. The pit boss shall place extra sets of dice for dice reserve in the pit stand. Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor thereof.

vii. A micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet shall also be maintained in a locked compartment in each pit stand, and each such instrument shall be at all times readily available for use by the Commission or the Division upon request of either.

viii. Any primary storage area in which dice are inspected in accordance with this alternative, shall be equipped with closed circuit television camera coverage capable of observing the entire inspection procedure.

(f) The casino licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or Division.

(g) At the end of each gaming day or at such other times as may be necessary, the casino supervisor identified in (g)1 below shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the Commission and the Division by completion and delivery of an approved three-part Dice Discrepancy Report.

1. The inspection required by this subsection shall be performed by:

i. For craps and mini-craps, a craps supervisor other than the one who originally inspected the dice;

ii. For sic bo, a sic bo pit boss other than the one who originally inspected the dice;

iii. For pai gow or pai gow poker, the floorperson assigned to the table.

2. Any dice showing evidence of tampering shall be placed in a sealed envelope or container.

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by:

(1) For craps, the boxperson and casino supervisor;

(2) For mini-craps, the floorperson and casino supervisor;

(3) For sic bo, the pit boss; or

(4) For pai gow or pai gow poker, the dealer and casino supervisor.

ii. A casino supervisor or casino security officer responsible for delivering the dice to Commission shall also sign the label.

iii. The Commission Inspector receiving the dice shall sign the original, duplicate and triplicate copy of the Dice Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility and the triplicate copy shall be returned to the pit and maintained in a secure place within the pit until collection by a casino security officer.

3. All other dice shall be put into envelopes or containers at this time.

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the appropriate persons identified in (g)2i above.

ii. The envelope or container shall be appropriately sealed and maintained in a secure place within the pit until collection by a casino security officer.

(h) All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the casino security department for cancellation or destruction. The casino security officer shall also collect all triplicate copies of Dice Discrepancy Reports, if any. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

(j) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, an assistant shift manager or casino supervisor thereof may collect all extra dice in dice reserve.

1. If collected, dice shall be returned to the primary storage area; provided, however, that any dice which have not been inspected and sealed pursuant to the requirements in (e)3 (Alternative No. 3) above shall, prior to use for actual gaming, be inspected as follows:

i. For craps, mini-craps or sic bo, in accordance with the requirements in (e)1 or (e)2 above; or

ii. For pai gow or pai gow poker, in accordance with the requirements in (e)2 above.

2. If not collected, all dice in dice reserve must be reinspected in accordance with one of the alternatives listed in (e) above, prior to their use for gaming, except for those dice maintained in a locked compartment pursuant to (e)2v(2) or (e)3vi above.

(k) The casino licensee shall submit to the Commission for approval procedures for:

1. A dice inventory system which shall include, at a minimum, the recordation of the following:

- i. The balance of dice on hand;
- ii. The dice removed from storage;
- iii. The dice returned to storage or received from the manufacturer;
- iv. The date of the transaction; and
- v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the dice distributed, the dice destroyed and cancelled, the dice returned to the primary storage area and, if any, the dice in dice reserve; and

3. A physical inventory of the dice at least once every three months.

- i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand required in (k)1i above.
- ii. Any discrepancies shall immediately be reported to the Commission and Division.

(l) All destruction and cancellation of dice, other than those retained for Commission or Division inspections, shall be completed within 48 hours of collection.

1. Cancellation shall occur by drilling a circular hole of at least one fourth inch in diameter through the center of each dice.

2. Destruction shall occur by shredding.

3. The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

Amended by R.1983 d.308, effective August 1, 1983.

See: 14 N.J.R. 829(a), 15 N.J.R. 1259(a).

Text substantially amended.

Amended by R.1983 d.540, effective November 21, 1983.

See: 15 N.J.R. 1368(a), 15 N.J.R. 1958(a).

Substantially amended and recodified text.

Amended by R.1987 d.336, effective August 17, 1987.

See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added "immediately" and "and delivery" to (g).

Amended by R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

Revised (e) and (g), added provisions for sic bo.

Amended by R.1992 d.110, effective March 2, 1992.

See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

Revised procedures for handling dice in dice reserve. Stylistic revisions throughout section. Added new (h), recodifying (h)-(k) as (i)-(l). Added text in new (i) regarding dice in dice reserve. In (j): added new (j)2, subsuming existing (j)2 as (j)1. In (k), specified reconciliation procedures.

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Dice inspection and handling requirements specified by game type.

Amended by R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

Inspection specified:

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcast provisions added.

Amended by R.1993 d.86, effective February 16, 1993.

See: 24 N.J.R. 4339(a), 25 N.J.R. 719(a).

