

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 surfacing 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 impression. 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".

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:

	<u>Upper Limits</u>	<u>Lower Limits</u>
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:

	<u>Upper Limits</u>	to	<u>Lower Limits</u>
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 6/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 6/10	H- 1.25R 6/10
Value	V+ 2.5R 6.75/10	V- 2.5R 5.75/10
Chroma	C+ 2.5R 6/12	C- 2.5R 6/8

4. \$5.00—"Red" which shall mean that color classified as 2.5R 4/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 4/12	H- 1.25R 4/12
Value	V+ 2.5R 4.5/12	V- 2.5R 3.5/12
Chroma	C+ 2.5R 4/14	C- 2.5R 4/10

5. \$10.00—"Blue" which shall mean that color classified as 2.5PB 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 5BP4/10	H- 10B4/10
Value	V+ 2/5PB4.5/10	V- 2.5PB3.5/10
Chroma	C+ None	C- 2.5PB4/9

6. \$20.00—"Yellow" which shall mean that color classified as 5Y 8.5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 7.5Y 8.5/12	H- 2.5Y 8.5/12
Value	V+ 5Y 8.75/12	V- 5Y 8/12
Chroma	C+ 5Y 8.5/14	C- 5Y 8.5/10

7. \$25.00—"Green" which shall mean that color classified as 2.5G 5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75G 5/12	H- 1.25G 5/12
Value	V+ 2.5G 5.5/12	V- 2.5G 4.5/12
Chroma	C+ None	C- 2.5G 5/9

8. \$100.00—"Black" which shall mean that color classified as N2/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Value	V+ N2.3/	to	V- N1.5/
Chroma	5R 2/0.5		5B 2/0.5
	5Y 2/0.5		5P 2/0.5
	5G 2/0.5		

9. \$500.00—"Purple" which shall mean that color classified as 2.5P 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75P 4/10	H- 1.25P 4/10
Value	V+ 2.5P 4.5/10	V- 2.5P 3.5/10
Chroma	C+ None	C- 2.5P 4/8

10. \$1,000.00—"Fire Orange" which shall mean that color classified as 8.9R 5.9/18.5 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ .15YR 5.9/18.5	H- 7.64R 5.9/18.5
Value	V+ 8.9R 6.4/18.5	V- 8.9R 5.4/18.5
Chroma	C+ 8.9R 5.9/20.5	C- 8.9R 5.9/16.5

11. \$5,000.00—"Gray" which shall mean that color classified as N5/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Value	V+ N 5.5/	to	V- N 4.5/
Chroma	5R 5/0.5		5B 5/0.5
	5Y 5/0.5		5P 5/0.5
	5G 5/0.5		

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

1. The denomination of the value chip, expressed in numbers;
2. The name, trade name, or other approved identification of the casino licensee issuing the value chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;
3. The words "Atlantic City" or "New Jersey" if the casino licensee has casino properties in other gaming jurisdictions; and
4. The primary color of the value chip.

(f) In addition to the characteristics specified in (e) above, each value chip in a denomination of \$25.00 or more shall contain a design or other identifying characteristic that is unique to the gaming chip manufacturer that makes the chip. Upon approval of a particular design or characteristic by the Commission, the gaming chip manufacturer shall thereafter have the exclusive right to use that design or characteristic on that denomination of value chip and shall be precluded from using that same design or characteristic on any other denomination of value chip that it manufactures. The approved unique design or characteristic may only be changed upon a showing by the gaming chip manufacturer that, despite the change, each value chip in a denomination of \$25.00 or more shall nonetheless be readily identifiable to the manufacturer. An example of the application of this subsection is as follows:

1. If a hexagon is approved for use by Manufacturer A on a \$100.00 value chip, a hexagon can be used by Manufacturer A on any \$100.00 value chip that it makes for any casino licensee, but Manufacturer A cannot use a hexagon on any other denomination of value chip that it manufactures; but

2. Manufacturer B could use a hexagon on any value chip with a denomination of less than \$25.00 and on any value chip with a denomination of \$25.00 or more, other than a \$100.00 chip, provided that no other manufacturer has been granted approval by the Commission to use a hexagon on the same particular value chip with a denomination of \$25.00 or more.

(g) Each value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

1. Be applied in a manner which ensures that the edge spot shall:

i. Be clearly visible on the edge and, to the extent required by the Commission, on each face of the value chip; and

ii. Remain a permanent part of the value chip;

2. Be created by using:

i. The primary color of the chip; and

ii. One or more secondary colors; and

3. Include a design, pattern or other feature that a natural person with adequate training could readily use to identify, when viewed through the closed circuit television system of the casino licensee, the denomination of the particular value chip when placed in a stack of gaming chips, in the table inventory or in any other location where only the edge of the value chip is visible; provided, however, that the design, pattern or feature created by the primary and secondary colors required by (g)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Commission.

(h) When determining the secondary colors to be used to make the edge spot on a particular denomination of value chip, a casino licensee shall, unless otherwise approved by the Commission, use only those secondary colors that are reasonably likely to differentiate its value chip from the same denomination of value chip issued by any other casino licensee.

1. If an approved value chip uses a single secondary color, no other casino licensee shall use a similar secondary color as the sole secondary color on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

2. If an approved value chip uses a combination of two or more secondary colors, no other casino licensee shall use that identical combination of secondary colors on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

(i) Notwithstanding the provisions of N.J.A.C. 19:46-1.1(a) to the contrary, any value chip issued in a denomination of \$1,000 or \$5,000 shall have a uniform diameter of one and $\frac{1}{16}$ ths inches.

(j) Each value chip when a denomination below \$25.00 shall contain at least one anti-counterfeiting measure and each value chip with a denomination of \$25.00 or more shall contain at least three anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by this section.

New Rule, R.1997 d.132, effective March 17, 1997.
See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

19:46-1.1B Non-value chips; physical characteristics

(a) Each gaming chip which does not contain a denomination on either face thereof shall be known as a "non-value" chip.

(b) Each non-value chip utilized in a casino or casino simulcasting facility shall be issued solely for the purpose of gaming at roulette. Notwithstanding the foregoing, nothing in this section shall preclude a casino licensee from using non-value chips approved for use in roulette at the game of pokette.

(c) Each non-value chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip 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 chip. The characteristics required by (c)1 and 2 below shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system. The identifying characteristics of a non-value chip, at a minimum, shall include:

1. The name, trade name, or other approved identification of the casino licensee issuing the non-value chip;

2. A design, insert or symbol that will permit a set of non-value chips being used at a particular gaming table to be distinguished from the non-value chips being used at every other gaming table in the casino or casino simulcasting facility;

3. The word "Roulette"; and

4. Such color and/or design combinations as the Commission may approve so as to readily distinguish the non-value chips of each player at a particular gaming table from:

i. The non-value chips of every other player at the same gaming table; and

ii. The value chips issued by any casino licensee.

(d) Each non-value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall: