

CHAPTER 69E

GAMING EQUIPMENT

Authority

N.J.S.A. 5:12-69, 70, 76, 98, 99, and 100.

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CHAPTER TABLE OF CONTENTS

SUBCHAPTER 1. GENERAL PROVISIONS

13:69E-1.1	Gaming chips (general rules)	13:69E-1.13N	Double cross poker table; physical characteristics
13:69E-1.2	Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques	13:69E-1.13O	Double attack blackjack table; physical characteristics
13:69E-1.3	Value gaming chips	13:69E-1.13P	Four-card poker table; physical characteristics
13:69E-1.4	Non-value gaming chips	13:69E-1.13Q	Texas hold 'em bonus poker table; physical characteristics
13:69E-1.5	Non-value chips; permitted uses; inventory and impressment	13:69E-1.13R	Flop poker table; physical characteristics
13:69E-1.6	Gaming plaques; issuance and use; denominations; physical characteristics	13:69E-1.13S	Two-card joker poker table; physical characteristics
13:69E-1.6A	Exchange and redemption of gaming chips, plaques and coupons	13:69E-1.13T	Asia poker table; Asia poker shaker; physical characteristics; computerized random number generator
13:69E-1.7	Roulette wheel and table; physical characteristics; double zero roulette wheel used as a single roulette wheel	13:69E-1.13U	Ultimate Texas hold 'em table; physical characteristics
13:69E-1.8	Roulette balls	13:69E-1.13V	Winner's pot poker table; physical characteristics
13:69E-1.9	Roulette; inspection procedures; security procedures	13:69E-1.13W	Supreme pai gow table; pai gow poker shaker; physical characteristics; computerized random number generator
13:69E-1.10	Blackjack table; card reader device; physical characteristics; inspections	13:69E-1.13X	Mississippi stud; physical characteristics
13:69E-1.10A	Three-card poker table; physical characteristics	13:69E-1.14	Red dog table; physical characteristics
13:69E-1.10B	Spanish 21 table; physical characteristics	13:69E-1.15	Dice; physical characteristics
13:69E-1.10C	Blackjack switch table; physical characteristics	13:69E-1.16	Dice; receipt; storage; inspections; and removal from use
13:69E-1.11	Craps and mini-craps tables; physical characteristics	13:69E-1.16A	Manual and automated dice shakers; security procedures
13:69E-1.12	Baccarat and mini-baccarat tables; physical characteristics	13:69E-1.17	Cards; physical characteristics
13:69E-1.13	Big Six Wheel and layout; physical characteristics	13:69E-1.18	Cards; receipt, storage, inspections and removal from use
13:69E-1.13A	Sic bo table; sic bo shaker; physical characteristics	13:69E-1.18A	Pre-shuffled and pre-inspected cards
13:69E-1.13B	Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator	13:69E-1.19	Dealing shoes; automated shuffling devices
13:69E-1.13C	Pai gow table; pai gow shaker; physical characteristics	13:69E-1.19A	Pai gow tiles; physical characteristics
13:69E-1.13D	Pokette table; pokette wheel; physical characteristics	13:69E-1.19B	Pai gow tiles; receipt; storage; inspections and removal from use
13:69E-1.13E	Poker table; physical characteristics	13:69E-1.20	Inspection and approval of gaming equipment and related devices and software
13:69E-1.13F	Double down stud table; physical characteristics	13:69E-1.21	Expiration of slot machine control program approvals and resubmission
13:69E-1.13G	Caribbean stud poker table; physical characteristics	13:69E-1.22	Possession of slot machines
13:69E-1.13H	Let it ride poker table; physical characteristics	13:69E-1.23	Transportation of slot machines into, within and out of State
13:69E-1.13I	Mini-dice table; mini-dice dice shaker; physical characteristics	13:69E-1.24	Slot machine seals
13:69E-1.13J	Fast action hold 'em table; physical characteristics	13:69E-1.25	(Reserved)
13:69E-1.13K	Casino war table; physical characteristics	13:69E-1.26	Slot machines and bill acceptors; identification; other devices
13:69E-1.13L	Colorado hold 'em poker table; physical characteristics	13:69E-1.27	Slot machine areas, density, arrangement and floor plans
13:69E-1.13M	Boston 5 stud poker table; physical characteristics	13:69E-1.28	Testing of designated electronic gaming equipment
		13:69E-1.28A	Standards for the approval of a slot machine game
		13:69E-1.28B	Slot machine control programs and operating systems
		13:69E-1.28C	Standards for slot machine meters
		13:69E-1.28D	Standards for a persistent state system
		13:69E-1.28E	Standards for bonusing systems
		13:69E-1.28F	Multi-player system requirements and standards
		13:69E-1.28G	Standards for a random number generator (RNG)
		13:69E-1.28H	Requirements for alterable media
		13:69E-1.28I	External touch screen systems
		13:69E-1.28J	Touch screen monitors
		13:69E-1.28K	Technical standards for approving a gaming device cabinet
		13:69E-1.28L	Coin/token acceptors and hoppers
		13:69E-1.28M	Printers
		13:69E-1.28N	Bill acceptors and stackers
		13:69E-1.28O	Technical standards for kiosks
		13:69E-1.28P	Technical standards for electronic table games
		13:69E-1.28Q	Technical standards for electronic table games which utilize gaming vouchers
		13:69E-1.28R	Submission requirements
		13:69E-1.28S	New Jersey First submissions and approvals
		13:69E-1.28T	Software development requirements for electronic gaming equipment submitted to the Division for approval
		13:69E-1.28U	Technical standards for a keno system

13:69E-1.28V	Server supported system technical standards
13:69E-1.28W	Tournament slot machine software
13:69E-1.28X	Technical standards for automated shufflers
13:69E-1.29 through 1.30	(Reserved)
13:69E-1.31	Records and reports for customer complaints
13:69E-1.32	(Reserved)
13:69E-1.32A	Technical standards for count room equipment
13:69E-1.33	Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens, slot token and prize token specifications; promotional non-gaming tokens
13:69E-1.34	Wagering at slot machines; use of slot tokens, prize tokens, gaming vouchers, and coupons
13:69E-1.35	Redemption of slot tokens and prize tokens from non-patrons; duty of patrons to surrender slot tokens and prize tokens upon demand
13:69E-1.36	Slot tokens and prize tokens; receipt, inventory, security, storage and destruction
13:69E-1.37	(Reserved)
13:69E-1.37A	Standards for electronic account based wagering system
13:69E-1.38	(Reserved)
13:69E-1.39	Progressive gaming device standards
13:69E-1.39A	Mandatory progressive parameters and meters
13:69E-1.39B	Linked progressive gaming device standards
13:69E-1.39C	Wide area progressive standards for linked progressive gaming devices used in more than one casino facility
13:69E-1.40	Technical standards for gaming voucher systems and promotional coupons

SUBCHAPTER 1. GENERAL PROVISIONS

13:69E-1.1 Gaming chips (general rules)

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

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

i. Each "face" of a chip, which is the flat surface across which the diameter of the chip can be measured including any indentations or impressions;

ii. The "edge" which is the surface of a chip across which its thickness can be measured in a perpendicular line from one face to the other; and

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

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

3. The Division has confirmed that the identification requirements of this subchapter are visible using the casino licensee's closed circuit television system.

(b) 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 features specifically required to appear on the face or edge of a gaming chip pursuant to this section so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(c) No casino licensee shall use or redeem in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the approved sample or no longer conforms to the requirements of subchapter.

(d) No casino licensee or other person licensed by the Division 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.

(e) A casino licensee may issue promotional non-gaming chips that are prohibited from use in gaming or simulcast wagering in any casino or casino simulcast facility. The physical characteristics of such chips shall be sufficiently distinguishable from approved design specifications of any gaming chip issued by any casino licensee so as to reasonably ensure that they will not be confused with authorized gaming chips. At a minimum, such chips shall:

1. Be unique in terms of size or color;
2. Have no edge designs unique to gaming chips; and
3. Bear the name of the casino licensee issuing them and language on both faces stating that they have no redeemable value.

(f) A casino licensee shall remove a set of gaming chips in use from active play whenever it has reason to believe the casino or casino simulcasting facility has accepted counterfeit chips or whenever any other impropriety or defect in the utilization of that set of chips makes removal of the chips in active use necessary or whenever the Division so directs. An approved back-up set of value chips or non-value chips shall be placed into active play whenever an active set is removed.

(g) Whenever chips in active use are removed from play, the casino licensee shall immediately notify the Division and the reason for removal.

(h) Each set of gaming chips approved by the Division for use by a casino licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the casino licensee during the design schematic approval process and shall be used for all inventory procedures required by N.J.A.C. 13:69E-1.2. If a casino licensee elects to commingle gaming chips pursuant to N.J.A.C. 13:69E-1.3(k), in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

13:69E-1.2 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 casino employees, one of whom shall be from the accounting or auditing department of the casino licensee, one who shall be from the casino games department, and one from any mandatory department other than the surveillance 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 Division.

(b) Each casino licensee shall report to the Division promptly after an inspection required by (a) above discloses any discrepancy in the shipment including, but not limited to, the following:

1. The shipment contains defective chips or plaques; or
2. The quantity and denomination of the chips or plaques actually received does not agree with the amount listed on the shipping documents.

(c) After checking the gaming chips or plaques received, the casino licensee shall cause to be recorded in a chip inventory ledger the assigned alphabetical designation, the denomination of the value chips and gaming plaques received, the number of each denomination of value chip and gaming plaque received, the number and description of all non-value chips received, the date of any such receipt, and the signatures of the employees who checked any such chips and plaques. If the chips or plaques are required by this chapter to have a unique serial number, the numeric number shall also be recorded. If the gaming chips are not put into active use, the ledger shall also identify the storage location.

(d) Any gaming chips not in active use shall be stored in:

1. An approved casino vault;
2. The cashiers' cage; or
3. A comparable secure area, approved by the Division, which is adjacent to and accessible exclusively from the casino floor.

(e) Whenever any gaming chips or plaques are taken from or returned to an approved storage area, at least two employees shall be present, one of whom shall be a supervisor from the casino games or security department, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the employees involved:

1. The alphabetical designation and, if applicable, any numeric designation;

2. The number and dollar amount for each denomination of value chip or gaming plaque removed or returned;

3. The number and description of the non-value chips removed or returned;

4. The specific storage area being entered; and

5. The reason for the entry into the storage area.

(f) At the end of each gaming day, a casino licensee shall compute and record the unredeemed liability for each denomination of value chips and gaming plaques. At least once every 30 days, at a minimum, each casino licensee shall inventory all sets of value chips and gaming plaques in its possession and shall record the result of such inventory in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory value chips and gaming plaques shall be submitted to the Division. A physical inventory of value chips and gaming plaques not in active use shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment. If a casino licensee elects to commingle gaming chips, a member of the casino accounting department shall, at least once every six months, inventory all gaming chips of a particular sample and readjust the starting inventory for those gaming chips which are no longer in the possession of the casino licensee. The adjusted inventory figure shall be recorded in the chip inventory ledger and shall be the new beginning inventory figure for the next six-month period for purposes of computing the daily outstanding chip liability required by this section.

(g) The Division shall approve the process for the destruction of chips and plaques. Prior to the destruction of gaming chips and plaques, the casino licensee shall notify the Division, in writing, of the date and the location at which the destruction will be performed, the denomination, number and amount of value chips and plaques to be destroyed, the description and number of non-value chips to be destroyed. Unless otherwise authorized by the Division, the destruction of gaming chips and plaques shall be carried out in the presence of at least two employees of the casino licensee, one of whom shall be from the accounting department of the casino licensee and one of whom shall be from any other mandatory department other than the surveillance department of the casino licensee. The denomination, number and amount of value chips and plaques or, in the case of non-value chips, the description and number so destroyed shall be recorded in the chip inventory ledger together with the signatures of the individuals carrying out such destruction, and the date on which the destruction occurred. The casino licensee shall also maintain a written log of the names and credential numbers of all casino personnel involved in each such destruction, and the names and employer of all non-casino personnel involved.

(h) A casino licensee shall ensure that at all times there is adequate security, as approved by the Division, for all gaming chips and plaques in its possession.

Amended by R.2013 d.107, effective September 3, 2013.
 See: 45 N.J.R. 1221(a), 45 N.J.R. 2043(b).

In the introductory paragraph of (e), inserted "or security".

13:69E-1.3 Value gaming chips

(a) Each gaming chip which contains a denomination on each face thereof shall be known as a "value chip." Value chips shall only be utilized on the casino floor or simulcast area, unless otherwise authorized by the Division.

1. Each casino licensee shall be authorized to issue and use value chips in denominations of \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000, \$5,000, \$20,000, and \$25,000 and in such quantities as the casino licensee may deem appropriate to conduct gaming or simulcast wagering in its casino or casino simulcasting facility.

2. Each value chip issued by a casino licensee shall be in the form of a disk. Value chips with a denomination of \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, and \$100.00, shall have a uniform diameter of one and 9/16ths inches. Any value chip issued by a casino licensee in the denomination of \$500.00 shall have a uniform diameter of one and 9/16ths inches or one and 11/16ths inches. Any value chip issued in the denomination of \$1,000, \$5,000, \$20,000, or \$25,000 shall have a uniform diameter of one and 11/16ths inches.

3. Each value chip issued in a denomination of \$20,000 or \$25,000, in addition to satisfying the requirements set forth in this section, shall be impressed with a unique serial number.

(b) 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 Division 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.

(c) Each gaming chip manufacturer shall submit sample color disks to the Division 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 color tolerances set forth below or such other similar color tolerances as approved by the Division.

1. \$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 5 YR 9/1 5Y 9/1		5G 9/0.5 5B 9/0.5 5P 9/0.5

2. \$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

3. \$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

4. \$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+ 5PB4/10		H- 10B4/10
Value	V+ 2/5PB4.5/10		V- 2.5PB3.5/10
Chroma	C+ None		C- 2.5PB4/9

5. \$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

6. \$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

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

8. \$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

9. \$1,000 - "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

10. \$5,000 - "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>	to	<u>Lower Limits</u>
Value	V+ N 5.5/		V- N 4.5/
Chroma	5R 5/0.5 5Y 5/0.5 5G 5/0.5		5B 5/0.5 5P 5/0.5

11. \$20,000 - "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 8.5/6		H- 2.5Y 8.5/6
Value	V+ 5Y 9/6		V- 5Y 8/6
Chroma	C+ 5Y 8.5/8		C- 5Y 8.5/4

12. \$25,000 - "Gold" which shall mean that color classified as 5Y 6/6 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 6/6		H- 2.5Y 6/6
Value	V+ 5Y 7/6		V- 5Y 5/6
Chroma	C+ 5Y 6/8		C- 5Y 6/4

13. Any casino may propose a different denomination value chip than listed in (c)1 through 12 above. Approval

of such other denomination chip shall be through the petition process.

(d) 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. For each value chip with a denomination below \$25.00 at least one anti-counterfeiting measure and each value chip with a denomination of \$25.00 or more at least two anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by this section;
4. The words "Atlantic City" or "New Jersey" if the casino licensee has casino properties in other gaming jurisdictions; and
5. The primary color of the value chip.

(e) In addition to the characteristics specified in (d) above, each value chip in a denomination of \$25.00 or more shall contain a third anti-counterfeiting measure and 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 Division, 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 Division to use a hexagon on the same particular value chip with a denomination of \$25.00 or more.

(f) 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 Division, 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 (f)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Division.

(g) 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 Division, 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 Division pursuant to (f)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 Division pursuant to (f)3 above.

(h) In addition to any other requirement imposed by N.J.A.C. 13:69E-1.1 and this section, the edge spots on a value chip that has non-identical faces and a denomination of \$25.00 or more shall appear uniform in design, pattern, or other feature when viewed from the perspective of the same face on any other value chip in the set. The edge spots on a value chip that has non-identical faces and a denomination below \$25.00 may appear uniform in design, pattern or other

feature or as an inverted mirror image thereof when viewed from the perspective of either face on any other value chip in the set.

(i) Unless otherwise authorized by the Division, for each value gaming chip that a casino licensee elects to issue pursuant to this section whose denomination is greater than \$10.00, or equal to \$1,000 or \$5,000, it shall also have at least one approved set of gaming chips that may be used as a back-up for the gaming chips in active use. Each set of value chips maintained for use by a casino licensee shall have different secondary colors. All sets of value gaming chips shall conform to the color and design requirements contained in this chapter.

(j) A casino licensee may obtain Division approval of two or more different samples within a single set of value chips for a particular denomination with a value of \$100.00 or less ("commingling"), provided that each sample of a particular denomination shall have the same secondary color and edge design. Any approved sample of a particular denomination of value chip within a single set of chips may be placed in or removed from active use by the casino licensee at any time.

13:69E-1.4 Non-value gaming chips

(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 and 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 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 Division 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:

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 Division on each face of the non-value chip; and

- ii. Remain a permanent part of the non-value chip;

2. Be created by using the colors approved for the face of the particular non-value chip pursuant to (c)4 above in combination with one or more other colors that provide a contrast with the color on the face of the chip and that enable it to be distinguished from the non-value chips issued by any other casino licensee; and

3. Include a design, pattern or other feature approved by the Division that a natural person with adequate training could readily use to identify, when viewing the non-value chip through the closed circuit television system of the casino licensee, the player to whom the non-value chip has been assigned when the non-value chip is placed in a stack of gaming chips or in any other location where only the edge of the non-value chip is visible; provided, however, that the design, pattern or feature created by the colors required by (d)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Division.

(e) Each casino licensee shall have a reserve non-value chip for each color utilized in the casino or casino simulating facility with a design insert or symbol different from those non-value chips comprising the primary set.

13:69E-1.5 Non-value chips; permitted uses; inventory and impressment

(a) Each non-value chip shall be assigned to a particular gaming table and shall be issued and used for gaming at that table only. All non-value chips utilized at a particular gaming table shall have the same design, insert or symbol as required by this chapter. No casino licensee or any employee thereof shall allow any patron to remove a non-value chip from the gaming table at which it was issued. If a patron removes a non-value chip from the gaming table at which it was issued, the casino licensee may redeem such chip at the lowest denomination in use at the table.

(b) No patron at a gaming table shall be issued or permitted to game with non-value chips that are identical in color and design to any non-value chip issued to any other patron at the same table. When a patron purchases non-value chips, a non-value chip of the same color and design shall be placed

in a slot or receptacle attached to the outer rim of the roulette wheel or, for pokette, in such other device as approved by the Division. At that time, a marker button denoting the value of a stack of 20 non-value chips of the same color and design shall be placed in the slot, receptacle or other device (for example, a marker button with "100" imprinted on it would be placed in the receptacle to designate that, during the patron's play on that occasion only, the non-value chips of that color and design are each worth \$5.00).

(c) An impressment of the non-value chips assigned to each gaming table shall be completed at least once every 30 days. The casino licensee shall record the results of the impressment in the chip inventory ledger required pursuant to N.J.A.C. 13:69E-1.2 and shall perform the impressment as follows:

1. A casino department supervisor shall complete a "Non-Value Chip Impressment" form to record missing or excess chips and shall deliver the form and any excess chips to the main bank or chip bank;

2. Upon receipt of the "Non-Value Chip Impressment" form, a main bank cashier or chip bank cashier shall, if appropriate, immediately prepare any chips needed to impress the table; and

3. The casino department supervisor shall then, if applicable, deliver the non-value chips needed to restore the impress to the appropriate gaming table.

(d) The completed "Non-Value Chip Impressment" form shall be maintained by the accounting department and shall contain, at a minimum, the following:

1. The date and time of preparation;

2. The design schematic of the chip including its primary color and the applicable table number;

3. The signature of the casino department supervisor who completes the "Non-Value Chip Impressment" form and the impressment for such table; and

4. The signature of the main bank cashier or chip bank cashier who reviewed the form and, if necessary, prepared the chips to restore the impressment.

(e) Each casino licensee shall record in the chip inventory ledger required by 13:69E-1.2, a monthly summary of the non-value chip inventory for each gaming table. This monthly summary shall include, at a minimum, the following information for each non-value chip color and design:

1. The balance on hand at the beginning of the month;

2. The number of non-value chips distributed to the gaming table during the month;

3. The number of non-value chips returned to inventory during the month; and

4. The balance on hand at the end of the month.

13:69E-1.6 Gaming plaques; issuance and use; denominations; physical characteristics

(a) Each gaming plaque issued by a casino licensee shall be a solid, one-piece object constructed entirely of plastic or any other substance approved by the Division and shall have no more than six, and at least two, smooth, plane surfaces. At least two of the plane surfaces, each to be known as a "face," shall be opposite and parallel to each other and identical in shape, which shall be a square, rectangle or ellipse. All other surfaces of a gaming plaque shall be known collectively as the "edge."

(b) No gaming plaque 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 plaque are, prior to the manufacture of the gaming plaque, submitted to and approved by the Division, which submission shall include a detailed schematic depicting the actual size and, as appropriate, location of the following:

- i. Each face;
- ii. The edge; and
- iii. Any colors, words, designs, graphics or security measures contained on the gaming plaque;

2. A sample gaming plaque, manufactured in accordance with its approved design specifications, is submitted to and approved by the Division; and

3. The casino licensee has submitted to the Division internal control procedures which document the distribution, redemption, receipt and inventory of gaming plaques, by serial number, as required by N.J.A.C. 13:69E-1.2.

(c) Each face of a square gaming plaque shall measure no smaller than nine square inches. Each face of a rectangular or elliptical gaming plaque shall measure no smaller than three inches in length by two inches in width. In the case of an elliptical gaming plaque, the length and width of the plaque shall be measured at its axes.

(d) Each gaming plaque issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures so as to prevent, to the greatest extent possible, the counterfeiting of such gaming plaque.

(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 Division, 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 Division pursuant to this section.

13:69E-1.6A Exchange and redemption of gaming chips, plaques and coupons

(a) All wagering on authorized games, other than slot machines or keno, in a casino or casino simulcasting facility shall be conducted with gaming chips or plaques; provided, however, that coupons shall be permitted for use in wagering at authorized games in accordance with the rules of the Division. A casino licensee shall submit to the Division a sample of its coupons. 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 gaming table, keno work station 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. Unless otherwise authorized by the rules of the Division, gaming chips and plaques shall be issued only by dealers to casino patrons at gaming tables. Gaming chips may be issued by chippersons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall be redeemed by casino patrons only at the cashiers' cage; provided, however, that value 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;

(b) Each die used in gaming at pai gow, pai gow poker, supreme pai gow or Asia 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 Division, 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 mini-dice or automated craps shall comply with the requirements of (a) or (b) above.

13:69E-1.16 Dice; receipt; storage; inspections; and removal from use

(a) When boxes of dice are received for use in the casino or casino simulcasting facility from the manufacturer or distributor thereof, at least two individuals, one of whom shall be from the casino games department and the other from the casino security department or casino accounting department, shall record on an inventory log as required in (b) below, the number of dice received. The individuals shall place boxes of dice in a locked cabinet in the cashiers' cage or within a primary or other secure storage area approved by the Division. Secure storage areas shall be used for the storage of surplus dice. Dice maintained in secure 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.

(b) The casino licensee shall maintain a log for each approved storage area, to separately account for dice in accordance with the casino licensee's internal control procedures. The internal controls shall require the following:

1. A dice inventory system, which shall include, at a minimum, the recordation of the following:
 - i. Balance of dice on hand and their location;
 - ii. Dice received from the vendor;
 - iii. Dice removed from storage;
 - iv. Dice returned to storage;
 - v. Date of:
 - (1) Receipt from vendor;
 - (2) Removal from storage;
 - (3) Return to storage; or
 - (4) Physical inventory of dice; and
 - vi. Signatures of the casino games department and casino security and/or accounting department representatives participating in the transaction;

2. A reconciliation, on a daily basis, of the dice distributed, destroyed, and cancelled; returned to the storage area; in use on an open gaming table for more than 24 hours; and in dice reserve, if any; 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 as required in accordance with (b)1 above.

ii. Any discrepancies shall immediately be reported to the Division.

(c) All approved storage areas and pit stands used to store dice for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino games department below the table games shift manager in the organization hierarchy shall have access to the casino games 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 a table games shift manager or casino games supervisor thereof.

(d) When removing dice from the primary storage area, a representative of the casino games department, in the presence of a casino security officer, shall remove the appropriate number of dice. The representative of the casino games department shall be the table games shift manager or a casino games supervisor thereof, or an employee of the casino games department who reports directly to the shift manager, shall be required to be licensed as a casino key employee, and shall have no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. The table games shift manager or casino games supervisor thereof or the designated casino key employee shall distribute sufficient dice to the table games supervisor. Dice in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or supervisor thereof. If dice are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department. The security lock on the pit stand shall be used whenever the pit is closed.

(e) All envelopes and containers used in this section for dice pre-inspected at the pit stand or in a primary storage area and for those collected by security shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(f) 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, mini-dice, automated craps, or sic bo tables shall be as follows:

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

ii. Immediately upon opening a table for gaming, the casino games supervisor shall distribute a set of dice to the table. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo, mini-dice, mini-craps, or automated 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 Division, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument that 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 Division;

iii. Following the inspection in (f)1ii above:

(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, mini-dice, and automated craps, the floorperson shall in the presence of the dealer, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and

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

2. Alternative No. 2: Distribution to and inspection at the pit stand shall be as follows:

i. The table games shift manager or supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute the dice directly to the casino games supervisor identified in (f)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 boxperson or floorperson in the presence of another boxperson or floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of a craps game; and

(2) For sic bo, mini-dice, automated craps, pai gow, pai gow poker, supreme pai gow, or asia poker, a floorperson, in the presence of another floorperson, both of whom are assigned the responsibility of supervising the operation and conduct of such games.

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 Division, the dice shall be inspected with a micrometer or any other approved instrument that 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 Division. 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 boxperson or floorperson who inspected the dice shall, in the presence of the other boxperson or floorperson who observed the inspection, distribute such dice to the boxperson assigned at each craps table or to the floorperson assigned 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, mini-dice, and automated craps, the floorperson who inspected the dice shall, in the presence of the other floorperson who observed the inspection, place the required number of dice into the shaker and seal or lock the shaker. For sic bo, the floorperson shall then secure the sic bo shaker to the table in the presence of the other floorperson who observed the inspection. For mini-dice, the floorperson shall then give the sealed mini-dice shaker to the dealer, who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table; and

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

v. The casino games supervisor 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, the key to which shall be in the possession of the casino games supervisor or a supervisor thereof.

(2) Except as otherwise provided in (f)2vi and vii below, all dice taken from the reserve shall be re-inspected by a casino games supervisor in the presence of another casino games supervisor in accordance with the inspection procedures set forth in (f)2ii and iii above, prior to their use for actual gaming.

vi. In accordance with (f)2v(2) above, previously inspected reserve dice may be used for gaming without being re-inspected, if they are maintained in a locked compartment in the pit stand, the key for which shall be in the possession of the casino games supervisor or casino games supervisor thereof.

vii. In accordance with (f)2v(2) above and as an additional alternative to (f)2vi above, previously inspected reserve dice may be used for gaming without being re-inspected, if they are maintained in a locked compartment in the pit stand in accordance with the following procedures:

(1) For craps and mini-craps, a set of at least five dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

(2) For sic bo and mini-dice, the required number of dice, after being inspected, shall be placed in a sealed envelope or container or sealed or locked in a sic bo or mini-dice shaker. A label or seal that identifies the date of inspection and contains the signatures of those responsible for the inspection shall, respectively, be attached to each envelope or container or placed over the area that allows access to open the sic bo or mini-dice shaker.

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

(4) For automated craps, at least one set of two dice, after being inspected, shall be placed in a sealed envelope or container. A label that identifies the date of inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container.

3. Alternative No. 3: Inspection in primary storage area and distribution to tables shall be as follows:

i. Inspection of dice for all table games in an approved primary storage area shall be performed by a casino games supervisor and a table games shift manager, in the presence of a casino security officer.

ii. The dice shall be inspected with a micrometer or any other approved instrument that 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 Division. These instruments shall be maintained in the storage area and shall be at all times readily available for use by the Division.

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 and mini-dice, after each set of dice are inspected, they shall be sealed or locked in a manual 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 shaker;

(3) For pai gow, pai gow poker, supreme pai gow, or asia 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; and

(4) For automated craps, after at least one set of two dice are inspected they shall be placed in a sealed envelope or container; provided, however, that sets of 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.

iv. At the beginning of each gaming day and at such other times as may be necessary, a table games shift

manager or casino games 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 casino games supervisor in each craps or mini-craps pit or placed in a locked compartment in the pit stand by the casino games supervisor. 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 and mini-dice, the sealed manual shakers shall be distributed to the casino games supervisor supervising the game. For sic bo, the casino games supervisor shall then secure the manual sic bo shaker to the table. For mini-dice, the casino games supervisor shall give the sealed mini-dice shaker to the dealer who shall be primarily responsible for the security of the shaker at all times while the shaker is available for use at the table.

(3) For automated craps, pai gow, pai gow poker, supreme pai gow, or asia poker, the sealed envelope or container shall be distributed to a casino games supervisor in each automated craps, pai gow, pai gow poker, supreme pai gow, or asia poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the automated craps, pai gow, pai gow poker, supreme pai gow, or asia poker table by the casino games supervisor, 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 automated craps, pai gow, pai gow poker, supreme pai gow, or asia 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, automated craps, mini-dice, and sic bo, in accordance with the procedures in (f)1 or 2 above; and

(2) For pai gow, pai gow poker, supreme pai gow, or asia poker, in accordance with the procedures in (f)2 above.

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

vii. A micrometer or any other approved instrument that 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 Division.

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

(g) 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 Division.

(h) At the end of each gaming day or at such other times as may be necessary, the casino games supervisor identified in (i) 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 security department and the Division. A security department member shall complete a two-part Discrepancy Report (Report) comprised of an original and duplicate, which along with the evidence, shall be retrieved by an agent of the Division. The original and duplicate shall contain at a minimum:

1. Date and shift of inspection;
2. Name of casino games supervisor conducting the inspection. The inspection required by this subsection shall be performed by a casino games supervisor other than the one who originally inspected the dice;
3. Pit number, table number, and type of game;
4. Description (for example, shaved corners);
5. Signature of casino games supervisor conducting the inspection;
6. Signature of casino security representative taking custody of the die; and
7. The signature of the agent of the Division inspecting or accepting the die. The Division agent shall retain the original and return the duplicate to the security department. A receipt shall be issued to the agent of the Division for any die retained by the Division. The receipt shall be signed by the security representative releasing the die to the Division and the agent of the Division accepting the die. The receipt shall be retained with the security department copy of the Report. Any die not retained by the Division shall be destroyed in accordance with the licensee's destruction procedures.

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

1. A label shall be attached to each envelope or container, which shall identify the table number, date, and

time and shall be signed by a person assigned to directly operate and conduct the game at that table and a casino games supervisor assigned the responsibility for supervising the operation and conduct of such game.

2. The casino security officer taking custody of the dice and delivering the dice to the Division shall also sign the label.

(j) All other dice not showing evidence of tampering shall be put into envelopes or containers at this time.

1. 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 (h) above.

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

(k) 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 that identifies the date and time and is signed by the casino games supervisor.

(l) 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 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. No dice that have been placed in a cup or shaker for use in gaming shall remain on a table for more than 24 hours.

(m) 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, at such other times as may be necessary, a table games shift manager or casino games 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 that have not been inspected and sealed pursuant to the requirements in (f)3 above (Alternative No. 3) shall, prior to use for actual gaming, be inspected as follows:

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

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

2. If not collected, all dice in dice reserve must be reinspected in accordance with (f)1, 2, or 3 above, prior to

their use for gaming, except for those dice maintained in a locked compartment pursuant to (f)2v(1) or 3vi above.

(n) Other than dice retained for Division inspection, dice shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once dice retained as evidence by the Division are released to the security department, the dice shall immediately be destroyed or cancelled.

1. Destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Division. The adequacy of the destruction and cancellation process shall be approved by the Division.

2. Destruction of dice shall be by shredding by the security department or a vendor approved by the Division.

3. Cancellation of dice by the security department shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each die.

New Rule, R.2013 d.107, effective September 3, 2013.
See: 45 N.J.R. 1221(a), 45 N.J.R. 2043(b).

13:69E-1.16A Manual and automated dice shakers; security procedures

(a) Manual sic bo shakers and mini-dice shakers which have been filled with dice in accordance with N.J.A.C. 13:69E-1.16(e)3iii may only be stored in a locked compartment in the primary storage area. Manual sic bo shakers and mini-dice shakers which have not been filled with dice may be stored in a locked compartment in the pit stand. An automated dice shaker which has been filled with dice must be secured to the gaming table at all times. An automated dice shaker which has 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, mini-dice shakers and automated dice 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 Division. At a minimum, such reports shall include:

1. The date and time when the tampering was discovered;

2. The table number where the shaker was used; and

3. The name and license number of the individual discovering the tampering.

13:69E-1.17 Cards; physical characteristics

(a) Cards used to play authorized table games shall be in decks of 52 cards, except as otherwise authorized by the rules of the Division, with each card 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, or as otherwise authorized by the rules of the Division.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and two. The face of the ace, king, queen, jack, and 10 value cards may contain an additional marking, 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 Division prior to use of such cards in gaming activity.

(g) Each deck of cards shall be packaged separately or in a set containing the number of decks authorized by the rules of the Division and this chapter and selected by a casino licensee for use in a particular table game. Each package of cards shall be sealed in a manner so as to provide evidence of any tampering with the package. If multiple decks of cards are packaged and sealed in a set:

1. The package shall have a label affixed thereto that indicates or contain a window that reveals an adequate description of the contents of the package, including without limitation, the name of the casino licensee for which the cards were manufactured, the type of cards, the color(s) of the backs of the cards, the date and time that the cards were manufactured, and the total number of cards in the set; and

2. No deck of cards shall be separated from the set for independent use at a table game.

(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 game other than pai gow poker, two-card joker poker, Asia poker or supreme pai gow in accordance with the provisions of N.J.A.C. 13:69F-11.3, 30.5, 31.3, or 34.3, respectively.

(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 four 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.

13:69E-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, at least two individuals, one of whom shall be from the casino games department and the other from the casino security department or casino accounting department, shall record on an inventory log required in (b) below, the number of decks received. The individuals shall place the decks of cards in a locked cabinet in the cashiers' cage or within a primary or secondary storage area located in the cashiers' cage or in another secure place approved by the Division. Secondary storage areas shall be used for the storage of surplus decks of cards. Decks of cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the decks have been moved to a primary storage area. A casino licensee may have a separate storage area approved by the Division for decks of cards to be used at the game of poker.

(b) The casino licensee shall maintain a log for each approved storage area, to separately account for decks of cards packaged individually and in sets of multiple decks in accordance with the casino licensee's internal control procedures. The internal controls shall require the following:

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

- i. The decks of cards received from the vendor;
- ii. The decks of cards removed from storage;
- iii. The decks of cards returned to storage;
- iv. The date of receipt of, removal from, return to, or physical inventory; and
- v. The signatures of the casino games, casino security and/or accounting department participating in the transaction.

2. A reconciliation on a daily basis of the decks of cards distributed, destroyed and cancelled, returned to the storage area, in use on an open gaming table for more than 24 hours and, if any, in card reserve; and

3. A physical inventory of the decks of cards 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 decks of cards on hand as required in accordance with (b)1 above.

ii. Any discrepancies shall immediately be reported to the Division.

(c) All primary, secondary, poker storage areas, and pit stands used to store cards for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino games department below the table games shift manager in the organizational hierarchy shall have access to the casino games 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 games department key to the poker storage area. Decks of cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(d) When removing cards from the primary storage area, a representative of the casino games department, in the presence of a casino security officer, shall remove the appropriate number of decks of cards. The representative of the casino games department shall be the table games shift manager or a casino supervisor thereof, or an employee of the casino games department who reports directly to the shift manager, is required to be licensed as a casino key employee and has no direct supervisory responsibilities over the operation and conduct of the table games in a pit during that gaming day. The table games shift manager or casino supervisor thereof or the designated casino key employee shall distribute sufficient decks to the table games supervisor and, if applicable, to the

poker shift supervisor. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the table games supervisor or the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

1. If the decks are to be inspected at open gaming tables pursuant to (e)1 below, the table games supervisor shall distribute the decks to the dealer at each table or the poker shift supervisor shall transport the decks to the poker pit stand for subsequent distribution to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer.

i. Prior to distributing decks to each poker table, the poker shift supervisor or floorperson shall examine each deck to determine if any replacement cards are necessary pursuant to (n) below. If needed, the poker shift supervisor or floorperson shall place the appropriate replacement cards into the deck from the cards held in reserve at the pit stand. Upon insertion of the replacement cards into the deck, the poker shift supervisor or floorperson shall re-examine the front of each card and the back of each card to ensure a consistent shading pattern and to ensure that the condition of the deck with the inclusion of the replacement cards has sufficient quality in order to maintain the integrity of gaming at poker.

ii. If the integrity of gaming at poker would in any way be compromised by the use of the deck with the

replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a casino security officer.

(e) When removing cards from the poker storage area, the poker shift supervisor or supervisor thereof and a casino security officer shall, prior to the commencement of each gaming day and at such other times as may be necessary, remove the appropriate number of decks from the poker storage area and distribute the decks in accordance with the provisions of (d)1 above. The number of decks distributed shall include extra decks that shall be placed in the pit stand for card reserve. Decks of cards in the pit stand shall be placed in a locked compartment, the keys to which shall be in the possession of the poker shift supervisor or supervisor thereof. If decks of cards are stored in the pit stand for more than one gaming day, the pit stand shall be equipped with a second lock, the key to which shall be maintained and controlled by the security department.

(f) With the exception of cards used to game at pokette and cards which are pre-inspected and pre-shuffled, each deck of cards shall be inspected by a dealer and the inspection verified by a table games supervisor prior to the use of the cards on a gaming table.

1. Card inspection at an open gaming table shall require each deck of cards to be sorted into sequence and into suit and a visual inspection of the back of each card. If, after inspecting the cards, the dealer finds that a card is unsuitable for use or an extra card is found, the following procedures shall be observed:

i. If a card is unsuitable for use:

(1) A poker shift supervisor or casino supervisor shall bring a substitute card from the card reserve in the pit stand;

(2) The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table; and

(3) The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer; or

ii. If an extra card is found:

(1) The poker shift supervisor or casino supervisor shall place the extra card in a sealed envelope or container, identified by table number, date and time and signed by the dealer and floorperson assigned to that table; and

(2) The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

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

(g) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. Notwithstanding the foregoing:

1. Except as otherwise provided in (g)5 below for baccarat and in N.J.A.C. 13:69E-1.12(c) for mini-baccarat, cards opened for use on a baccarat, mini-baccarat, or fast action hold 'em table shall be changed at least once during the gaming day;

2. Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, two-card joker poker, flop poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from a dealing shoe and cards opened for use on a double down stud table and dealt from the hand shall be changed at least every eight hours;

3. Cards opened for use on a pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker table and dealt from the dealer's hand shall be changed at least every four hours;

4. Cards opened for use on a blackjack table offering the 6 to 5 blackjack variation shall be changed at least every four hours;

5. Cards opened for use on a baccarat table using the alternative dealing procedure shall be changed after each shoe;

6. Cards opened for use on a poker table shall be changed at least every six hours; and

7. Cards opened for use on a blackjack, Spanish 21 or double attack blackjack table, or on a mini-baccarat table using the alternative dealing procedures set forth at N.J.A.C. 13:69F-7.7(c)1 and 2, may be used for no more than 48 hours if the following requirements are satisfied:

i. The gaming table shall remain open for gaming during the entire period of card usage;

ii. At least six decks of cards shall be used to play the game; and

iii. A table games shift manager shall identify for the surveillance department those gaming tables at which cards are in use for the extended period.

(h) Cards damaged during course of play shall be replaced by the dealer who shall request a floorperson or supervisor thereof for the game of poker or casino supervisor for all other games to bring cards in substitution from the pit stand.

1. The damaged cards shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and the individual who brought the replacement card to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(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, or at the end of the extended period pursuant to (g)7 above, and at such other times as may be necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards required to be removed from play.

1. These cards shall be placed in a sealed envelope or container. 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 dealer and floorperson assigned to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(j) The casino licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Division.

(k) Except for decks that have been pre-shuffled and pre-inspected in accordance with the rules of the Division, all extra decks or packaged sets of multiple decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container that contains the number of decks or packaged sets of multiple decks, as applicable, included therein, the date and time and the signature of the floorperson or supervisor thereof for poker and the pit boss for all other games.

(l) 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 at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged cards, cards required to be removed that gaming day, and all extra decks in card reserve with broken seals, except those that have been pre-shuffled and pre-inspected in accordance with the rules of

the Division, and shall return the envelopes or containers to the casino security department.

(m) 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 at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra decks in card reserve. If the casino maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be cancelled or destroyed or returned to the storage area.

(n) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

1. For cards used in blackjack, Spanish 21, double attack blackjack, double cross poker, red dog, casino war, fast action hold 'em, or mini-baccarat using the dealing procedures in N.J.A.C. 13:69F-7.7(c)1 or 2, the casino licensee shall cause to be inspected either:

i. All decks used during the day; or

ii. A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Division. This sample shall be collected, stored and inspected separately from the sample required by (n)2 below, and shall not be commingled with any cards from that sample.

2. For cards used in baccarat, or cards used in mini-baccarat using the dealing procedures in N.J.A.C. 13:69F-7.7(c)3, the casino licensee shall cause to be inspected all decks used during the day. Notwithstanding the foregoing, for any decks that are opened for a single use in a shoe (the cards are not reshuffled for a subsequent use and are removed from the table), a casino licensee may cause to be inspected a sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Division.

3. The casino licensee shall also inspect:

i. Any cards which the Division requests the casino licensee to remove for the purpose of inspection;

ii. Any cards the casino licensee removed for indication of tampering;

iii. All cards used for pai gow poker, Caribbean stud poker, let it ride poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker,

flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud or three-card poker;

iv. All cards used for pokette, which must be inspected by sorting the cards sequentially by suit; and

v. All cards used for poker.

4. The procedures for inspecting all decks required to be inspected under this subsection, with the exception of pokette cards, shall, at a minimum, include:

i. The sorting of cards sequentially by suit or utilizing a machine approved by the Division capable of reading the cards to determine whether any deck contains missing or additional cards;

ii. The inspection of the backs with an ultra- violet light;

iii. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and

iv. The inspection of the front and back of all plastic cards for consistent shading and coloring.

5. If, during the inspection procedures required in (n)3 above, one or more plastic cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container and a two-part Card Discrepancy Report shall be completed in accordance with (n)9 below.

6. Upon completion of the inspection procedures required in (n)3 above, each deck of plastic cards which is determined suitable for continued use shall be placed in sequential order, repackaged and returned to the primary or poker storage area for subsequent use. If a deck has any missing cards pursuant to (n)4 above, the individual who repackages the cards shall indicate the need for the appropriate replacement card(s) in a manner documented in the casino licensee's internal control procedures.

7. The casino licensee shall develop internal control procedures for returning the repackaged cards to the storage area.

8. The individuals performing said inspection shall complete a work order form which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

9. The casino licensee shall submit the training procedures for those employees performing the inspection.

10. Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Division by the completion and delivery of a two-part Card Discrepancy Report.

11. At the end of each gaming day or at such other times as may be necessary, the casino supervisor identified in (m) above 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 security department and the Division. A security department member shall complete a two-part Discrepancy Report, which Report along with the evidence shall be retrieved by an agent of the Division. The original and duplicate Report shall contain, at a minimum:

i. The date and shift of inspection;

ii. The name of the casino supervisor conducting the inspection. The inspection required by this subsection shall be performed by a casino supervisor other than the one who originally inspected the cards;

iii. The pit number, table number, and type of game;

iv. A description (for example, cut corners);

v. The signature of the casino supervisor conducting the inspection;

vi. The signature of the casino security representative taking custody of the card; and

vii. The signature of the agent of the Division inspecting or accepting the card, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Division for any card retained by the Division. The receipt shall be signed by the security representative releasing the card to the Division and the agent of the Division accepting the card. The receipt shall be retained with the Security copy of the Discrepancy Report. Any card not retained by the Division shall be destroyed in accordance with the licensee's destruction procedures. The report shall accompany the cards.

12. Notwithstanding any provision in this subsection to the contrary, for cards used:

i. In any authorized game or variation thereof which permits a player to touch them, the casino licensee shall cause to be inspected all decks used during the day; and

ii. At any gaming table for more than 24 hours pursuant to (g)7 above, the casino licensee shall cause to be inspected a sample of decks that is separate from the sample of decks selected pursuant to (n)1ii above, provided that the procedures for selecting the sample size and for assuring a proper stratification of the sample shall be submitted to and approved by the Division.

(o) If a deck of plastic cards has been reused 12 or more times and the deck has been determined to be suitable for reuse by the individual performing the inspection procedures required by (n)3 above, before that deck may be reused at a poker table, the deck must be inspected by a poker shift

supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to (p) below.

(p) Where cards in an envelope or container are inspected and found to be without any indication of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker that are of sufficient quality for reuse, shall within 72 hours of collection be destroyed or cancelled. In addition, once cards retained as evidence by the Division are released to the security department, the cards shall immediately be destroyed or cancelled.

1. Destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Division. The adequacy of the destruction and cancellation process shall be approved by the Division.

2. Destruction of cards shall be by shredding by the security department or a vendor approved by the Division.

3. Cancellation of cards shall be by drilling a circular hole of at least one-fourth of an inch in diameter through the center of each card in the deck.

13:69E-1.18A Pre-shuffled and pre-inspected cards

(a) In lieu of the card shuffling and inspection procedures to be followed at an open gaming table set forth in N.J.A.C. 13:69E-1.18, a casino licensee may elect to:

1. Pre-inspect and pre-shuffle cards prior to the delivery of the cards to an open gaming table; or

2. Use a licensed vendor to supply pre-shuffled and pre-inspected cards.

(b) If a casino licensee elects to pre-inspect and pre-shuffle cards, the process shall occur at a closed gaming table or another location approved by the Division and shall be performed by a dealer and verified by a casino supervisor with no concurrent supervisory responsibility for open gaming tables. The procedures required by (b)1 through 7 below shall be recorded by the surveillance department and each such recording shall be retained by the casino licensee for not less than seven days.

1. Upon receipt of the decks of cards pursuant to N.J.A.C. 13:69E-1.18(c)2, the dealer shall perform the procedures in (b)2 through 7 below independently for each batch of cards that will be sealed in a container, with the

number of decks of cards in each batch being equal to the number of decks of cards required for the table game in which they are intended to be used.

2. The dealer shall visually inspect the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game.

3. The dealer shall then shuffle the cards, manually or using an approved automated shuffling device, in a manner permitted by the applicable rules governing the table game at which the cards will be utilized.

4. To ensure that there are no missing or extra cards, the dealer shall inspect the cards utilizing a machine approved by the Division. The machine shall issue a receipt that shall, at a minimum, include:

i. The manufacturer, model and serial number of the card inspection machine;

ii. The name or identification number of the dealer who operates the machine;

iii. The location at which the inspection is performed;

iv. The date and time of the inspection;

v. The manufacturer and type of cards, the number of decks, and the table game for which the cards are inspected;

vi. The result of the inspection and, if failed, the identification of any missing or extra card(s); and

vii. The number of the seal to be used on the clear container in which the cards will be placed pursuant to (b)7 below.

5. If the inspection fails, the casino licensee shall follow the procedures set forth in N.J.A.C. 13:69E-1.18.

6. Upon completion of the pre-inspection and pre-shuffling of the cards in the batch, the dealer and supervisor shall sign the receipt certifying that the cards were pre-inspected and pre-shuffled in accordance with this subsection.

7. For each batch of pre-inspected and pre-shuffled cards the dealer shall place the cards together with the receipt required by (b)4 above in a clear container that conforms to the requirements of N.J.A.C. 13:69E-1.18(f). The container shall be sealed with a pre-numbered label unique to such container. Procedures for the maintenance and security of unused seals, and the distribution, return and reconciliation of seals used on containers holding pre-inspected and pre-shuffled cards shall be detailed in the casino licensee's internal controls.

8. The sealed containers of cards shall be transported by a:

i. Table games supervisor to the gaming pit of the gaming tables where they will be utilized and either locked in the pit stand in accordance with N.J.A.C. 13:69E-1.18(c) or (d), or placed in a locked cabinet in the gaming pit, the keys to which shall be available only to table games supervisors and subject to sign-out and sign-in procedures; or

ii. Table games supervisor or a casino key employee designated in accordance with the provisions of N.J.A.C. 13:69E-1.18(c) and a casino security officer to an approved primary card storage area or poker card storage area where they shall be placed back into card inventory and segregated from cards that have not been pre-inspected and pre-shuffled. A record of the transport of the sealed containers of cards to the card storage area shall be maintained by the casino security department.

9. When cards are needed for play, each container of cards shall be delivered by a table games supervisor to an open gaming table. Upon delivery, the table games supervisor shall unseal the container, place the decks of cards on the gaming table in front of the dealer. The supervisor shall record on the receipt contained within the container, the date, time and shift that the container was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the supervisor shall sign the receipt, and retain the receipt and container at the gaming table.

(c) If a casino licensee elects to use a licensed vendor to supply pre-inspected and pre-shuffled cards, the manufacturer shall:

1. Obtain approval from the Division for the automated shuffling device used to pre-shuffle cards; and

2. Implement a process for shuffling and packaging cards which shall, at a minimum, include:

i. Visual inspection of the back of each card to assure that it is not flawed, scratched or marked in any way that might compromise the integrity or fairness of the game;

ii. Verification that each package of cards contains the correct number and is constituted in accordance with the specific rules of the game the cards are intended for use;

iii. Inserting the cards in a package with a tamper-proof seal(s) that bears a conspicuous indication if the package has been opened. The exterior of the package shall indicate:

(1) The total number of decks contained within the package; and

(2) The game(s) the cards are intended for use; and

iv. Generation by the automated shuffling device in use, of a receipt to be inserted in the sealed package

which shall include the information in (c)2iii(1) through (4) below:

(1) The total number of cards and decks contained within the package;

(2) The date and time the cards were shuffled and verified;

(3) Identification of the manufacturer's employee who performed the process in (c)2 above; and

(4) The manufacturer, model and serial number of the device used to shuffle the cards.

(d) Cards inspected and shuffled in accordance with (c) above shall be delivered in accordance with N.J.A.C. 13:69E-1.18, to an open gaming table in the manufacturer's sealed packaging. Prior to using the cards at a gaming table, a table games supervisor shall inspect the package for evidence of tampering. If there is evidence of tampering, all cards in the package shall not be used and the casino licensee shall follow the procedures set forth in N.J.A.C. 13:69E-1.18.

(e) Upon opening the package in (c) above, the table games supervisor shall record on the receipt contained within the package, the date and time that the package was opened, and the pit and table number where cards are to be used. Once the information has been recorded, the table games supervisor shall sign the receipt, place the cards on the table in front of the dealer, and retain the receipt and original package at the gaming table.

(f) For all pre-inspected and pre-shuffled cards, upon the initial use and patron request the dealer shall perform a strip or riffle shuffle of the cards and then cut the cards in the manner prescribed by the rules governing the particular table game.

(g) Upon removal from a gaming table, pre-inspected and pre-shuffled cards shall be placed in the original container or package as applicable, in which they were delivered to the table together with the receipt, and returned to the security department for inspection as required by N.J.A.C. 13:69E-1.18.

(h) The Division may, at any time, require a casino licensee to provide any container or package of pre-inspected and pre-shuffled cards.

13:69E-1.19 Dealing shoes; automated shuffling devices

(a) The following words and terms, when used in this section, shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.

"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(b) Cards used for blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, Caribbean stud poker, let it ride poker, three-card poker, fast action hold 'em, Colorado hold 'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at:

1. Pai gow poker, double down stud, Caribbean stud poker, three-card poker, Colorado hold 'em poker, Boston 5 stud poker, double cross poker, flop poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and two-card joker poker may be dealt from the dealer's hand in accordance with the rules for each game in N.J.A.C. 13:69F;

2. The 6 to 5 blackjack variation shall be dealt from the dealer's hand in accordance with N.J.A.C. 13:69F-2.6A; and

3. Blackjack may be dealt from the dealer's hand in accordance with N.J.A.C. 13:69F-2.6(a) and 2.6A.

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, Spanish 21, double attack blackjack, pai gow poker, mini-baccarat, red dog, poker, Caribbean stud poker, let it ride poker, three-card poker, fast action hold 'em, Colorado hold 'em poker, casino war, Boston 5 stud poker, double cross poker, four-card poker, Texas hold 'em bonus poker, ultimate Texas hold 'em poker, flop poker, two-card joker poker, Asia poker, winner's pot poker, supreme pai gow, Mississippi stud and double down stud in addition to a manual or automated dealing shoe, provided that:

1. The automated card shuffling device approved by the Division and the procedures for shuffling and dealing the cards through the use of the device are documented in their internal controls; and

2. The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant to (b) above.

(d) Each manual or automated dealing shoe shall be designed and constructed with such features as the Division may require to maintain the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

1. At least the first four inches of the base plate shall be white;

2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe;

3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and

4. Each dealing shoe used in blackjack and Spanish 21 shall have a mark(s) on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe to insert the cutting card in such stack so that approximately one quarter of the stack is behind the cutting card.

(e) A baccarat dealing shoe, in addition to meeting the requirements of (d)1 through 4 above, shall also adhere to the following specifications:

1. A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;

2. The sides and back above the base plate shall be opaque; and

3. A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.

(f) A pai gow poker dealing shoe, in addition to meeting the requirements of (d) above, may, in the discretion of the casino licensee, also contain a device on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(g) All dealing shoes and shuffling devices in the casino and casino simulcasting facility shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(h) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the discard rack shall be on the side of the gaming table opposite such device or shoe.

13:69E-1.19A Pai gow tiles; physical characteristics

(a) Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.

(b) Each tile used in gaming at pai gow shall:

1. Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;

2. Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;

3. Have on the back of each tile an identifying feature unique to each casino;

4. Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all the other sides;

5. Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and

6. Have identifying spots on the front of the tiles which are either red or white or both.

(c) Each set of tiles shall be composed of 32 tiles as set forth in N.J.A.C. 13:69F-10.2(g).

(d) Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

13:69E-1.19B Pai gow tiles; receipt; storage; inspections and removal from use

(a) When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the casino security department and a casino supervisor to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Division standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact, and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles 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 Division. Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the tiles 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 Division.

(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 table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games 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 table games shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport tiles shall be transparent. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

(e) The table games shift manager or casino supervisor thereof shall distribute sufficient sets of tiles to the pit boss in each pai gow pit.

1. The pit boss shall then distribute the sets to the dealer at each table, and shall place extra sets in reserve at the pit stand.

2. Sets of tiles in reserve shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or casino supervisor thereof.

(f) If during the course of play any damaged tile is detected, the entire set of tiles shall be immediately replaced. The dealer or floorperson shall request that the pit boss bring a substitute set of tiles to the table from the reserve in the pit stand.

1. The set of damaged tiles shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and casino supervisor.

2. The pit boss shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(g) Tiles used at pai gow shall be changed at least every 12 hours. The casino supervisor shall collect used tiles which shall be placed in a sealed envelope or container.

1. 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 dealer and casino supervisor.

2. The pit boss shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

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

(i) All extra sets of tiles in reserve which have been opened 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.

(j) At the end of each gaming day or at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged tiles, tiles used during the gaming day, and all extra tiles in reserve which have been opened, and shall return the envelopes or containers to the casino security department.

(k) At the end of each gaming day or at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra sets of tiles in reserve which have not been opened. If collected, all unopened sets of tiles shall either be cancelled or destroyed or returned to the storage area.

(l) When the envelopes or containers of used tiles and reserve sets of tiles which have been opened are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play.

1. The casino licensee shall cause to be inspected all sets of tiles used during the gaming day.

2. The procedures for inspecting all sets of tiles shall at least include the following:

- i. The sorting of tiles by pairs;
- ii. The visual inspection of the sides and back of each tile for tampering, markings or alterations; and
- iii. The inspection of the sides and back of each tile with an ultra-violet light.

3. The individual performing the inspection required by (l)1 and 2 above shall complete a work order form which shall detail the procedures performed and list the tables from which the tiles were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.

4. Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the security department and the Division. A security department member shall complete a two-part Discrepancy Report, which Report along with the

evidence shall be retrieved by an agent of the Division. The original and duplicate Report shall contain at a minimum:

- i. The date and shift of inspection;
- ii. The name of the casino supervisor conducting the inspection. The inspection required by this subsection shall be performed by a casino supervisor other than the one who originally inspected the tiles;
- iii. The pit number, table number, and type of game;
- iv. A description (for example, shaved corners);
- v. The signature of the casino supervisor conducting the inspection;
- vi. The signature of the casino security representative taking custody of the tile; and
- vii. The signature of the agent of the Division inspecting or accepting the tile, who shall retain the original and return the duplicate to security. A receipt shall be issued to the agent of the Division for any tile retained by the Division. The receipt shall be signed by the security representative releasing the tile to the Division and the agent of the Division accepting the tile. The receipt shall be retained with the Security copy of the Discrepancy Report. Any tile not retained by the Division shall be destroyed in accordance with the licensee's destruction procedures.

(m) If after completing the inspection procedures required in (l) above, it is determined that a complete set of 32 tiles removed from a gaming table is free from tampering, markings, or alterations, that set may be returned to the pai gow storage area for subsequent gaming use in accordance with the casino licensee's internal control procedures. In no event may individual tiles from different sets be used to make a complete set for subsequent gaming use.

(n) The casino licensee shall include in their internal control, procedures for:

1. An inventory system which shall include the rec- ordation of at least the following:
 - i. The balance of sets of tiles on hand;
 - ii. The sets of tiles removed from storage;
 - iii. The sets of tiles 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 sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve; and
3. A physical inventory of the sets of tiles 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 the sets of tiles on hand as required in (n)1i above.

ii. Any discrepancies shall immediately be reported to the Division.

(o) Other than tiles retained for Division inspection, tiles shall be cancelled or destroyed within 72 hours of collection by the security department. In addition, once tiles retained as evidence by the Division are released to the security department, the tiles shall immediately be destroyed or cancelled.

1. Destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall be approved by the Division. The adequacy of the destruction and cancellation process shall be approved by the Division.

2. Destruction of tiles shall be by shredding by the security department or a vendor approved by the Division.

3. Cancellation of tiles shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.

13:69E-1.20 Inspection and approval of gaming equipment and related devices and software

(a) No gaming equipment or any related device or software that has been tested and approved by the Division shall be used in a casino facility unless:

1. It is identical in all mechanical, electrical, electronic or other aspects to a prototype thereof that has been reviewed and approved for use by the Division; and

2. All necessary casino service industry enterprise (CSIE) licenses, CSIE license applications, or vendor registrations, as required, have been obtained or filed and all necessary transactional waivers have been issued in accordance with the requirements of N.J.S.A. 5:12-92.

(b) The following equipment shall require an inspection by the Division prior to initial use or following any modification:

1. Slot machines;
2. Multiplayer systems;
3. Electronic table games;
4. Server supported slot systems;
5. Slot machine bonus systems;
6. Progressive equipment;
7. Kiosks;
8. Account based wagering systems;
9. Wireless wagering devices;

10. Slot monitoring systems;

11. Gaming voucher systems;

12. Devices used in conjunction with a slot monitoring system; and

13. Keno systems.

(c) Any evidence that an item of gaming equipment or a related device or software used in a casino facility has been tampered with or altered in any way which would affect the integrity, fairness, or suitability of the item for use in a casino shall be immediately reported to the Division. A member of the casino licensee's casino security department shall be required to ensure that the item is maintained in a secure manner as directed by the Division.

13:69E-1.21 Expiration of slot machine control program approvals and resubmission

(a) The approval of any slot machine control program issued by the Division shall expire, unless earlier revoked by the Division, on the second day of January in the year following the 12th anniversary of its latest approval. For the purposes of this section, any modification to a slot machine control program approved by the Division shall not affect the expiration date of the latest approval unless the Division specifically finds that the modifications were so substantial as to constitute the approval of a new slot machine control program.

(b) A casino licensee shall deactivate any slot machine control program in its casino upon expiration of its latest approval unless and until the slot machine control program has been resubmitted, tested and approved in accordance with the provisions of this section.

(c) An approved slot machine control program may be resubmitted for testing and approval at any time. A previously approved slot machine control program shall be subject to all relevant requirements in effect as of the date of resubmission.

(d) Each casino licensee shall develop internal controls to ensure that no slot machine control program shall remain in use in its casino if the latest approval of that slot machine control program has expired pursuant to (a) above.

13:69E-1.22 Possession of slot machines

(a) Except as otherwise provided in this section and N.J.S.A. 2C:37-7, no person shall possess within this State any slot machine or similar device which may be used for gambling activity.

(b) The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the Division, possess slot machines in this State for the purposes provided in this section provided that the machines are kept only in such locations as may be specifically approved in writing by the Division and that any

machines located outside of a licensed casino room not be used for gambling activity:

1. An applicant for or holder of:

i. A casino license, for the purpose of maintaining for use or actually using such machines in the operation of a licensed casino;

ii. A gaming school license, for the purpose of teaching slot machine design, operation, repair or servicing; or

iii. A gaming related casino service industry license, for the purpose of manufacturing, distributing, testing, repairing or servicing slot machines;

2. A manufacturer or distributor of slot machines for the purpose of exhibition or demonstration;

3. A common carrier, for the purpose of transporting such slot machines;

4. An employee or agent of the Division or Commission, for the purpose of fulfilling official duties or responsibilities; or

5. Any other person the Division may approve after finding that possession of slot machines by such person in this State is necessary and appropriate to fulfill the goals and objectives of the Act.

(c) Each person, company, or school which possesses slot machines in New Jersey shall maintain and file with the Division a comprehensive monthly list of slot machines in its possession in this State unless otherwise required by the Division.

13:69E-1.23 Transportation of slot machines into, within and out of State

(a) Prior to the transport or movement of any slot machine into the State of New Jersey; from one authorized location to another authorized location within the State of New Jersey; or out of the State of New Jersey, the person causing such slot machine to be transported or moved shall first notify the Division in writing giving the following information:

1. The full name and address of the person shipping or moving said machine;

2. The full name and address of the person who owns the machine, including the name of any new owner in the event ownership is being changed in conjunction with the shipment or movement;

3. The method of shipment or movement and the name of the carrier or carriers;

4. The full name and address of the person to whom the machine is being sent and the destination of said machine if different from such address;

5. The quantity of machines being shipped or moved and the manufacturer's serial number of each machine;

6. The expected date and time of delivery to or removal from any authorized location in this State;

7. The port of entry, or exit, if any, of the machine if the origin or destination of the machine is outside the continental United States; and

8. The reason for transporting the machine.

(b) The person shipping or moving any slot machine shall provide to the shipper a document, at least one copy of which shall be kept with the slot machine at all times during the shipping process, that contains the following information, at a minimum:

1. The manufacturer's serial number of the slot machine being transported;

2. The full name and address of the person from whom the machine was obtained;

3. The full name and address of the person to whom the machine is being sent; and

4. The dates of shipment.

(c) Any person, company, or school receiving a slot machine shipment from outside of this State shall, within three business days of receipt, provide the Division with the information enumerated in (b) above.

(d) A casino licensee shall obtain approval for and provide 24-hour advance notice to the Division's Technical Services Bureau, of any slot machine movement within a casino that does not affect the licensee's certificate of occupancy. The notification shall include at a minimum the following information:

1. The name of the casino licensee;

2. The date of the expected move;

3. The serial number of the slot machine;

4. The asset number, when applicable;

5. The location being moved from; and

6. The location being moved to.

13:69E-1.24 Slot machine seals

(a) The Division may utilize tamper resistant seals to secure critical gaming components inside a slot machine. When used, the seals may not be removed or broken by any person other than a Division employee.

(b) A slot machine that is temporarily removed from the casino floor may have a seal affixed to it by the Division. The seal shall be used to ensure the slot machine's main door is not opened during the time it is in temporary storage. When the slot machine is returned to the casino floor, if the seal:

1. Is intact, the licensee may remove the seal and place the game back in service without further inspection; or
2. Has been broken, the slot machine shall be re-inspected prior to use.

(c) The casino licensee shall immediately report to the Division any finding or observation that a Division seal has been tampered with or broken. The licensee shall also immediately cause the game to be deactivated unless otherwise authorized by the Division.

(d) A slot machine being transported out of New Jersey or being converted to any other lawful non-gaming use shall have all seals removed from it by the Division prior to such transportation or conversion.

13:69E-1.25 (Reserved)

13:69E-1.26 Slot machines and bill acceptors; identification; other devices

(a) Unless otherwise authorized by the Division, each slot machine in a casino shall have the following identifying features:

1. A logic board serial number permanently imprinted, impressed, affixed or engraved on each logic board installed in the slot machine, which number shall match the serial number of the slot machine to which it is installed;
2. An asset number that is permanently imprinted, impressed, engraved or affixed on the outside cabinet of the machine by the casino licensee. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system;
3. A location number that is affixed to the outside of the machine. The location number must be conspicuous and clearly visible to persons involved in removing or replacing the slot drop bucket or slot drop box in the slot machine and through the casino licensee's closed circuit camera coverage system; and
4. A labeling system that enables the Division to determine that the reel mechanisms are installed in the machine in the same manner as when the slot machine was inspected and approved.

(b) Unless otherwise authorized by the Division, each bill acceptor shall have an asset number that is permanently imprinted, affixed or impressed on the outside cabinet of the bill acceptor or the slot machine to which it is attached. The asset number must be conspicuous and clearly visible to persons involved in removing or replacing the slot cash storage box in the bill acceptor, clearly visible through the casino licensee's closed circuit camera coverage system and must correspond to the asset number affixed to the slot machine in accordance with (a) above.

(c) 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 Division for that particular model of slot machine after the prototype model is tested and examined by the Division.

(d) Each casino licensee shall record in a log whenever any logic board in any slot machine is replaced with another logic board. Such log shall include the date, slot machine asset number, serial number on the logic board and the signature of the individual completing the log. Such log shall be maintained by the casino licensee's slot department and shall be available for inspection by the Division upon request.

13:69E-1.27 Slot machine areas, density, arrangement and 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 and safety for the casino operation;
2. Encourage and preserve competition in casino operations by assuring that a variety of gaming opportunities is offered to the public;
3. Avoid deception or frequent distraction to players at gaming tables;
4. Promote the comfort of patrons; and
5. Create and maintain a gracious playing environment in the casino.

(b) Each casino licensee shall be permitted to install and operate one slot machine for every 10 square feet of its casino floor space which may be allocated to slot area, as determined in accordance with (d) below.

(c) Each casino licensee shall arrange the layout of its casino floor so that whenever one row of slot machines in a casino is lined up back to back with another row of machines, the two rows shall be separated by a metal grating or other type of barrier, as approved by the Division, that will prohibit a person from placing his or her hand between the rows of machines.

(d) The total amount of casino floor space that a casino licensee may utilize for slot machines, the walkways between them, and other structures or areas which are reasonably related to the use of slot machines ("Slot Area") such as slot booths, change booths, change machines, slot carousels, walls, columns or other architectural structures, and any other structures or areas which are reasonably related to, and contained within casino floor space which is dedicated to, the use of slot machines, shall not exceed 90 percent of the total amount of casino floor space and casino simulcasting facility floor space.

(e) The total amount of casino floor space dedicated to the Slot Area shall be measured by identifying the perimeter of each such area on the casino floor plan.

(f) Any casino floor space which is not used for slot area pursuant to (e) above shall be dedicated to authorized games other than slot machines and related support and circulation space.

(g) Each casino licensee or applicant shall submit to the Division a detailed floor plan, drawn to scale, depicting its proposed arrangement of slot machines, slot stools and table games. Such plan shall indicate all relevant floor space square footage; density information; and aisle dimensions, including the dimensions of aisles between rows of slot machines facing each other, of distances in front of slot machines not directly facing another slot machine, and of distances between slot stools and other obstructions or slot machines. Each casino licensee shall maintain on file with the Division a current floor plan certified as to its accuracy.

(h) Each casino licensee or applicant seeking approval for a proposed arrangement of slot machines shall submit to the Division a detailed floorplan, drawn to scale, depicting its proposed arrangement of slot machines, slot stools and table games and shaded to include all areas covered by (e) above. Such plans or attachments thereto shall indicate the amount of casino floor space by slot zone, or other subdivision of the total area included in the calculation required by (e) above, as approved by the Division, and the total of such areas. Each casino licensee shall maintain on file with the Division a current shaded floorplan certified as to its accuracy.

(i) Any floorplan submission that satisfies the requirements of this section shall be deemed approved by the Division unless the casino licensee is notified in writing to the contrary within three days of filing.

(j) Slot machines shall not be permissible in casino simulcasting facilities.

13:69E-1.28 Testing of designated electronic gaming equipment

(a) Electronic gaming equipment means any electronic device or software which contributes to the outcome of a casino game, the calculation of gaming revenue, or the integrity of gaming operations and shall include:

1. Slot machines;
2. Multiplayer systems;
3. Electronic table games;
4. Slot machine bonus systems;
5. Table game bonus systems;
6. Progressive equipment;
7. Kiosks;

8. Account based wagering systems;

9. Wireless wagering devices;

10. Automated shufflers;

11. Slot monitoring systems;

12. Gaming voucher systems;

13. Keno systems;

14. Devices used in conjunction with a slot monitoring system; and

15. Devices used in conjunction with a slot machine such as bill acceptors, printers, and coin acceptors.

(b) Electronic gaming equipment shall not include marketing programs that do not impact gross revenue or surveillance equipment.

(c) Electronic gaming equipment shall not be used in a casino facility unless it is identical in all aspects to the prototype which was reviewed and approved for use by the Division. This shall include material design specifications including hardware and software.

(d) The testing of equipment pursuant to this section may require the dismantling of the prototype and tests that may result in damage to or the destruction of the prototype. Once submitted for testing, no prototype or testing equipment shall be returned to the company who submitted the product unless otherwise authorized by the Division.

(e) Upon completion of testing, examination or documentation review of a product, the Division shall issue a letter describing whether or not the product is approved including any conditions for its use. Nothing shall prohibit the Division from adding, modifying or removing conditions following the initial approval of a product as necessary to ensure its integrity.

(f) The Division may, as a condition for approval, require a particular product to undergo a field trial of such duration as it may deem necessary to assess its operation in a live casino environment. During the trial period minor changes in the product's operation or design may be made with prior approval of the Division. Nothing in this section shall prohibit the Division from conditionally approving gaming equipment or utilizing a field test in lieu of, or in conjunction with, its own testing.

(g) No electronic gaming equipment shall be reviewed, tested or approved unless the company submitting the product is appropriately licensed or registered pursuant to N.J.S.A. 5:12-92 or has received transactional waiver approval.

(h) Each piece of electronic gaming equipment approved by the Division shall operate and function in accordance with all representations made by the company that submitted the product.

13:69E-1.28A Standards for the approval of a slot machine game

(a) Except as otherwise provided in this section, each slot machine game which requires a wager shall have a theoretical return to player (RTP) equal to or greater than 83 percent.

(b) Except as otherwise provided in this section, all winning combinations used in achieving the minimum theoretical RTP for each slot machine game shall be available on each play that requires a wager.

(c) Slot machines shall not offer a play with odds greater than 100 million to 1.

(d) The theoretical RTP of a slot machine game shall not decrease by more than one-hundredth of a percentage point with an increased wager unless the aggregate total of the decreases in theoretical RTP for plays offered by the slot machine game is no more than one-half of one percent.

(e) The following shall not be included as a payout when determining the theoretical RTP of a slot machine:

1. A payout of merchandise or thing of value;
2. A complimentary; or
3. A limited time payout.

(f) The projected contribution from a progressive award may count toward the theoretical RTP of a slot machine in order to achieve the minimum theoretical RTP as approved by the Division.

(g) A slot machine game that requires skilled strategy choices, such as video poker, shall:

1. Have its theoretical RTP calculated based upon the player exercising optimal strategy during game play;
2. Disclose optimal strategy to achieve the highest theoretical RTP; or
3. Provide mathematically sufficient information for the patron to derive optimal strategy in order to achieve the highest theoretical RTP.

(h) When a slot machine offers a play which relies on the knowledge of a patron, such as a trivia challenge, or their physical dexterity, such as a game utilizing a joystick, the overall payout percentage shall be calculated based on the play of the least knowledgeable or skilled patron.

(i) When a slot machine offers a play which permits a patron to risk an award or make a subsequent wager as an extension of a game outcome, the slot machine shall:

1. Only allow the patron to risk an award if the award can be increased as a result of continued play; and
2. Disclose the optimal strategy or provide mathematically sufficient information for the patron to derive

optimal strategy if the choice affects the theoretical RTP of the slot machine.

(j) When a slot machine offers a play as an extension of a game and the theoretical RTP is based upon the optimal play of the patron, the slot machine shall disclose the optimal strategy or provide mathematically sufficient information for the patron to derive optimal strategy.

(k) Slot machines shall comply with Division rules for random number generators (RNGs) and shall not permit a symbol above or below the top jackpot symbol to be mapped more than six times more frequently than any other symbol on a reel strip.

(l) The slot machine shall be designed in such a manner that prevents scripting and fairly represents the reel symbols selected by the RNG. It is acceptable to display an alternate version of the video reel strips during reel spin animation provided that:

1. The top award and bonus trigger symbols are not displayed more often than they appear on the actual reel strips;
2. The random selection process for game outcome is not affected;
3. Stop positions and adjacent symbols are displayed in the correct order when the spin ends;
4. A description of the alternate spinning video reels is provided to the Division; and
5. The spinning video reel display is not misleading.

(m) A slot machine game that offers free play awards shall not display as a possible outcome any amount that could only be won through the consecutive activation of free play awards won on the wager. For example, if the highest jackpot offered by a slot machine game is \$1,000 and it is possible to win two free play awards on one wager, the slot machine game shall not display \$2,000 as a possible jackpot.

(n) Each slot machine game must provide fair notice of the rules of play including all bonus features, denomination, and related pays. When the rules of play are provided electronically, the information shall at minimum:

1. Not require a wager to be read; and
2. Require the patron to exit the display of the rules prior to activating game play.

(o) Gaming devices that allow a patron to select from two or more game themes must be capable of displaying the following:

1. A clear indication of which game has been selected for play; and
2. A clear description of the rules governing the game selected.

(p) Each line played must be clearly marked in order to avoid confusion as to which line is being played. The amount wagered on each line shall also be clearly discernable by the patron.

(q) Winning wagers must be presented to the patron in a manner where the patron can clearly determine which line provided the winning combination.

(r) The button panel must operate correctly in conjunction with the submitted pay table program. For example, the button panel must match the game play in regards to the number of lines being played and number of credits being wagered.

(s) No device connected to a slot machine shall be capable of modifying the approved source code of a slot machine game.

(t) Slot machines may contain a game with an extended play feature where the player is collecting something either towards triggering a bonus, or for an additional payout in the bonus. If the collected items are required to enter the bonus, then the entire bonus cannot be more than 33 percent of the theoretical RTP.

(u) When a slot machine offers a bonus feature that is not dependent on the number of patron credits available, the slot machine shall alert the patron of his continued eligibility regardless of whether the patron has credits remaining on the slot machine.

(v) Slot machines with an auto pick feature shall:

1. Disclose to the patron that the slot machine game is designed with an auto pick feature;
2. Disclose the rules regarding the auto pick feature; and
3. When the theoretical RTP is based upon optimal play, select the choice which provides the highest theoretical RTP; or when the theoretical RTP is not based upon optimal play, perform the selection in an unbiased manner.

(w) Each slot machine shall include conspicuous language which states that a malfunction voids all pays.

(x) All free game and re-spin awards must display the remaining number of games left following each free game or re-spin.

13:69E-1.28B Slot machine control programs and operating systems

(a) Control programs responsible for fundamental game operations, including executable programs, random number generation, communications protocol, game outcome, game meters, and software verification, shall:

1. Not be in-circuit programmable;

2. Satisfy Division rules regarding alterable media; and
3. Monitor and detect corruption in random access memory (RAM) portions that contains critical game code.

(b) Control programs shall cause the slot machine to enter into a hard tilt and require a RAM clear if the slot machine experiences an unrecoverable RAM failure. If the failure is recoverable, the control program shall perform the following prior to restoration of game play:

1. Verify that the physical RAM is fully operational; and
2. Verify that the repopulated code in RAM is authentic.

(c) Slot machines shall be designed to maintain RAM content in the event of power interruptions and failures for a period of 15 days.

(d) Control programs shall be designed to permit the external validation of critical game content using Game Authentication Terminal (GAT) or other method approved by the Division.

(e) Control programs shall prevent the unused portion of memory from being compromised by setting the memory to either 00 or FF for read only memory (ROM) devices, or utilize another method as approved by the Division.

(f) Control programs shall be designed with logic that prevents the unauthorized transfer of credits from one slot machine to another by swapping logic boards, or utilize physical controls that prevent the unauthorized transfer of credits.

(g) Control programs shall be designed to prevent unauthorized modifications to critical game configurations and settings.

(h) The control program shall prevent game settings from being adjusted while there are credits on the player's credit meter or while a game is in progress.

(i) Control programs shall be capable of storing and recalling the last 10 games inclusive of the last 50 results generated from, but not limited to, bonus rounds, optimal strategy choices and free spin games. The game history must display the game outcome, credits available, wagers placed, as well credits or coins awarded.

(j) Control programs shall employ a method to advise a player when a jackpot not paid automatically and totally by the machine has been won. The control program shall cause the slot machine to automatically preclude a player from operating the slot machine until the slot machine has subsequently been reset.

(k) Control programs shall be designed to calculate and report all meters required by Division rules.

(l) Control programs shall be designed to:

1. Prevent required meters from being edited or erased unless a RAM clear is performed or such media as approved by the Division is utilized;
2. Ensure the meter is reset to zero and restart its cycle once the meter maximum has been reached; and
3. Increment all meters in units equal to the denomination of the device or in dollars and cents.

(m) Control programs shall store and display the following to the patron:

1. The current credit balance;
2. The current bet or wager;
3. Each winning combination and corresponding win amount;
4. The total amount won;
5. The player options selected for the last completed game;
6. The current denomination played; and
7. The current line(s) played.

(n) Control programs shall cause credits that are available for play to be wagered in the following order:

1. Non-cashable credits; and
2. All other credits.

(o) Control programs shall be designed to recognize and report the following game errors to an approved slot monitoring system at a minimum:

1. Low battery condition;
2. Communications interruption;
3. Bill jams;
4. Bill acceptor malfunction;
5. Printer jam or failure;
6. Power restoration; and
7. Printer disconnected.

(p) All control programs shall be designed to recognize and report the following game error codes, at a minimum, to a slot monitoring system and place the slot machine into an unplayable status or tilt:

1. Game memory malfunction;
2. Program error/authentication mismatch;
3. Hopper errors;
4. Stacker door open;
5. Stacker removed;

6. External doors open such as the main, belly, and drop door;
7. Power outage; and
8. Reel tilt.

(q) Control programs shall be designed to notify the patron and casino licensee of any slot machine tilts via an error message or other method approved by the Division.

(r) Control programs shall prevent a slot machine game from becoming operational once an error or power outage has been detected unless the control program restores the slot machine to the state it was in before the error or power outage occurred.

(s) Each control program shall be capable of generating historical logs that record the occurrence of the following at a minimum:

1. Coin errors;
2. Hopper errors;
3. Bill jams;
4. Stacker door open;
5. Stacker removed;
6. Bill acceptor malfunction;
7. Printer jam failure;
8. Printer disconnected;
9. External doors open (examples: main, belly, drop, etc.);
10. RAM error;
11. Low RAM battery;
12. Program error/authentication mismatch; and
13. Power cycle.

(t) Control programs shall be designed to detect errors associated with secondary devices, such as mechanical top boxes, reels and displays which are used to indicate game outcomes. Those malfunctions must place the gaming equipment in an unplayable state.

(u) Control programs for a slot machine equipped with tokenization shall ensure that the slot machine only accepts slot tokens with a denomination of \$1.00 or less if a residual slot credit cannot be redeemed. Any residual slot credit not played or redeemed by a patron shall be deemed abandoned; provided, however, that any such credit shall remain on the slot machine until:

1. Played or redeemed by a patron, or
2. Cancelled by the casino licensee in a manner described in the licensee's internal controls.

13:69E-1.28C Standards for slot machine meters

(a) The following meters shall be required for all slot machines and may, in whole or in part, be required for other types of gaming equipment as specified by Division rules:

1. "Coin In" that accumulates the total value of all wagers, whether the wagered amount results from the insertion of coins, tokens, currency, deduction from a credit meter or any other means. This meter shall:

i. Not include subsequent wagers of intermediate winnings accumulated during game play sequence; and

ii. When a slot machine contains more than one pay table, the control program shall maintain all meters necessary to calculate the return to player (RTP) for each pay table.

2. "Coin Out" that accumulates the total value of all amounts directly paid by the machine as a result of winning wagers;

3. "Coin Drop" that accumulates the total value of coins or tokens diverted to the drop when applicable;

4. "Attendant Paid Jackpots" that accumulates the total value of credits paid by an attendant resulting from a single winning alignment or combination, the amount of which is not capable of being paid by the machine itself. This does not include progressive amounts or amounts awarded as a result of an external bonusing system. This meter is only to include awards resulting from a specifically identified amount listed in the manufacturer's par sheet;

5. "Attendant Paid Cancelled Credits" that accumulates the total value paid by an attendant resulting from a player initiated cash-out that exceeds the physical or configured capability of the machine to make the proper payout amount;

6. "Physical Coin In" that accumulates the total value of coins or tokens inserted into the machine;

7. "Physical Coin Out" that accumulates the value of all coins or tokens physically paid by the machine;

8. "Bill In" that accumulates the total value of currency accepted. Additionally, the machine must have a specific meter for each denomination of currency accepted that records the number of bills accepted of each denomination;

9. "Coupon In Count" that counts the total number of all coupons accepted by the machine;

10. "Voucher In" that accumulates the total dollar value of all gaming vouchers accepted by the machine;

11. "Voucher Out" that accumulates the total dollar value of all gaming vouchers issued by the machine;

12. "Voucher In Count" that counts the total number of all vouchers accepted by the machine;

13. "Voucher Out Count" that counts the total number of all vouchers issued by the machine;

14. "Electronic Funds Transfer In" (EFT In) accumulates the total value of cashable credits electronically transferred to the machine through a cashless wagering system;

15. "Wagering Account Transfer In" (WAT In) that accumulates the total value of cashable credits electronically transferred to the machine from a wagering account by means of an external connection between the machine and a cashless wagering system;

16. "Wagering Account Transfer Out" (WAT Out) that accumulates the total value of cashable credits electronically transferred from the machine to a wagering account by means of an external connection between the machine and a cashless wagering system;

17. "Non-Cashable Electronic Promotion In" that accumulates the total value of non-cashable credits electronically transferred to the machine from a promotional account by means of an external connection between the machine and a cashless wagering system;

18. "Cashable Electronic Promotion In" that accumulates the total value of cashable credits electronically transferred to the machine from a promotional account by means of an external connection between the machine and a cashless wagering system;

19. "Non-Cashable Electronic Promotion Out" that accumulates the total value of non-cashable credits electronically transferred from the machine to a promotional account by means of an external connection between the machine and a cashless wagering system;

20. "Cashable Electronic Promotion Out" that accumulates the total value of cashable credits electronically transferred from the machine to a promotional account by means of an external connection between the machine and a cashless wagering system;

21. "Coupon Promotion In" that accumulates the total value of all slot machine coupons accepted by the machine;

22. "Coupon Promotion Out" that accumulates the total value of all slot machine coupons issued by the machine;

23. "Machine Paid External Bonus Payout" that accumulates the total value of additional amounts awarded as a result of an external bonusing system and paid by the slot machine;

24. "Attendant Paid External Bonus Payout" that accumulates the total value of amounts awarded as a result of an external bonusing system paid by an attendant;

25. "Attendant Paid Progressive Payout" that accumulates the total value of credits paid by an attendant as a result of progressive awards that are not capable of being paid by the machine itself;

26. "Machine Paid Progressive Payout" that accumulates the total value of credits paid as a result of progressive awards paid directly by the machine. This meter does not include awards paid as a result of an external bonusing system; and

27. Such other meters as may be required by the Division.

13:69E-1.28D Standards for a persistent state system

(a) A Persistent State System (PSS) means all hardware and software used to award or reveal bonus features contained within approved slot machine software. The additional bonus features may not be available to all patrons and may only become available when the patron has achieved specific game play thresholds. A PSS may also be used to recognize a particular patron for the purpose of restoring previously earned thresholds on each subsequent visit to a slot machine that utilizes the same PSS.

(b) Each slot machine that utilizes a PSS shall contain, in its help screen, a clear description of each PSS related bonus feature including the requirements for achieving game play thresholds. Additionally, patrons shall be notified each time a game play threshold has been achieved.

(c) The PSS shall become inoperable for any of the following malfunctions at a minimum:

1. RAM failures;
2. Self-check error; or
3. Incorrect or lost configurations.

(d) Slot machines connected to a PSS shall become unplayable when the PSS becomes inoperable or when there is a loss of communication. Slot machines may resume game play:

1. When the PSS malfunction has been rectified, communications have been restored and patron credits have been restored on the slot machine; or
2. If the PSS is used to activate bonus features that offer varying payback percentages greater than .01 percent, the slot machine may be configured to operate independently only after the patron's credits have been restored and the slot machine clearly notifies the patron that they are no longer able to achieve additional thresholds during game play; or
3. If the PSS is not used to activate bonus features that offer varying payback percentages greater than .01 percent, the slot machine may be configured to operate independently after patron credits have been restored on the slot machine.

(e) The PSS shall be designed in a manner that prevents unauthorized user access or configuration changes.

(f) The PSS shall be incapable of modifying the approved source code of a slot machine game.

(g) The PSS shall utilize a firewall when remote access is required.

(h) PSS controllers shall be designed to allow for external authentication using game authentication terminal (GAT), or other method approved by the Division.

13:69E-1.28E Standards for bonusing systems

(a) A bonusing system means all hardware and software used to control a bonus feature offered by one or more slot machine(s) and may be used in the calculation of the slot machine's theoretical return to player (RTP). The bonus feature may be activated by a random event or a specific game outcome.

(b) The software which controls a bonusing system shall reside on a bonus controller.

(c) Bonus controllers shall be designed to prevent unauthorized access to configuration settings and software.

(d) Each slot machine that utilizes a bonus system shall contain an appropriate description of the rules governing each bonus feature, each payout and any conditions regarding player eligibility for the bonus award(s). Such description shall be displayed to the patron in a manner approved by the Division.

(e) Bonus controllers shall become inoperable for any of the following malfunctions at a minimum:

1. Random access memory (RAM) failures;
2. Self-check error;
3. Incorrect configurations; or
4. Lost configurations when applicable.

(f) Bonus controllers shall comply with Division rules for alterable media or utilize physical controls which prevent unauthorized modifications to the bonus controller's software.

(g) Whenever a bonus controller becomes inoperable, all participating slot machines shall become unplayable and the bonusing system shall employ a mechanism to notify the casino licensee and patrons affected.

(h) Each slot machine which loses communication with the bonus controller shall be designed to:

1. Become unplayable;
2. Display to the patron and casino that a failure has occurred; and

3. Address lost communications that occur while the patron is participating in a bonus feature by ensuring the patron is appropriately compensated.

(i) Slot machines linked to a bonusing system shall continuously and conspicuously display the patron's eligibility for a bonus round regardless of the number of credits remaining on the slot machine where applicable. For example, if the patron has 40 seconds of eligibility time remaining but has run out of credits, the slot machine will continue to display and count down the seconds remaining.

(j) Slot machines shall prevent patrons from participating in a bonus feature during a slot machine door open or malfunction. Additionally, the patron's eligibility for a bonus round shall not be diminished while a slot machine door is open or a malfunction is present. For example, a patron who has earned 40 seconds of eligibility time, shall maintain 40 seconds of eligibility time until the slot machine door is closed or the malfunction has been cleared. Eligibility status may however be reduced due to patron initiated action, such as the activation of the help screen.

(k) When a bonusing system offers a feature that is not dependent on the number of patron credits available, the slot machine shall alert the patron of his continued eligibility regardless of whether the patron has credits remaining on the slot machine.

(l) Bonusing systems may offer mystery progressive award provided the bonus system contains all mandatory progressive parameters and meters as required by Division rules for progressive gaming devices, excluding display meters when applicable.

(m) Bonus controllers shall be designed to allow for external authentication using GAT, or other method approved by the Division.

13:69E-1.28F Multi-player system requirements and standards

(a) A "multi-player system" means a slot machine gaming system in which an approved device randomly determines the result of each round of play and communicates that result to each participating player station, which individually determines and issues the proper payouts to the player. The Division's rules governing slot machines shall be applicable to multi-player systems.

(b) Player station means the location where player credits are wagered, accumulated and displayed to the patron.

(c) Each player station system shall comply with Division rules regarding slot machines.

(d) Each game offered by a multi-player system shall be designed such that the actions of, or the results obtained by any one player, do not affect the outcome of any other player.

(e) Each multi-player system shall be designed with a central controller which shall communicate, at a minimum, the outcome for each round of play.

(f) The central controller utilized by a multi-player system shall:

1. Be housed in a secure locked compartment, access to which shall be described in the casino licensee's internal controls; and
2. Be designed to prevent unauthorized changes to the software contained therein.

(g) In the event of a loss of communication between the central controller and any of the participating player stations, or a malfunction of any participating player station, each non-communicating or malfunctioning player station shall immediately enter into a tilt mode and the multi-player system shall automatically generate a tilt notification to the casino licensee and to the patron affected.

(h) In the event of a central controller malfunction, all player stations shall immediately enter into an unplayable mode, and a tilt shall automatically be generated notifying the casino licensee and the patrons affected.

(i) Progressive jackpots may be offered by a multi-player system in accordance with Division rules regarding progressive gaming devices.

(j) The multi-player system game shall be designed to permit the external validation of critical game content using game authentication terminal (GAT) or other method approved by the Division.

13:69E-1.28G Standards for a random number generator (RNG)

(a) Random number generator (RNG) means a physical device or a mathematical algorithm that generates outcomes that cannot be predicted.

(b) RNGs which utilize a mathematical algorithm to generate outcomes shall be:

1. Large enough to encompass all possible outcomes;
2. Available at the initiation of each and every game;
3. Statistically independent, conform to random distribution and pass variously recognized statistical tests such as the "Chi-square" test, "Mono-bit" test, and the "Runs" test;
4. Designed to continually cycle in the background between games;
5. Designed to employ a random seed that is determined by an uncontrolled event to assure that the RNG does not begin from the same value every time; and

6. Designed in a manner where, if a number is required which is outside the provided RNG range, the RNG shall be rescaled using a method that ensures the occurrences of numbers within the shorter range are equally probable.

(c) After the random selection of an outcome, gaming devices which utilize an RNG shall:

1. Only display the appropriate outcome as specifically determined by the RNG;
2. Not permit a secondary selection for the purpose of displaying the outcome; and
3. Not be misleading in any manner.

13:69E-1.28H Requirements for alterable media

(a) When required by Division rules, critical game code which resides in alterable media shall be designed to perform self authentication upon power-up.

(b) Software that resides in alterable media shall implement a methodology that produces an output digest of critical game code with a 128-bit complexity at a minimum. The output digest shall be encrypted using an asymmetrical encryption algorithm with a 512-bit key, or other secure method approved by the Division.

(c) The process used to encrypt the output digest mentioned above shall be secure and prevent unauthorized access to the asymmetrical encryption algorithm's private key.

(d) Critical game code shall be authenticated using a public key via software contained in a separate and verifiable one time programmable device such as an erasable programmable read-only memory (EPROM), or on a secure medium approved by the Division. If authentication fails, the gaming device shall enter a hard tilt.

(e) Slot machines shall perform a background check on critical game code at least once every hour during game operation. If a failure is detected, the gaming device shall enter a hard tilt which requires employee intervention to clear. Once cleared, the game shall reset and perform a complete self authentication.

13:69E-1.28I External touch screen systems

(a) External touch screen system means all hardware and software used to resize or overlay a slot machine's touch screen monitor to perform patron, employee or marketing related functions.

(b) An external touch screen system may resize the slot machine's game screen provided that:

1. The entire slot machine's game screen remains available and legible;
2. No aspects of game play are affected; and

3. All touch screen coordinates are appropriately remapped to ensure proper operation.

(c) The slot machine's game screen may be overlaid provided that:

1. The overlaid portion does not affect the game play or the availability of help screens; or
2. Game play is suspended, in which case the entire game screen may be fully obscured.

(d) The display of a slot machine's game screen shall not be affected by an external touch screen system malfunction.

13:69E-1.28J Touch screen monitors

(a) Touch-screen video monitors can be utilized by gaming devices to display gaming or marketing content.

(b) Touch screens shall:

1. Not contain any undisclosed touch-screen coordinates that affect game play or game outcome;
2. Communicate with the gaming device on a bi-directional basis;
3. Have the ability to calibrate the touch screen, on-demand, via attendant and without accessing any cabinet doors; and
4. Display slot machine graphics in a manner that does not adversely affect game play.

13:69E-1.28K Technical standards for approving a gaming device cabinet

(a) The design of gaming equipment cabinets shall be strong enough to prevent unauthorized access when doors are closed. Gaps used for ventilation purposes shall not compromise the integrity of the product's cash box or internal critical hardware or software.

(b) Authorized access to the cabinet's critical areas such as the cash box door, currency compartment, and coin compartments shall be segregated through the use of unique locking mechanisms in accordance with Division rules.

(c) For slot machines, all doors that control access to critical areas shall be equipped with switches or sensors which detect door open signals. Critical areas refer to those that may affect revenue, game outcome or the integrity of the device.

(d) Gaming device cabinets shall be designed with an on/off power switch located within the interior of the gaming device that controls dedicated electrical current applied to the device.

(e) For slot machines, each gaming device shall have an identifier affixed on the cabinet's exterior. The identifier must

contain the manufacturer, model number, serial number, and date manufactured.

(f) Cabinets shall be equipped with a mechanism, such as a tower light, used to notify the casino licensee of security events or malfunctions.

(g) Cabinets which contain microprocessor-based gaming equipment shall be designed to ensure access to the logic areas is appropriately limited.

13:69E-1.28L Coin/token acceptors and hoppers

(a) A slot machine that accepts coin or tokens shall be equipped with a coin slot that allows patrons to initiate play. The coin slot shall be connected to a diverter that directs inserted coins or tokens to the hopper or slot drop bucket.

(b) Slot machines that accept coins or tokens must contain hoppers that securely store inserted coins. If the slot machine awards coins or tokens, the payout shall occur from a hopper. Hoppers shall be equipped with sensory circuitry that detects hopper jams, extra coin outs, and hopper empty signals.

(c) Hoppers shall be designed to prevent manipulation by any external source, power interruption, or electrostatic discharge.

(d) If the slot machine detects a hopper full signal, or the slot machine is configured as hopper-less, all inserted coins/tokens shall be directed to a slot drop bucket. Drop buckets must be maintained and housed within a separate locked compartment.

(e) Coin or token acceptors shall be designed to accurately accept or reject coins or tokens by verifying physical characteristics or chemical composition.

(f) Coin acceptors shall be able to:

1. Detect and reject counterfeit and invalid coins or tokens;
2. Sense and disable the coin acceptor if coins travel in the unintended direction; and
3. Credit, via the slot machine's control program, game credits equivalent to the amount inserted.

13:69E-1.28M Printers

(a) Printers that generate revenue related gaming receipts or gaming vouchers shall communicate with the gaming device's control program using a bi-directional protocol.

(b) Printers shall be locked inside the slot machine cabinet and shall enter into a tilt condition if any of the following occurs:

1. Printer jam is detected;
2. Paper empty;

3. Hardware error;
4. Printer disconnect error;
5. Software error; and
6. Communications error.

13:69E-1.28N Bill acceptors and stackers

(a) All devices designed for accepting currency, coupons, or vouchers shall be able to communicate with slot machines and other approved gaming equipment on a bi-directional basis.

(b) The bill acceptor's software must be able to detect the insertion of currency, coupons or vouchers and ensure that the inserted items are either:

1. Validated; or
2. Rejected.

(c) Each bill acceptor shall be equipped with a stacker utilized to securely store validated currency, coupons, and vouchers.

(d) Each stacker shall be designed to prevent unauthorized removal of the currency; coupons, and vouchers stored within, and shall utilize a secure locking mechanism in accordance with Division rules.

(e) Wires, cables and harnesses connecting the bill acceptor to a gaming device shall be housed inside the gaming device's cabinet.

(f) Bill acceptors shall ensure the gaming device receives the exact value of the validated and stacked currency, coupons, or gaming vouchers for the purpose of completing a gaming transaction.

(g) Bill acceptors shall perform Power On Self Test (POST) upon every power up and shall self disable if POST fails. POST must also be performed after every recovery from an error state.

(h) Upon reset or power cycle, each bill acceptor shall perform a signature comparison between a previously embedded value and the calculated value utilizing a 16 bit cyclical redundancy check or other method approved by the Division. If the signatures match, booting sequence shall resume otherwise the bill acceptor shall become inoperable.

(i) A bill acceptor shall not accept currency, coupons or vouchers when any of the following errors or security events occur:

1. Bill or voucher jams;
2. Stacker door open;
3. Stacker removed;
4. Stacker full;

5. Bill acceptor door open;
6. Communications error;
7. Bill acceptor reset; or
8. Hardware or software error.

13:69E-1.280 Technical standards for kiosks

(a) Kiosk means all aspects of an automated device that may be used for voucher redemption, coupon redemption, slot machine jackpot processing, ATM debit card transactions, credit card transactions, bill breaking, voucher issuance, and other automated functions as approved by the Division.

(b) Kiosks may be linked to a kiosk computer system for the purpose of generating reports and monitoring kiosk activity in accordance with Division rules regarding controlled computer systems.

(c) Kiosk cabinets shall comply with Division rules regarding gaming equipment cabinet standards and shall be equipped with an approved bill acceptor.

(d) Each currency cassette, currency cassette reject bin, and bill acceptor cash storage box utilized by a kiosk shall be a secure, tamper-resistant container, capable of being locked or otherwise secured from unauthorized access.

(e) When used to redeem gaming vouchers or promotional coupons, kiosks shall work in conjunction with an approved voucher system and shall be designed to:

1. Accurately obtain the validation number of the item presented for redemption and cause such information to be accurately and securely relayed to the voucher system for the purpose of redemption;
2. Issue the exact amount of currency in exchange for a gaming voucher only if the voucher system has authorized and recorded the transaction;
3. Return the gaming voucher or coupon to the patron when a gaming voucher or coupon cannot be validated by the voucher system or is otherwise unredeemable; and
4. Be uniquely identifiable to the voucher system.

(f) When used to issue promotional gaming vouchers or coupons, each kiosk shall be considered a cashiering location as part of an approved voucher system.

(g) When used for slot jackpot processing, kiosks shall work in conjunction with an approved slot monitoring system and shall be designed to:

1. Accurately receive and validate jackpot payment requests using a blind entry methodology and reject the request after three unsuccessful attempts;
2. Prevent multiple payments for the same jackpot;
3. Uniquely identify users of the system; and

4. Be capable of limiting jackpot payments in accordance with Division rules.

(h) When used to conduct ATM or credit card transactions, kiosks shall be equipped with a mechanism to accurately obtain required patron account and PIN information. The kiosk shall cause such information to be accurately and securely relayed to the appropriate banking institution for the purpose of completing a transaction. Prior to implementation, the casino licensee shall ensure compliance with Division rules regarding controlled computer systems as well as all federal banking regulations for ATM and credit card transactions.

(i) Kiosks shall be capable of recognizing payment errors such as bill out jams and insufficient funds. When a payment error occurs, the kiosk shall be designed to electronically record the error and perform the following:

1. For gaming vouchers or promotion coupons:
 - i. Reject the transaction; or
 - ii. Issue an error receipt and change the gaming voucher or promotion coupon to a redeemed status.
2. When used for jackpot processing:
 - i. Reject the transaction; or
 - ii. Issue an error receipt documenting the amount requested and the amount dispensed. In this scenario, the kiosk shall cause the slot monitoring system to identify the jackpot as having been paid. The resulting jackpot payout error receipt shall be used to manually process the jackpot in accordance with the licensee's internal controls.
3. For an ATM or credit card transactions:
 - i. Reject the transaction;
 - ii. Dispense no money; and
 - iii. Issue a receipt advising the patron that the transaction was voided.

(j) When an error receipt is issued from a kiosk, the kiosk or receipt shall advise the patron or employee to see a cashier for payment. Error receipts shall be designed to include the following, at a minimum:

1. Identity of the kiosk from which it was printed;
2. The date and time it was printed;
3. The reason the receipt was printed;
4. The amount requested when applicable; and
5. The unpaid amount.

(k) Each kiosk shall contain an electronic transaction log of logical access, door access, cash transactions, and errors. The transaction log shall include:

1. The date and time;
2. The user, when applicable; and
3. A description.

(l) Kiosks must be able to recognize material hardware and software errors, such as a computer minimum operating system (CMOS) error or printer failure, and generate an operational interrupt whenever such error is detected. Once a material error is cleared, the software shall be designed to restore communications and restore the kiosk to the state it was in prior to the error.

(m) Kiosks shall be designed to ensure all configurable options and software maintained in random access memory (RAM) are appropriately maintained for a minimum of 15 days and restored in the event of a power failure.

(n) Kiosks may include a maintenance feature which permits authorized users to dispense currency in order to configure or test the kiosk functionality. When this feature is used, an unalterable electronic log shall be automatically generated and maintained by the kiosk. The logs shall include, at a minimum:

1. The date and time currency was dispensed;
2. The user who dispensed the currency; and
3. The amount dispensed by denomination.

(o) Kiosks shall not store the PIN numbers associated with credit card or ATM transactions.

(p) Kiosks shall be designed to permit the external validation of critical software content using game authentication terminal (GAT) or other method approved by the Division.

(q) Kiosks shall be capable of generating a credit receipt whenever currency cassettes, currency cassette reject bins, or coins are removed. Such receipt shall include, at a minimum:

1. The identity of the kiosk;
2. The date and time;
3. The denomination of the currency or coin for each cash cassette or coin hopper being replaced; and
4. The expected total amount of the cash or coin remaining in each currency cassette, currency cassette reject bin or coin hopper being removed.

(r) Kiosks shall be capable of creating a fill receipt whenever currency cassettes, currency cassette reject bins or coins are placed in a kiosk. Such receipt shall include at a minimum:

1. The identity of the kiosk;
2. The date and time the fill was performed;

3. The denomination of currency or coin for each currency cassette or coin hopper inserted into the machine; and

4. The total amount of cash or coin for each currency cassette or coin hopper inserted into the machine.

(s) When used to redeem gaming vouchers, the kiosk or kiosk computer system shall be capable of generating a "Voucher Redemption Machine Report" for a given time period. This report shall document all redemptions of gaming vouchers and coupons for a particular gaming day. The report shall include the validation number, the date and time of redemption and the value of the voucher or coupon in dollars and cents.

(t) When used to redeem promotional coupons, the kiosk or kiosk computer system shall be capable of generating a "Coupon Redemption Report" for a given time period. This report shall document all redemptions of coupons and shall include the coupon number, the date and time of redemption and the value of the coupon in dollars and cents.

(u) When used to conduct jackpot payments, the kiosk or kiosk computer system to it, shall be capable of generating an "Automated Jackpot Payout Machine Journal Report," which documents for each jackpot payment the following for a given time period:

1. The date and time of the payment;
2. The asset number of the slot machine to which the payment was made; and
3. The amount of the payment.

(v) When used to conduct ATM transactions, the kiosk or computer system connected to it, shall be capable of generating an "ATM Transaction Report" for a given time period. This report shall include each ATM transaction performed by the kiosk for a particular gaming day, a description of each transaction, the date and time of each transaction, the authorizer of the transaction, the requested amount, and the dispensed amount.

(w) When used to conduct credit card transactions, the kiosk or kiosk computer system shall be capable of generating a "Credit Card Transaction Report" for a given time period. This report shall include each credit card transaction performed by the kiosk for a particular gaming day, a description of each transaction, the date and time of each transaction, the authorizer of the transaction, the requested amount, and the dispensed amount.

(x) Each kiosk shall be capable of creating an inventory report prior to the end of each gaming day for the purpose of determining the starting inventory for the next gaming day. The report shall include, at a minimum:

1. The date and time the report was generated;
2. The identity of the kiosk;
3. The total amount of cash dispensed from the machine during the gaming day; and
4. The cash inventory balance remaining in the machine at the end of the gaming day.

(y) Each kiosk shall be capable of generating a "Reject Bin Report," which shall include the total value of items placed in the reject bin.

(z) Each kiosk or kiosk computer system shall be capable of generating a "Transaction Report," which documents each attempted and completed transaction. The report shall include, at a minimum:

1. The date and time;
2. A description of the transaction;
3. The value of currency dispensed;
4. The value of vouchers dispensed;
5. The value of currency inserted; and
6. The value of vouchers inserted.

(aa) Each kiosk or kiosk computer system shall be capable of generating an "Access Report," which accurately records the number of times any external doors were opened and the number of times the cash door was opened.

(bb) Each kiosk or kiosk computer system shall be capable of generating additional reports which may be required to accurately calculate revenue, reconcile kiosk balances and to research variances when applicable.

13:69E-1.28P Technical standards for electronic table games

(a) An electronic table game means all hardware and software used to automate all or part of a table game which has been previously approved by the Division.

(b) Electronic table games shall:

1. Be identical in layout and equipment used to play its corresponding authorized non-electronic table game including when applicable, wagering areas, cards, dice, or tiles;
2. Be designed to achieve a theoretical payback as provided in the approved rules for each game offered; and
3. Utilize a method to ensure each game outcome is random in accordance with Division rules for a random number generator (RNG), when applicable.

(c) The Division may, in its discretion, forego a formal petition regarding the rules and procedures for a particular game if the electronic table game offers a minor variation to

an existing non-electronic table game, such as a new supplemental wager.

(d) An electronic table game may utilize a dealer to facilitate game play provided that the game is designed with features to rectify dealer errors and address patron complaints when applicable.

(e) An electronic table game may utilize virtual gaming chips provided that the electronic table game is capable of:

1. Accurately tracking and displaying patron buy-ins, wagers and cash outs for each wagering location; and
2. Recording all meters required to generate an electronic table game win report as required by Division rules.

(f) Electronic table games may use an electronic tip feature provided that:

1. The electronic table game maintains a tip meter which accumulates the dollar value of all tips;
2. The electronic table game is capable of generating a tip report which provides the value of all tips issued during a given time period; and
3. The electronic table game is capable of complying with Division rules for dealer tips.

(g) In the event of an electronic table game malfunction, all wagering locations shall immediately enter into a tilt mode and the electronic table game shall automatically generate an alert notification.

(h) Each wagering location shall enter into a tilt mode and automatically generate an alert notification whenever there is a loss of communication between the wagering station and the electronic table game, when applicable.

(i) Electronic table games shall be equipped with features designed to address and rectify game play issues which shall include at a minimum the capability to immediately recall and display the date, time and outcome of at least the last 10 rounds of play and a minimum of 50 decisions per round.

(j) An electronic table game shall be designed to recover from an error or power outage to the state it was in prior to the error or outage.

(k) Electronic table game software shall be designed to perform a self check upon power up using a secure method of authentication, such as symmetric encryption, or utilize physical controls which prevent unauthorized modifications to the electronic table game software.

(l) The electronic table game shall be designed to permit the external validation of critical game content using game authentication terminal (GAT) or other method approved by the Division.

(m) An electronic table game may utilize a bill acceptor for the purpose of receiving patron buy-ins.

(n) An electronic table game may redeem or issue gaming vouchers provided that it complies with Division rules regarding electronic table games which utilize gaming vouchers as set forth in N.J.A.C. 13:69E-1.28Q.

13:69E-1.28Q Technical standards for electronic table games which utilize gaming vouchers

(a) An electronic table game which permits gaming voucher redemption shall:

1. Utilize player wagering locations where player credits are wagered, stored and displayed to the patron; and
2. Not accept gaming chips.

(b) When an electronic table game utilizes gaming vouchers and is designed with one bill acceptor that is shared by all wagering locations, the electronic table game shall:

1. Be reported as a single asset for the purpose of revenue reporting, slot monitoring system tracking and surveillance coverage;
2. Be capable of recording all meters for each individual wagering location and the overall electronic table game in accordance with applicable Division rules for slot machine meters; and
3. Be capable of reconciling wagering location meters, with the electronic table game meters, and the slot monitoring system meters.

(c) When an electronic table game utilizing gaming vouchers is designed with one bill acceptor for each wagering location, each wagering location shall:

1. Be reported as a single asset for the purpose of revenue reporting, slot monitoring system tracking, and surveillance coverage; and
2. Be capable of recording all meters, when applicable, for each individual wagering location in accordance with applicable Division rules for slot machine meters.

(d) When an electronic table game utilizes gaming vouchers, all gaming revenue shall be reported on the slot win report provided that each electronic table game asset is uniquely identified on the slot win report as an electronic table game.

13:69E-1.28R Submission requirements

(a) Any company proposing to offer new or modified electronic gaming equipment, hardware, or software, which requires the approval from the Division, shall submit a written request to the Division's Technical Services Bureau requesting the product and specific features be tested and approved for use.

(b) The Division shall not deem a product to have been submitted unless the Division has received all of the nec-

essary documentation, hardware, and software required to test the gaming equipment or make a determination on its suitability for use in a casino.

(c) Written requests shall be on company letterhead and shall be dated no more than five days prior to the delivery date of the written request and the complete submission. The written request shall identify the following, as applicable:

1. Hardware devices;
2. The software version;
3. The Paytable ID/Date Code;
4. An indication of cloned software; and
5. Contact information.

(d) The company submitting a product for testing shall transport, at its own expense, any new or modified equipment, device or software, to a location specified by the Division. The company may be required to unpack and dispose of the shipping container and material as specified by the Division.

(e) Companies shall not submit a gaming product with a pre-existing issue that may negatively impact the reporting of revenue, game outcome, or the overall integrity of the product.

(f) Companies shall immediately notify the Division if it becomes aware of an issue that may negatively impact the reporting of revenue, game outcome, or the overall integrity of a product that has been submitted to the Division for testing.

(g) Prior to submitting a product for testing, companies are required to ensure that:

1. The submitted product complies with all aspects of the Division's rules;
2. All pay combinations including bonus rounds have been emulated and tested for accuracy;
3. An authorized officer of the company has approved the product for submission; and
4. The submitted documentation is accurate and current.

13:69E-1.28S New Jersey First submissions and approvals

(a) Any written request for approval of electronic gaming equipment that is received by the Division prior to or simultaneously with all other gaming jurisdictions or independent testing laboratories shall be considered a "New Jersey First" submission.

(b) Manufacturers are required to ensure the Division receives a complete submission including a written request

which identifies the submission as qualifying for the New Jersey First provision. A complete submission shall include the necessary equipment, documentation required to test a fully operational product, and a list of specific functionalities requested for approval when applicable.

(c) The Division shall give preference and priority to all New Jersey First submissions. If the Division has not completed its review within 14 days of receiving a New Jersey First submission, and it has not identified an issue that might negatively impact fairness or overall integrity, the Division will issue a field trial approval on or before the 14th day. Parameters for field trials will be specified by the Division.

(d) Slot machines which are field tested as part of a New Jersey First submission shall have a notice conspicuously affixed to the front of the machine identifying it as a slot machine undergoing a field trial. The notice shall state the following:

“In an effort to offer the newest and most exciting games to Atlantic City patrons, the New Jersey Division of Gaming Enforcement (NJDE) may field test certain slot machines that meet specific regulatory criteria. This slot machine is one such game and it is currently undergoing a field trial test. Should you experience any problems or have any concerns regarding this machine, please contact the NJDE using the patron complaint hotline located on the casino floor.”

(e) Upon the completion of the specified trial period, the Division will:

1. Issue an approval letter which allows the above mentioned notice to be removed;
2. Issue a revocation at which time the product being field tested may no longer be used; or
3. Extend the trial period in order to permit the manufacturer to make minor modifications to the product.

13:69E-1.28T Software development requirements for electronic gaming equipment submitted to the Division for approval

(a) Each company who submits products to the Division for testing shall employ documented procedures designed to ensure their products comply with Division rules prior to submission.

(b) Each company who submits products to the Division for testing are required to immediately notify the Division of any field issue which may impact the integrity of any electronic gaming equipment which has been approved for use in New Jersey.

13:69E-1.28U Technical standards for a keno system

(a) A keno system is defined as all hardware and software responsible for generating keno tickets, generating outcomes, validating winnings, and reporting for keno games.

(b) All keno systems shall comply with the Division's rules regarding casino computer systems.

(c) Keno system outcomes shall be randomly determined in accordance with Division's rules for an random number generator (RNG).

(d) Each keno game conducted during the gaming day shall be assigned a unique sequential game number by the keno system.

(e) A keno ticket shall contain:

1. The time and date of issuance;
2. All numbers chosen by the patron;
3. The ticket number;
4. The game number;
5. The station number; and
6. The casino name.

(f) Keno systems shall generate a void slip whenever a keno ticket is voided provided that the system prevents a void from occurring after the outcome has been determined.

(g) Keno systems shall be capable of validating and redeeming winning keno tickets for payment in accordance with the rules of the game.

(h) If a malfunction occurs during number selection of a keno game and the system is unable to correct the malfunction, all wagers shall be returned to the patron(s).

(i) Critical keno equipment shall be housed in a secure location on the casino gaming premises.

(j) The keno system shall not allow the alteration of critical software through external hardware or software.

(k) The keno system shall be designed to detect critical hardware and software corruptions. If a corruption is detected, the system shall suspend normal operation until the corruption is addressed.

(l) The keno system shall be designed in such a manner which prevents data from being erased or modified when the system loses power.

(m) The keno system shall be capable of recording and recalling the following on demand:

1. The total tickets and winning tickets for each:
 - i. Shift;
 - ii. Gaming day;
 - iii. Month to date; and
 - iv. Year to date;
2. Award information for each winning ticket, which includes:
 - i. The date and time of the win;
 - ii. The ticket number; and
 - iii. The amount;
3. Game information which includes:
 - i. The date and time;
 - ii. The game number; and
 - iii. The numbers selected; and
4. An exception report including:
 - i. Voided tickets; and
 - ii. System alteration such as system parameters or pay tables.

13:69E-1.28V Server supported system technical standards

(a) A server supported system means a system comprised of one or more server supported slot machines connected to a slot machine server and an associated computer network for the purpose of downloading approved slot machine games and other related software from the slot machine server to the slot machines.

(b) A server supported system shall be designed for compliance with Division rules regarding critical casino computer systems.

(c) Server supported slot machines shall comply with Division rules regarding slot machine hardware, software and meters.

(d) A server supported system shall automatically create a secure electronic log every time a software component is added, removed or altered in the slot machine server. The log entry shall contain:

1. The date and time of the action;
2. Identification of the software affected; and
3. One of the following methods of identifying the individual performing the modification:
 - i. The name and employer of the individual performing the modification, and if applicable, his or her employee license number; or

- ii. The unique username and password of the individual performing the modification, provided that such username and password are identifiable to the individual, his or her employer and, if applicable, his or her license number.

(e) A server supported system shall automatically create a secure electronic log each time a software module is downloaded to a slot machine.

(f) A server supported system shall not be approved for use unless:

1. The server supported system is capable of activating and deactivating slot machine games; and
2. The outcome of each round of play is determined solely by the individual slot machine game and not the server.

(g) Server supported systems shall be designed so that all game software installed on the system can be verified by the Division using an independent verification method, such as game authentication terminal (GAT).

(h) Each slot machine that is connected to a server supported system shall be capable of external verification using a method such as GAT, or other method as approved by the Division.

(i) Transfers of software and data between a server supported system and a slot machine shall be conducted using a secure method such as digital certificates or digital signatures, over a secure network that links the server to the slot machine so that software can only be transferred to and used by an authorized slot machine.

(j) All required meters shall be successfully communicated to a slot machine server, slot monitoring system or other approved slot accounting system for any payable changes, activations or deactivations of a slot machine game in a server supported slot machine.

(k) Software may not be added to, modified or removed from a server-supported slot machine if an error or tilt condition exists on that slot machine, except as necessary to rectify the error or tilt condition.

(l) Server supported systems shall be designed to monitor and log the status of all payable changes, activations or deactivations of a slot machine game downloaded to a server supported slot machine. Such log shall include at a minimum the user name, date, time, asset number of the machine(s) receiving the software and the identity of the slot machine software.

(m) Software downloaded to a server-supported slot machine shall be initially stored in a separate area or partition of memory or hard disk space located in the slot machine so that the downloaded software is segregated from the slot

machine's operating software and cannot affect the operation of the slot machine.

(n) Whenever a slot machine game or other software is downloaded to a server-supported slot machine, the slot machine shall automatically:

1. Ensure all software and data sent is or was completely and accurately received;
2. Detect the presence of corrupt or lost data packets and, as necessary, reject the transmission; and
3. Perform a self authentication in accordance with Division rules for alterable media.

(o) In the event of a failed authentication, a server supported slot machine shall enter into a tilt mode.

(p) Whenever any material changes are made to game software in a server supported slot machine, including, but not limited to, control and payable programs, a log entry will be made in the slot machine's computer and on the server supported system for that slot machine asset. The log entries must be retained by the slot machine for a minimum of 100 logged events and by the server supported system for a minimum of one year provided that logged events older than 90 days may be archived in accordance with the licensee's internal controls. Unless otherwise authorized by the Division, the removal of any software from a server-supported slot machine or slot machine server will not affect the logging requirements related to that software.

(q) Server supported slot machines shall be designed to maintain all meter information required by Division rules for the slot machine asset, including meters required to calculate the actual return to player for each individual slot machine game that is downloaded to that slot machine asset, until such time that the slot machine stored meter information is cleared.

(r) Prior to implementing any change to a server supported slot machine the following must occur:

1. For at least four minutes prior to implementing any change, the slot machine will be required to be in idle mode, with no errors or tilt conditions, no play and no credits on the machine; and
2. During implementation of the change, the slot machine on which the game is offered must be disabled and rendered unplayable for at least 60 seconds. During that time, a conspicuous message stating that the game configuration is being changed must be continuously displayed either on the slot machine's video screen or in another manner approved by the Division.

13:69E-1.28W Tournament slot machine software

(a) Slot machine software designed for use in a slot tournament shall, when in tournament mode:

1. Cause the slot machine bill acceptor to be deactivated;
2. Cause all wins to be credited to the credit meter even if the wins are over the machine handpay amount;
3. Provide a visual indication that the tournament mode is enabled; and
4. Cause the cash out button or equivalent to be disabled.

(b) Each casino licensee shall provide 24-hour advanced notification to the Division's Technical Services Bureau prior to the use of such software in a tournament.

(c) Slot machines shall not enter tournament mode if credits exist on the slot machine. Additionally, the slot machine shall complete all fund transfers, game play, currency and voucher transactions prior to entering tournament mode.

(d) The slot machine shall not increment any live game accounting meters or override live game history data during tournament mode.

(e) The slot machine shall not communicate any gross revenue accounting information to the slot management system during tournament mode.

(f) All slot machines used in a single tournament shall be configured to have the same reel speed settings, hit rates, bet limits, and bonus rounds to ensure each player has the same chance at winning the tournament unless otherwise disclosed by the rules of the tournament.

13:69E-1.28X Technical standards for automated shufflers

(a) Shuffler means an electronic product that has the capability to rearrange the playing cards to completely eradicate any prior pattern(s) introduced to the playing cards.

(b) Automated shufflers shall be secured in a manner which prevents:

1. Viewing of the cards being shuffled;
2. Tampering of cards being shuffled; and
3. The shuffler from leaving any marks on the cards during shuffling.

(c) If the shuffler is capable of recognizing rank and suit, it shall:

1. Not provide real time information that can be used to aid in the projecting of the outcome of the game; and
2. Have user access controls which restrict access to the history of game(s) played.

(d) Access to the shuffler's critical files, passwords, and configuration parameters shall only be permitted to authorized personnel.

(e) Shufflers shall be capable of detecting door access during shuffling. If access is detected during dealing, the shufflers shall halt the dealing process.

(f) Playing cards shall be shuffled in a random manner which prevents the presence of patterns.

(g) Each shuffler shall utilize a random number generator (RNG) in accordance with Division rules for RNGs.

(h) Every shuffler shall contain a mechanism which has the capability to internally authenticate the software files and/or support files have not been corrupted or altered prior to use or loading. Such mechanism shall prevent further operation of the shuffler if unexpected data or inconsistencies are found.

(i) Critical files including RNG shall be stored in unalterable memory mediums, write protected, or be equipped with sufficient controls that prevents software modifications.

(j) In the event of error, the shuffler shall cease operation and there shall be an appropriate indicator to notify the casino personnel. If a liquid crystal display (LCD) screen is present, a message describing the type of error shall be displayed.

(k) Shufflers shall implement a mechanism, such as game authentication terminal (GAT), to externally validate the shuffler's critical files including the RNG.

13:69E-1.29 through 1.30 (Reserved)

13:69E-1.31 Records and reports for customer complaints

Each casino licensee shall maintain a complete record of all customer complaints registered and repairs made with regard to each slot machine in the possession of the licensee. A copy of such records shall be made available to authorized employees of the Division upon request.

13:69E-1.32 (Reserved)

13:69E-1.32A Technical standards for count room equipment

(a) Each casino licensee shall receive Division approval of all computer equipment used in the counting process of the contents of drop boxes, slot cash storage boxes, slot drop buckets, and slot drop boxes.

(b) Each casino licensee shall maintain the following information in its internal controls:

1. A detailed description of the design and use of the computer equipment and any communication interfaces related to the counting process;

2. Names of all revenue files and who has access and what type of access they have to these files; and

3. Procedures for controlling changes to computer equipment, communication interfaces, configuration, and software which provide for, at a minimum, written or electronic notification in accordance with Division rules for casino computer systems.

13:69E-1.33 Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens, slot token and prize token specifications; promotional non-gaming tokens

(a) Each casino licensee may issue the following types of metal disks having two faces and an edge:

1. A "slot token" that is:

- i. Designed for gaming use in the hoppers of the casino licensee's slot machines, in keno and in simulcast wagering within the casino licensee's casino simulcasting facility;

- ii. Capable, upon insertion into and recognition by the coin acceptor of a designated slot machine operated by the casino licensee that issued the slot token, of activating the play of that slot machine;

- iii. Issuable, in an exchange with a patron upon request, only from a slot booth, the cashiers' cage, a change machine or bill changer, or by a change person; provided, however, that each casino licensee may issue slot tokens as complimentary services or items in accordance with a distribution program;

- iv. Exchangeable, by a patron at the casino where the slot token was issued;

- v. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more slot tokens for an equivalent amount of cash or for a casino check of that casino licensee in the amount of the slot tokens surrendered and dated the day of the redemption; and, at the option of the issuing casino licensee, redeemable upon request of the patron by mail, provided such redemption shall be effectuated by a cage supervisor; and

- vi. Incapable of activating play at any slot machine other than a slot machine operated by the casino licensee that issued the slot token; and

2. A "prize token" that is:

- i. Designed to be awarded and issued only as a payout from a payout-only hopper of a designated slot machine that is operated by the casino licensee using the token;

- ii. Incapable of activating slot machine play at any slot machine which is capable of accepting coin or slot

tokens of a denomination that is greater than the denomination of the prize token;

iii. Unavailable for use in keno or simulcast wagering;

iv. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more prize tokens for an equivalent amount of cash or for a casino check of that casino licensee in the amount of the prize tokens surrendered and dated the day of the redemption; and, at the option of the issuing casino licensee, redeemable upon request of the patron by mail, provided such redemption shall be effectuated by a cage supervisor;

v. Exchangeable, by a patron at the casino where the prize token was issued;

vi. Unavailable as a manually paid jackpot;

vii. Unavailable as a payout on a winning progressive jackpot;

viii. Unavailable as a multi-casino jackpot; and

ix. Unavailable as a complimentary service or item.

(b) Each slot token and each prize token shall be designed so that it:

1. Clearly identifies the name or trade name and location of the issuing casino;

2. Clearly states its face value;

3. Contains on at least one face, in the case of a slot token only, a statement that notifies a patron that the slot token will be accepted to activate play only in slot machines operated by the casino licensee that issued it;

4. Contains the statement "Not Legal Tender";

5. Is not deceptively similar to any current or past coin of the United States or a foreign country;

6. Is of a size or shape or has other characteristics which physically prevents its use in lawful vending machines or other machines designed to be operated by coins of the United States, except slot machines;

7. Is not manufactured from:

i. A three-layered material consisting of a pure copper core clad on both sides with a copper-nickel alloy;

ii. A copper based alloy, unless the total zinc, nickel, aluminum, magnesium and other alloying metal exceeds 25 percent of the token's weight; or

iii. A ferromagnetic material;

8. Shall not have a diameter which is between:

i. 0.680 inch and 0.860 inch;

ii. 0.890 inch and 0.980 inch;

iii. 1.018 inches and 1.068 inches;

iv. 1.180 inches and 1.230 inches; or

v. 1.475 inches and 1.525 inches;

9. Shall not weigh less than two grams and shall not be less than 0.060 inch thick;

10. Incorporates such anti-counterfeiting features and other security measures as the Division may require including, without limitation, for slot tokens in a denomination greater than \$500.00, high security coin acceptor technology for casino licensee and denomination recognition; and

11. Contains on each face, in the case of a prize token only, a statement that notifies a patron that the prize token does not activate play.

(c) A casino licensee may issue the following denominations of slot tokens which shall have the following diameters:

<u>Denomination</u>	<u>Diameter</u>
\$.10	.875 inches
\$.25	.986 inches
\$.50	1.175 inches
\$1.00	1.469 inches
\$2.00	1.340 inches
\$5.00	1.750 inches
\$10.00	1.700 inches
\$20.00	1.650 inches
\$25.00	1.875 inches or 1.950 inches
\$50.00	1.812 inches
\$100.00	1.600 inches
\$500.00	1.550 inches

(d) Each prize token with a face value that is less than the denomination of any slot token that is approved for use by any casino licensee shall be designed, through differences between it and such slot token in metal content, diameter, thickness or by any other means approved by the Division, to prevent its use for activating play at any slot machine that is capable of accepting any slot token of greater denomination than the prize token.

(e) Each casino licensee may encase its prize tokens in clear plastic provided that:

1. The plastic does not hamper the payout of prize tokens from a payout-only hopper;

2. A patron with reasonable ease can remove the prize token from the plastic; and

3. The casino licensee:

i. Redeems each prize token under the same terms and conditions whether or not the prize token, when presented for redemption, is encased in plastic as originally issued by the casino licensee; and

ii. Reasonably notifies its patrons that prize tokens that are encased in plastic when originally issued to the patron may be redeemed without removing the plastic.

