

Double exposure blackjack specifications added at (d).  
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.

Amended by R.1993 d.38, effective January 19, 1993.  
See: 24 N.J.R. 2351(a), 25 N.J.R. 367(a).

Card reader device provisions added at (f).

Amended by R.1993 d.461, effective September 20, 1993.  
See: 25 N.J.R. 2234(a), 25 N.J.R. 4508(c).

Amended by R.1994 d.80, effective February 22, 1994.  
See: 25 N.J.R. 5454(b), 26 N.J.R. 1113(a).

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.315, effective July 15, 1996.

See: 28 N.J.R. 1947(a), 28 N.J.R. 3623(a).

Amended by R.1996 d.316, effective July 15, 1996.

See: 28 N.J.R. 1950(a), 28 N.J.R. 3625(a).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Substituted references to blackjack layouts for references to cloths covering blackjack tables throughout; and rewrote (b).

Amended by R.1999 d.9, effective January 4, 1999.

See: 30 N.J.R. 1217(a), 31 N.J.R. 57(a).

Added (k).

Amended by R.1999 d.110, effective April 5, 1999.

See: 30 N.J.R. 4155(a), 31 N.J.R. 894(a).

In (i), deleted "immediately in front of or to the right of the dealer" at the end of the first sentence.

Amended by R.2001 d.24, effective January 16, 2001.

See: 32 N.J.R. 3754(a), 33 N.J.R. 287(a).

Added (l).

Petition for Rulemaking.

See: 35 N.J.R. 1598(a), 2375(a), 2534(a).

Amended by R.2003 d.338, effective August 18, 2003.

See: 35 N.J.R. 1800(a), 35 N.J.R. 3835(a).

In (j)1, substituted "in a location approved by the Commission" for "directly in front of each respective betting area".

Amended by R.2004 d.285, effective July 19, 2004.

See: 36 N.J.R. 1311(a), 36 N.J.R. 3422(a).

Added (m).

Amended by R.2006 d.36, effective January 17, 2006.

See: 37 N.J.R. 2159(a), 38 N.J.R. 842(b).

In (b)2, added " , with the exception of the 6 to 5 blackjack variation, which shall contain no more than six betting areas"; added (n).

Amended by R.2006 d.205, effective June 5, 2006.

See: 38 N.J.R. 1177(a), 38 N.J.R. 2524(a).

Added (o).

Amended by R.2006 d. 217, effective June 19, 2006.

See: 38 N.J.R. 119(b), 38 N.J.R. 2738(a).

In (d), substituted "If" for "Notwithstanding the requirements of (c) above, if", deleted "additional" preceding "inscriptions" and added "instead of the inscriptions set forth in (c) above"; and added (p).

#### 19:46-1.10A Three card poker table; physical characteristics

(a) Three card poker shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. *Such* betting positions shall not exceed nine in number depending on the size of the table.

(b) The layout for a three card poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. A separate designated betting area at each betting position for the placement of "ante" wagers;

3. A separate designated betting area located immediately in front of each ante wager betting area for the placement of "play" wagers;

4. A separate designated betting area located immediately behind each ante wager betting area for the placement of "pair plus" wagers; and

5. Inscriptions that advise patrons, in accordance with N.J.A.C. 19:47-20.11 and as approved by the Commission, the payout odds for ante and play wagers, pair plus wagers and ante bonuses and that "Dealer Plays with Queen High or Better".

(c) Each three card 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, and in locations approved by the Commission.

New Rule, R.1997 d.134, effective March 17, 1997.

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

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

In (b), rewrote the introductory paragraph, and added "offering the game" at the end of 1; and rewrote (c).

Amended by R.2000 d.63, effective February 22, 2000.

See: 31 N.J.R. 3247(a), 32 N.J.R. 718(a).

Rewrote (b)5.

Petition for Rulemaking.

See: 39 N.J.R. 2158(b).

#### 19:46-1.10B Spanish 21 table; physical characteristics

(a) Spanish 21 shall be played at a table having betting positions for no more than six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a spanish 21 table 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 offering the game;

2. A separate designated betting area at each betting position for the placement of the following wagers:

- i. The required spanish 21 wager; and
- ii. An optional match-the-dealer wager;

3. The following inscriptions:

- i. "Blackjack Pays 3 to 2;"
- ii. "Dealer Must Draw to 16 and Stand on All 17's;"
- iii. "Insurance Pays 2 to 1."

4. The payout odds for each of the wagers listed in N.J.A.C. 19:47-19.5(f) and (g); and

5. The payout odds for the match-the-dealer wager, unless the odds are included in the sign required by (c) below.

(c) A casino licensee shall post a sign approved by the Commission at each spanish 21 table, which explains:

1. That doubled down hands are not eligible for the additional payouts in N.J.A.C. 19:47-19.5(f);

2. That doubled down hands and split hands are not eligible for the additional payouts in N.J.A.C. 19:47-19.5(g); and

3. The payout odds for the match-the-dealer wager, if those payout odds are not imprinted on the layout.

(d) Each spanish 21 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 locations approved by the Commission.

(e) In order to collect the cards at the conclusion of a round of play as required by N.J.A.C. 19:47-19.7(h) and at such other times as provided in the rules of the Commission, each spanish 21 table shall have a discard rack securely attached at the top of the dealer's side of the table. The height of each discard rack shall equal the height of the cards, stacked one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table.

(f) A spanish 21 table may have attached to it, as approved by the Commission, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance with N.J.A.C. 19:47-19.1. If a spanish 21 table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order.

New Rule, R.2000 d.2, effective January 3, 2000.  
See: 30 N.J.R. 4149(a), 32 N.J.R. 71(a).  
Administrative correction.  
See: 32 N.J.R. 718(b).

#### 19:46-1.11 Craps and mini-craps tables; physical characteristics

(a) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides.

1. A craps table shall not be larger than 14 feet in length.

2. A mini-craps table shall be no longer than 9½ feet in length, and shall have seating locations for a maximum of nine players.

(b) The layout for a craps or mini-craps table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. Specific areas designated for the placement of wagers as authorized by N.J.A.C. 19:47-1.2; and

3. The words "No call bets".

(c) Each craps and mini-craps table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

Amended by R.1981 d.388, effective November 2, 1981.  
See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).

Editor's Note amended to include new address for the Commission.  
Public Notice: Petition for Rulemaking of New Craps Wager "Over 7/ Under 7".

See: 18 N.J.R. 1315(b).

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.

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.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (b); and added (c).

Amended by R.2005 d.355, effective October 17, 2005.

See: 37 N.J.R. 1137(a), 37 N.J.R. 4041(a).

In (b)2, added "as" following "wagers".

Amended by R.2006 d.357, effective October 2, 2006.

See: 38 N.J.R. 2670(a), 38 N.J.R. 4249(a).

In (a)1, deleted "be at least 12 feet in length and shall" preceding "not".

#### 19:46-1.12 Baccarat and minibaccarat tables; physical characteristics

(a) Baccarat-Punto Banco shall be played on a table having numbered places for 10 to 14 seated players.

(b) Baccarat-Chemin de Fer shall be played on a table having numbered places for 9 to 14 seated players.

(c) Minibaccarat shall be played at a table having on one side places for a maximum of nine seated players, and on the opposite side a place for the dealer; provided however, that unless the cards are changed after each shoe, a minibaccarat table using the dealing procedure in N.J.A.C. 19:47-7.7(c)3 shall have places for a maximum of six seated players. The dimensions of a minibaccarat table shall be approved by the Commission.

(d) The layout for a baccarat or minibaccarat table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. For Baccarat-Punto Banco and minibaccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand," "Players Hand" and "Tie Hand";

all authorized wagers shall be posted at each four card poker table.

(d) Each four card 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.2004 d.465, effective December 20, 2004.  
See: 36 N.J.R. 3639(a), 36 N.J.R. 5704(a).  
Petition for Rulemaking.  
See: 39 N.J.R. 2158(b).

**19:46-1.13Q Texas hold 'em bonus poker table; physical characteristics**

(a) Texas hold 'em bonus poker shall be played on a table having positions for six players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a texas hold 'em bonus poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each player position for the placement of ante wagers;
3. Three separate designated areas at each player position for the placement of flop, turn and river wagers, which areas shall be located immediately above the ante betting area as viewed by the player;
4. A separate designated area at each player position for the placement of an optional bonus wager, which area shall be located immediately above and to the right of the flop wager betting area as viewed by the player;
5. A separate designated area for the placement of the five community cards, which area shall be located in the center of the table between the table inventory container and the player betting areas;
6. A separate designated area for the placement of the dealer's two cards, which area shall be located between the table inventory container and the designated area for the community cards described in (b)5 above; and
7. An inscription indicating that an ante wager shall receive a payout if a winning hand has a qualifying rank, as elected by the casino licensee, of straight or higher or flush or higher.

(c) A sign that lists the payout odds for all authorized wagers shall be posted at each texas hold 'em bonus poker table.

(d) Each texas hold 'em bonus 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 by R.2005 d.356, effective October 17, 2005.  
See: 37 N.J.R. 2301(a), 37 N.J.R. 4034(a).

**19:46-1.13R Flop poker table; physical characteristics**

(a) Flop poker shall be played on a table having positions for no more than nine players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a flop poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Three separate designated betting areas at each player position for the placement of ante, pot and flop wagers, with the pot wager area closer to the dealer than the ante and flop wager areas;
3. An arc extending across all player positions with the areas designated for players' pot wagers on the side of the arc closer to the dealer and with the areas designated for players' ante and flop wagers on the side of the arc farther from the dealer;
4. A designated area at each player position for the placement of player cards located between the designated areas for the placement of the ante wager and the flop wager;
5. A designated area at the center of the gaming table for the placement of the three community cards;
6. A designated area at the center of the gaming table for the placement of collected pot wagers, which area shall be located farther from the dealer than the designated area described in (b)5 above; and
7. Unless the casino licensee complies with (c) below, an inscription listing the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(c) If the information required by (b)7 above is not inscribed on the layout, a sign shall be posted at each flop poker table that lists the payout odds for ante and flop wagers and indicating that the highest ranking hand wins all pot wagers.

(d) Each flop 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.2006 d.276, effective July 17, 2006.  
See: 38 N.J.R. 1413(a), 38 N.J.R. 3067(a).

**19:46-1.13S Two card joker poker table; physical characteristics**

(a) Two card joker poker shall be played on a table having positions for no more than seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a two card joker poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Four separate designated betting areas at each player position for the placement of the ante wager, call wager, pair up wager and super flush bonus wager;
3. An inscription identifying the payout odds for all authorized wagers unless the casino licensee chooses to comply with (c) below; and
4. An inscription indicating that a joker may only be used to complete a pair unless the casino licensee chooses to comply with (d) below.

(c) If the payout odds are not inscribed on the layout as provided in (b)3 above, a sign identifying the payout odds for all authorized wagers shall be posted at each two card joker poker table.

(d) If the layout is not inscribed with the information described in (b)4 above, a sign shall be posed at each two card joker poker table indicating that a joker may only be used to complete a pair.

(e) Each two card joker 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.2006 d.341, effective September 18, 2006.  
See: 38 N.J.R. 2404(a), 38 N.J.R. 3920(a).

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

(a) Red dog shall be played at a table having on one side places for no more than seven players and on the opposite side a place for the dealer.

(b) The layout for a red dog table shall be approved by the Commission, and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. 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;
3. An area designated for the placement of the first, second and third card; and
4. The payout odds currently being offered in accordance with N.J.A.C. 19:47-6.5.

(c) Each red dog table 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.

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.  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).  
Rewrote the section.

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

(a) Except as otherwise provided 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 or pai gow poker shall comply with the requirements of (a) above except as follows:

8. If a slot machine utilizes slot credits or electronic transfer credits, a mechanical, electrical or electronic device, known as a "credit meter," visible from the front of the machine, that accumulates and displays to the player the denominational units or monetary value of such credits that are available for wagering.

(d) Unless otherwise authorized by the Commission, each slot machine that has an attached bill changer shall also be equipped with the mechanical, electrical or electronic devices that are required by N.J.A.C. 19:45-1.37(e).

(e) In addition to the above requirements, each slot machine in a casino shall have such devices, equipment, features and capabilities as may be required by the Commission for that particular model of slot machine after the prototype model is tested and examined by the Division.

R.1978 d.160, effective May 17, 1978.

See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

Amended by R.1981 d.388, effective November 2, 1981.

See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).

(b)6 added.

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

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

Added the text "or tokens".

Petition for Rulemaking: Slot machine bill changer system.

See: 19 N.J.R. 1110(a).

Amended by R.1987 d.302, effective July 20, 1987.

See: 18 N.J.R. 2005(a), 19 N.J.R. 1321(a).