In (a), deleted language that primary storage area be "in or immediately adjacent to the casino floor". In (i) and (j), added alternative provision for collection of dice.

Amended by R.1994 d.265, effective June 6, 1994.

See: 25 N.J.R. 5893(a), 26 N.J.R. 2463(a).

Amended by R.1996 d.192, effective April 15, 1996.

See: 28 N.J.R. 810(a), 28 N.J.R. 2081(c).

Amended by R.1996 d.317, effective July 15, 1996.

See: 28 N.J.R. 1362(a), 28 N.J.R. 3627(a).

Amended by R.1996 d.356, effective August 5, 1996.

See: 28 N.J.R. 2352(b), 28 N.J.R. 3818(b).

Amended by R.1997 d.133, effective March 17, 1997.

See: 29 N.J.R. 110(a), 29 N.J.R. 921(a).

#### 19:46-1.16A Sic bo shaker; security procedures

(a) Sic bo shakers which have been filled with dice in accordance with N.J.A.C. 19:46-1.16(e)3iii may only be stored in a locked compartment in the primary storage area. Sic bo shakers which have not been filled with dice may be stored in a locked compartment in the pit stand.

(b) At the end of each gaming day a pit boss shall inspect all sic bo shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Commission and the Division. At a minimum, such reports shall include:

1. The date and time when the tampering was discovered;
2. The table number where the sic bo shaker was used; and
3. The name and license number of the individuals discovering the tampering.

New Rule, R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

#### 19:46-1.17 Cards; physical characteristics

(a) Cards used to play blackjack, baccarat, minibaccarat, pai gow poker, pokette, red dog, poker, caribbean stud poker, let it ride poker, three card poker and double down stud shall be in decks of 52 cards each with each card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play pai gow poker shall include one additional card, a joker, which shall be identical in size and shape to every other card in such deck.



(b) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the Commission, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

(d) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(e) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

(f) The design to be placed on the backs of cards used by casino licensees shall contain the name or trade name of the casino licensee and shall be submitted to the Commission for approval prior to use of such cards in gaming activity.

(g) Each deck of cards shall be packaged separately and shall contain a seal affixed to the opening of such package. Notwithstanding this requirement, cards used at poker may be packaged and sealed in sets containing two decks of cards in accordance with the provisions of N.J.A.C. 19:47-14.2.

(h) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the casino licensee in the play of any games other than pai gow poker in accordance with the provisions of N.J.A.C. 19:47-11.

(i) In addition to satisfying the requirements of this section, the cards used by a casino licensee at poker must:

1. Be visually distinguishable from the cards used by that casino licensee to play any other table game; and
2. Be made of plastic.

(j) Each casino licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least six visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

Amended by R.1991 d.532, effective November 4, 1991.

See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Added "red dog" game to subsection (a).

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Pai gow provisions moved from (a) to (h).

Amended by R.1992 d.453, effective November 16, 1992.

See: 24 N.J.R. 2140(a), 24 N.J.R. 4279(b).

In (a), added reference to pokette.

Amended by R.1993 d.37, effective January 19, 1993.

See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Revised (f) and (h).

Amended by R.1993 d.38, effective January 19, 1993.

See: 24 N.J.R. 2351(a), 25 N.J.R. 367(a).

Additional marking permitted on certain cards, at (c).

Administrative correction to subsection (a).

See: 25 N.J.R. 1778(b).

Amended by R.1994 d.141, effective March 21, 1994.

See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 1390(a).

Temporary Amendment: Caribbean Stud Poker.

See: 26 N.J.R. 3464(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 4445(b).

Amended by R.1994 d.593, effective December 5, 1994.

See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

Amended by R.1995 d.430, effective August 7, 1995.

See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).

Added caribbean stud poker.

Amended by R.1995 d.534, effective October 2, 1995.

See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Amended by R.1997 d.134, effective March 17, 1997.

See: 28 N.J.R. 2531(a), 29 N.J.R. 928(a).

In (a), added reference to three card poker.

#### **19:46-1.18 Cards; receipt, storage, inspections, and removal from use**

(a) When decks of cards are received for use in the casino or casino simulcasting facility from the manufacturer or distributor thereof, they shall be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area by at least two individuals, one of whom shall be from the casino department and the other from the casino security department or casino accounting department. The cabinet or primary storage area shall be located in the cashiers' cage or in another secure place, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the cards have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission. Nothing herein shall preclude a casino licensee from having a separate storage area for the cards to be used at the game of poker; provided, however, the location and physical characteristics of the separate storage area shall be approved by the Commission.

(b) All primary, secondary and poker storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the assistant shift manager in the organizational hierarchy shall have access to the casino department key for the primary and secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the casino department key to the poker storage area. Cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by an assistant shift manager or casino supervisor thereof.