

CHAPTER 46
(RESERVED)

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

Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1998 d.232, effective April 15, 1998. See: 30 N.J.R. 618(a), 30 N.J.R. 1853(a).

Chapter 46, Gaming Equipment, was readopted as R.2003 d.362, effective August 13, 2003. See: 35 N.J.R. 1210(a), 35 N.J.R. 4307(a).

Petition for Rulemaking. See: 36 N.J.R. 5009(d).

Petition for Rulemaking. See: 37 N.J.R. 146(c), 917(c).

Petition for Rulemaking. See: 40 N.J.R. 5878(b).

Chapter 46, Gaming Equipment, was readopted as R.2008 d.309, effective September 18, 2008. See: 40 N.J.R. 3982(a), 40 N.J.R. 6231(b).

Petition for Rulemaking. See: 41 N.J.R. 901(a).

In accordance with N.J.S.A. 52:14B-5.1b, Chapter 46, Gaming Equipment, was scheduled to expire on September 18, 2015. See: 43 N.J.R. 1203(a).

Chapter 46, Gaming Equipment, was repealed by R.2012 d.060, effective March 19, 2012. See: 43 N.J.R. 2800(a), 44 N.J.R. 738(a).