Added text to (a)5 and (e).

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.

Experimental 90-day implementation pursuant to N.J.S.A. 5:12-69(e), (P.L. 1987 c.354), 5:12-70(f) and 5:12-100(e), effective April 11, 1988 (expires July 10, 1988).

See: 20 N.J.R. 769(a).

Amended by R.1988 d.387, effective August 15, 1988.

See: 20 N.J.R. 765(a), 20 N.J.R. 769(a), 20 N.J.R. 2090(a).

Added bill changers.

Notice of Receipt of Petition for Rulemaking in (a).

See: 23 N.J.R. 624(a).

Amended by R.1991 d.230, effective May 6, 1991.

See: 22 N.J.R. 3325(a), 23 N.J.R. 1461(a).

Added new (a)7-8; revised (a)2 to read "asset" number.

Amended by R.1992 d.58, effective February 3, 1992.

See: 23 N.J.R. 1306(a), 24 N.J.R. 487(a).

Deleted (a)5, i and ii; replaced with cross reference.

Amended by R.1992 d.210, effective May 18, 1992.

See: 24 N.J.R. 58(a), 24 N.J.R. 1906(a).

Deleted existing (d)2 requirement for the "cashbox meter." Recodified existing (d)3 as new (d)2.

Amended by R.1992 d.475, effective December 7, 1992.

See: 24 N.J.R. 3253(a), 24 N.J.R. 4418(a).

In (b)1: Added text specifying asset number requirements.

Amended by R.1993 d.318, effective July 6, 1993 (operative October 15, 1993).

See: 25 N.J.R. 1503(b), 25 N.J.R. 2908(a).

Amended by R.1994 d.69, effective February 7, 1994.

See: 25 N.J.R. 4471(a), 26 N.J.R. 829(a).

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.1996 d.350, effective August 5, 1996.

See: 28 N.J.R. 2348(a), 28 N.J.R. 3816(a).

Amended by R.1996 d.358 effective August 5, 1996.

See: 28 N.J.R. 1946(a), 28 N.J.R. 3822(a).

Amended by R.2000 d.405, effective October 2, 2000.

See: 32 N.J.R. 1154(a), 32 N.J.R. 3582(a).

Rewrote (a)6.

Amended by R.2003 d.4, effective January 6, 2003.

See: 34 N.J.R. 2012(a), 35 N.J.R. 259(a).

In (b)3, added "gaming voucher"; in (c), added 7.

Amended by R.2005 d.12, effective January 3, 2005.

See: 36 N.J.R. 4105(a), 37 N.J.R. 100(a).

Amended by R.2005 d.267, effective August 15, 2005.

See: 36 N.J.R. 4431(a), 37 N.J.R. 3069(a).

In (c), deleted "and" following "machine;," substituted "and" for "and" following "counted" in 7ii, and added 8.

#### Case Notes

No implied private cause of action for inadequate or defective signage of slot machine. *Marcangelo v. Boardwalk Regency Corp.*, D.N.J.1994, 847 F.Supp. 1222, on subsequent appeal 47 F.3d 88.

#### 19:46-1.26A Bill changers with electrically erasable/programmable storage media

(a) All program code for bill changers with electrically erasable/programmable storage media shall:

1. Be capable of detecting 99.99 percent of all possible failures or changes in the bill changer program;

2. Utilize a Cyclic Redundancy Check, or other method reviewed by the Division and approved by the Commission, which:

i. Yields, at a minimum, an eight digit hex number; and

ii. Is displayed by the slot machine upon demand by calculating independently the Cyclic Redundancy Check code using a random number entered manually at the slot machine;

3. Be stored in an electrically erasable programmable read-only memory ("EEPROM") that is soldered onto the mother board or attached in some other manner deemed acceptable by the Division;

4. Provide verification from the slot machine that the bill changer code has not been altered, which verification shall occur, at a minimum, whenever power is restored to the slot machine, during all door closures and at other times related to the operation of the game; and

5. Be capable of detecting a change in the bill changer code, and in such event shall:

i. Cause the slot machine to enter a tilt mode which requires a manual act to clear; and

ii. Send a specific signal to the casino licensee's slot monitoring system to indicate such change.

New Rule, R.1999 d.225, effective July 19, 1999 (operative January 15, 2000).

See: 30 N.J.R. 3175(a), 31 N.J.R. 1947(a).

In (a)4, changed N.J.A.C. reference.

#### 19:46-1.26B Gaming equipment and related devices utilizing alterable storage media

(a) "Alterable storage media" shall mean a memory chip or other storage medium, such as an E-EPROM, FLASH

chip, CD-ROM or hard disk, which is contained in a slot machine, bill changer or other gaming equipment or related device subject to approval pursuant to N.J.A.C. 19:46-1.20, but does not include a printer, display or other peripheral device that does not affect the integrity or outcome of the game. Alterable storage media may include media that are:

1. Erasable or reprogrammable without being removed from the gaming equipment or related device, such as an EPROM or hard disk; or
2. Removable and replaceable, such as a CD-ROM or a diskette.

(b) Each manufacturer of gaming equipment and related devices pursuant to (a) above that utilizes alterable storage media shall, in accordance with the requirements of N.J.A.C. 19:46-1.20(c) or 1.28(c), identify any data, files, and programs that may be written to alterable storage media and specify, at a minimum, the data type such as game state and meter information, the location to which the data shall be written, and the need for the written data.

(c) Gaming equipment and related devices pursuant to (a) above that utilize alterable storage media shall only write to alterable storage media containing data, files, and programs that are not critical to the basic operation of the game, such as marketing information. Notwithstanding the foregoing, such devices may write to media containing critical data, files, and programs provided that the gaming equipment:

1. Maintains a record, known as an authorization list or digital signature, of all information that is added, deleted, and modified on the media, which satisfies the requirements of (d) below; and
2. Verifies the validity of all data, files, and programs which reside on the media against the authorization list or digital signature by means of an algorithm or other method which satisfies the requirements of (e) below, is approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval.

(d) The authorization list or digital signature maintained pursuant to (c)1 above shall reside on an EPROM or other read-only storage media and shall be encrypted using a cryptographic system approved by the Commission and, if subject to the provisions of N.J.A.C. 19:46-1.28, is recommended by the Division for such approval. Notwithstanding the foregoing, an authorization list or digital signature that resides on read-only storage media which the Commission requires to be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division pursuant to N.J.A.C. 19:46-1.28(f) shall not require encryption.

(e) The authentication algorithm or other method utilized pursuant to (c) above shall:

1. Reside in and execute from separate read-only media in the gaming equipment or related device pursuant to (a) above of which may be inspected and physically sealed or

otherwise secured as a result of a recommendation by the Division;

2. Except for sound files and other types of computer files that do not affect the integrity or outcome of the game, execute for all computer files each time the gaming equipment or related device pursuant to (a) is powered up, and when files are loaded from the media; and

3. Prevent further play of the gaming equipment or related device pursuant to (a) if unexpected data or structural inconsistencies are detected.

(f) In the event a failed authentication occurs in a slot machine, the slot machine shall:

1. Immediately enter into a tilt mode pursuant to N.J.A.C. 19:45-1.37B(c) 3;

2. Automatically generate an alert notification of the tilt to the surveillance department and the slot shift manager, or such manager's supervisor, in a manner approved by the Commission, or, if gaming equipment and related devices are not capable of such alert notification, cause an appropriate tower light state pursuant to N.J.A.C. 19:45-1.37B(d)3, and the recording of the details of the tilt to include, at a minimum, type of tilt, time, date, and slot machine event in a log; and

3. If the slot machine is connected to an approved computerized slot monitoring system, send a specific signal to the casino licensee's slot monitoring system indicating a tilt mode that shall be reviewed in accordance with approved internal controls.

(g) Each casino licensee shall immediately notify the Commission and Division of all failed authentications in a manner approved by the Commission and Division, respectively.

New Rule, R.2002 d.111, effective April 15, 2002.  
See: 33 N.J.R. 2059(a), 34 N.J.R. 1542(a).  
Amended by R.2003 d.464, effective December 1, 2003.  
See: 35 N.J.R. 2796(a), 35 N.J.R. 5437(a).  
Rewrote (a) and (f)2.

#### **19:46-1.27 Slot machine areas; density; arrangement; floor plans**

(a) Slot machines used in the conduct of gaming shall be located and arranged in such a manner so as to:

1. Promote optimum security for the casino operation;
2. Avoid deception or frequent distraction to players at gaming tables;
3. Maximize the comfort of patrons;
4. Create and maintain a gracious playing environment in the casino; and