(f) No slot token or prize token shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until a sample slot token or prize token, manufactured in accordance with its approved design specifications, is submitted to and approved by the Division.

(g) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any slot token or prize token that it knows, or reasonably should know, is materially different from the sample of that slot token or prize token approved by the Division.

(h) A casino licensee may issue promotional non-gaming tokens not intended for and prohibited from use in gaming or simulcast wagering in its casino or casino simulcasting facility. The physical characteristics of promotional non-gaming tokens shall be sufficiently distinguishable from approved design specifications of any authorized slot token issued by a casino licensee so as to reasonably ensure that they will not be confused with authorized slot tokens and that they will be incapable of activating slot machine play at any slot machine operated by the issuing casino licensee or any other casino licensee. In addition, at a minimum, such promotional non-gaming tokens shall:

1. Be unique in terms of size or metallic composition;
2. Be not deceptively similar to any current or past coin of the United States or a foreign country, nor have characteristics which physically allow their use in lawful vending machines or other machines designed to be operated by coins of the United States; and
3. Bear the name and location of the issuing casino licensee on at least one face and language on both faces stating that they do not activate slot machine play.

(i) A casino licensee may issue a slot token in a denomination greater than \$500.00 provided that each such slot token:

1. Has a diameter and manufacturing tolerance approved by the Division; and
2. Incorporates approved high security coin acceptor technology, which technology shall also be incorporated in the coin acceptor that the casino licensee uses in conjunction with the slot token.

13:69E-1.34 Wagering at slot machines; use of slot tokens, prize tokens, gaming vouchers, and coupons

(a) All wagering at slot machines in a casino shall be conducted with coins or slot tokens; provided, however, that currency, gaming vouchers, and coupons may be accepted through bill changers.

(b) Slot tokens may be used to make keno or simulcast wagers.

(c) Prize tokens shall not be used for keno or simulcast wagering or to activate play at slot machines.

13:69E-1.35 Redemption of slot tokens and prize tokens from non-patrons; duty of patrons to surrender slot tokens and prize tokens upon demand

(a) Except as provided in (e) and (h) below and as may be specifically approved by the Division, each casino licensee shall redeem its slot tokens and prize tokens only from its patrons and shall not knowingly redeem its slot tokens and prize tokens from any non-patron source.

(b) Each slot token and prize token is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the slot token or prize token, 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 slot token or prize token surrender the item for redemption in accordance with (c) below.

(c) Each casino licensee, upon demand, shall have the right to redeem its slot tokens and prize tokens from any person in possession of them, who shall surrender the slot tokens and prize tokens upon the casino licensee presenting the person with an equivalent amount of cash.

(d) Notwithstanding (c) above, a casino licensee may apply all or any part of the slot tokens or prize tokens presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron or to the payment of any returned check drawn by the patron provided that the casino licensee has given that patron written notice of such right of setoff and has obtained the patron's written acknowledgment thereof:

1. As part of the patron's credit application;
2. In a separate writing, which shall be maintained in the patron's credit file; or
3. On a Counter Check or Slot Counter Check drawn by the patron and issued pursuant to the rules of the Division, provided that a photocopy of the signed Counter Check or Slot Counter Check shall be maintained in the patron's credit file.

(e) Each casino licensee shall accept, exchange, use or redeem only slot tokens or prize tokens that it has issued and shall not knowingly accept, exchange, use or redeem slot tokens or prize tokens, or objects purporting to be slot tokens or prize tokens, that have been issued by any other person, except that each casino licensee may redeem from its patrons slot tokens or prize tokens issued by any other legally operated casino licensee upon a patron's representation that he or she received such tokens from the payout chutes of slot

machines on the casino licensee's premises, or that the patron purchased or received such tokens as payment in a gaming transaction from an employee of the casino licensee during the normal course of the employee's duties on the premises while at work.

(f) Each casino licensee shall redeem promptly its own genuine slot tokens and prize tokens presented to it by any other legally operated casino licensee upon the representation that such slot tokens and prize tokens were received or accepted unknowingly, inadvertently or in error, were unavoidably received in slot machines through patron play, or mistakenly were redeemed from patrons. Each casino licensee shall submit to the Division for approval a system for the exchange, with other legally operated casino licensees, of slot tokens and prize tokens:

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.

(g) Each casino licensee shall cause to be posted and remain posted in a prominent place on all slot booths, the keno booth, all satellite keno booths, the simulcast counter and all coin redemption booths a sign that reads as follows:

"It is a violation of Federal law to use tokens issued by this casino outside these premises or to use tokens issued by another casino here."

(h) Employees of a casino licensee who are authorized to receive slot tokens or prize tokens as personal gratuities may redeem the slot tokens or prize tokens at the cashiers' cage or at another secure location in the casino hotel as approved by the Division. Slot tokens and prize tokens redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage pursuant.

13:69E-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction

(a) Each casino licensee shall inspect all slot tokens or prize tokens, or any combination thereof, upon receipt from the manufacturer or distributor to ensure, at a minimum, that:

1. The quantity and denomination of slot tokens or prize tokens that are actually received from the manufacturer or distributor agrees with the amount of such tokens listed on the shipping documents; and
2. There are no physical defects in the slot tokens or prize tokens that were received.

(b) The inspection required by (a) above shall be conducted by at least three employees of the casino licensee (the "inspection team"). Each inspection team shall consist of at least one representative from the accounting or auditing

department of the casino licensee and one representative from any of the casino licensee's other mandatory departments.

(c) Each casino licensee shall report to the Division promptly after an inspection required by (a) above discloses any discrepancy in the shipment including, but not limited to, the following:

1. The shipment contains defective slot tokens or prize tokens; or
2. The quantity and denomination of the slot tokens or prize tokens actually received does not agree with the amount listed on the shipping documents.

(d) Each casino licensee shall file with the Division procedures to record and process the receipt, inventory, storage and destruction of slot tokens and prize tokens.

13:69E-1.37 (Reserved)

13:69E-1.37A Standards for electronic account based wagering system

(a) An account based wagering system shall comply with standards of this section, N.J.A.C. 13:69D-2.2, 2.3, and 2.4, and the requirements of N.J.A.C. 13:69D-1.37.

(b) An electronic account based wagering system shall, at a minimum:

1. Allow efunds to be withdrawn or deposited either at a gaming table or slot machine if such gaming table or slot machine is connected to an account based wagering system;
2. Account for the transfer-in and transfer-out of efunds;
3. Assign a unique transaction number in sequence to each transaction;
4. Distinguish between cashable and non-cashable credits, if applicable, and between patron deposit funds and promotional funds;
5. Require a patron to enter an access code associated with his or her patron account to initiate each withdrawal or deposit of efunds or an account balance inquiry;
6. Lockout a patron account after three unsuccessful attempts to access an account;
7. Identify either the gaming table or the slot machine at which an efund transaction occurs;
8. Display at the gaming table or the slot machine, upon a patron's request, the patron's current account balance (cashable and non-cashable);
9. Prohibit a withdrawal in excess of available balance;

10. Prohibit simultaneous transactions on a patron account;

11. Provide upon request the means for a patron to obtain his or her account activity statement for 12 months prior to the request;

12. Provide a patron with a receipt either automatically or upon request when efunds, are deposited to a patron account at the gaming table or the slot machine, however a receipt shall not be required for the deposit of complimentary efunds. This requirement may be waived if the proponent of the waiver demonstrates that it has an alternative methodology by which the patron can be assured that the deposit is properly credited to his account;

13. Transmit to a host card reader display a confirmation or rejection of every efund transaction initiated;

14. Allow a casino licensee to limit the amount withdrawn during a transaction;

15. Generate reports set forth in this section or otherwise required by the Division;

16. Allow a casino licensee to utilize temporary anonymous accounts which do not require an access code if such accounts are part of a complimentary distribution program; and

17. Prohibit patrons from making deposits to temporary accounts.

(c) A casino licensee may, in its discretion:

1. Issue promotional efunds;
2. Convert patron deposit account funds to cashable efunds upon the request of the patron;
3. Create temporary anonymous accounts from which efunds may be withdrawn; and
4. Allow a purchase of non-cashable efunds.

(d) The receipt provided to a patron as required in (b)12 above shall include, at a minimum:

1. The date and time;
2. The total amount deposited and current balance;
3. A unique transaction number;
4. The casino name and the words "Atlantic City"; and
5. The gaming table or slot machine asset number, from which the deposit occurred.

(e) A casino licensee may allow its casino affiliate to issue promotional efunds that can be withdrawn in the casino licensee's facility at a gaming table or a slot machine.

(f) A gaming table or slot machine which transfers efunds shall be equipped with the following meters, where applicable:

1. "Non-cashable Electronic Promotion In";
2. "Non-cashable Electronic Promotion Out";
3. "Cashable Electronic Promotion In";
4. "Cashable Electronic Promotion Out";
5. "Wagering Account Transfer In"; and
6. "Wagering Account Transfer Out."

(g) An electronic account based wagering system shall maintain a record in a machine readable form that is not susceptible to unauthorized alteration or deletion by any person of the following information:

1. The type of transaction;
2. The transaction value;
3. The unique transaction number;
4. The gaming table or slot machine, as applicable;
5. The time and date; and
6. The patron account number, if applicable.

(h) The electronic account based wagering system shall limit the ability to void efund transactions to authorized users and approved automated procedures. The system shall maintain an unalterable record of each void and shall identify, at a minimum:

1. The person or procedure that voided the record;
2. The patron account number, if applicable;
3. The unique transaction number;
4. The date and time the void occurred; and
5. The value of the transaction.

(i) An electronic account based wagering system shall maintain a record of any changes to the access code associated with a patron's account including the date and time when the change was made, and the location where the change was made.

(j) The electronic account based wagering system shall generate reports on a daily basis for the gaming day which contain the following:

1. The date and time generated;
2. The gaming date;
3. For each gaming table or slot machine, the amount, date, time, and sequence number of each cashable and non-cashable withdrawal and the total of all cashable withdrawals and the total of all non-cashable withdrawals;
4. For each gaming table or slot machine, the amount, date, time, and sequence number of each cashable and non-cashable deposit and the total of all cashable deposits and the total of all non-cashable deposits;

5. For each gaming table or slot machine, a comparison between the transaction totals required in (j)3 and 4 above to the meters required in (f) above;

6. A summary of all cashable withdrawals, cashable deposits, non-cashable withdrawals, and non-cashable deposits by slot machine denomination or table game type;

7. For each patron account, the amount, date, time, and sequence number of each type (patron deposit account or promotional) of withdrawal and the total of all withdrawals;

8. For each patron account, the amount, date, time, and sequence number of each type (patron deposit account or promotional) of deposit and the total of all deposits;

9. A listing of all transaction voided including the information required in (h) above;

10. Patron accounts with a negative balance;

11. For all questionable transactions (for example, transactions with no amount, transactions outside the system parameters), the amount, date, time, sequence number, and, if applicable, gaming table or slot machine asset number; and

12. Any other reports which the Division may require.

13:69E-1.38 (Reserved)

13:69E-1.39 Progressive gaming device standards

(a) A progressive gaming device means one or more slot machines, bonusing systems, multiplayer systems, or table games which offers one or more progressive awards that automatically increase in value based upon a set rate of progression and are awarded after a player achieves a disclosed specific game outcome.

(b) Progressive devices may be designed to limit or cap a progressive award provided the limit is disclosed to the patron.

(c) Slot machines and multiplayer systems with a progressive feature shall immediately lock up to restrict further play whenever a progressive jackpot greater than \$1,199.99 has been awarded. The slot machine or multiplayer system shall remain locked until the jackpot has been verified and cleared by the licensee.

(d) Progressive gaming devices shall be designed with a mechanism to display and communicate the winning amount to the patron and the casino licensee when a progressive award has been won.

(e) Progressive gaming devices shall be designed with one or more progressive display meters which:

1. Communicate the value of each achievable progressive jackpot award;

2. Are readily available to and easily discernable by the patron; and

3. Shall not be reduced unless the reduction is the result of a progressive win or is otherwise authorized by Division rules.

(f) The following must be readily available on demand for inspection and audit:

1. The current progressive amount;

2. The contribution rate;

3. The reset amount; and

4. Any other meter required to reconcile the progressive display meter.

(g) Progressive gaming devices shall contain a secure mechanism to reset the progressive display meter to the appropriate reset amount following an award.

(h) Progressive gaming devices shall be designed with a method to adjust mandatory progressive meters when necessary.

(i) Progressive gaming devices shall be equipped with security features which prevent unauthorized changes to progressive parameter settings, meters, reset switch and software.

13:69E-1.39A Mandatory progressive parameters and meters

(a) The following progressive parameters shall be utilized for each progressive award offered by an individual progressive gaming device or link:

1. The base amount, which means the initial starting amount;

2. The reset amount, which means the base amount after a progressive is won;

3. The incrementation rate, which means the rate of progression;

4. The progressive limit, which means the maximum progressive value that can be reached when applicable;

5. The hidden rate, which means the increment rate for a reserved pool(s) used to fund the next reset amount when applicable;

6. The unreasonable contribution, which means an incrementation amount determined by the progressive gaming device to be invalid, when applicable; and

7. Any other parameter as may be required by the Division in order to ensure the proper accounting and auditing of a progressive gaming device.

(b) The following progressive meters shall be utilized for each progressive award offered by an individual progressive gaming device or link:

1. "Progressive In-meter" that continuously and automatically counts the number of qualifying wagers or other activity which causes progressive incrementation;
2. "Display Meter" that continuously, automatically and prominently displays to the patron the current value for each progressive jackpot award for a given game or link;
3. "Progressive Hits Meter" which continuously and automatically counts each time a progressive jackpot is won;
4. "Progressive Wins Meter" which continuously and automatically accumulates the dollar value of all progressive payouts for each progressive level;
5. "Overflow Meter" which continuously and automatically accumulates progressive amounts over the progressive limit when applicable;
6. "Reserved Pool Meter" which continuously and automatically accumulates progressive amounts for the purpose of funding progressive jackpots when applicable; and
7. Any other meter as may be required by the Division in order to ensure the proper accounting and auditing of a progressive gaming device.

13:69E-1.39B Linked progressive gaming device standards

- (a) Two or more progressive gaming devices located within the same casino may be connected using an approved local area progressive (LAP) controller in order to establish a shared LAP link.
- (b) LAP controller means all hardware and software used to configure, maintain and operate a LAP link. All or part of the LAP controller's software may reside within the control program of a slot machine.
- (c) LAP controllers utilized by slot machines and multi-player stations shall comply with all requirements of this subsection. LAP controllers utilized with table games may comply with the requirements of this subsection or utilize compensating controls as approved by the Division.
- (d) Progressive gaming devices may utilize a LAP controller if:
 1. The LAP controller is capable of uniquely identifying each linked progressive gaming device;
 2. All progressive gaming devices connected to a LAP controller become unplayable when the LAP controller is disabled; and
 3. The linked game enters into an unplayable mode when it loses communication with the LAP controller.
- (e) LAP controllers shall become inoperable for any of the following errors, at a minimum:

1. RAM failures;
2. Power failures;
3. Self-check error;
4. Incorrect configurations; or
5. Lost jackpot configurations.

(f) All progressive gaming devices connected to a LAP controller shall become inoperable if the LAP controller becomes inoperable.

(g) A mechanism shall be implemented to notify the casino licensee and patrons affected whenever a LAP controller or linked progressive gaming device becomes inoperable.

(h) LAP controllers shall be designed to recover from an error or communication failure, and when recovered, to return to the state they were in prior to the error or failure.

(i) LAP controllers shall be designed to automatically and accurately calculate the progressive award value based on a configured rate of progression, and to continuously update the required displays and meters.

(j) LAP controllers utilized by slot machines shall be designed to recognize when a progressive gaming device awards a progressive jackpot and shall communicate:

1. The appropriate jackpot amount to the winning device; and
2. The appropriate reset amount to all linked devices.

(k) LAP controllers shall be designed to accurately identify and record the order of winning progressive jackpots when two or more linked progressive gaming devices achieve the same winning game outcome at nearly the same time.

(l) Upon power-up, LAP controllers shall be designed so that they may only become operational after they have successfully passed a self-check. Self checks shall include at a minimum the authentication of the LAP controller's software via a 16 bit Cyclical Redundancy Check or other method as approved by the Division.

(m) Cabinets which house LAP controllers shall be equipped dual lock security to prevent unauthorized access to the hardware and software of the LAP controller.

(n) The LAP controllers used with slot machines or multi-player systems shall not allow progressive parameter changes while a progressive link is in operation.

(o) The LAP controller shall be designed to permit external authentication of its software using a method approved by the Division such as Game Authentication Terminal (GAT).

(p) Nothing shall prevent a casino licensee from creating a manual system to operate a LAP link at a table game

provided that the manual process has been approved by the Division.

13:69E-1.39C Wide area progressive standards for linked progressive gaming devices used in more than one casino facility

(a) Two or more progressive gaming devices located within two or more casinos may be connected using an approved progressive system to establish a shared wide area progressive (WAP) link. The progressive system includes all hardware and software responsible for the operation of a WAP link including but not limited to communication and configuration of the link.

(b) WAP links for slot machines and multiplayer systems shall be administered from an approved location within Atlantic County and shall utilize a central server which is responsible for, at a minimum:

1. Maintaining all meter information for all progressive links on the system;
2. Communicating the appropriate incrementation amount to all participating progressive gaming devices and displays;
3. Recording and maintaining all progressive meters;
4. Recording the date, time, and location of each progressive win;
5. Recording and maintaining material security events such as a door open;
6. Recording and maintaining all progressive parameter changes; and
7. Recording and maintaining progressive error events which may negatively impact the operation of the link.

(c) The progressive system shall prevent unauthorized changes to progressive parameters.

(d) The progressive system shall secure all contribution and meter information from unauthorized alteration.

(e) The progressive system shall be designed to comply with the Division's rules for critical computer systems.

(f) Progressive systems shall utilize a dedicated network using secure lines, such as virtual private network (VPN) or other method as approved by the Division.

(g) A progressive system shall be capable of generating the following reports:

1. A progressive summary report which details the amount of and basis for the current jackpot amount for each WAP link;
2. An aggregate summary report which provides system wide totals of progressive liabilities; and

3. A payoff report that clearly demonstrates the method of arriving at the payoff amount when a WAP progressive has been awarded.

(h) Progressive systems shall be designed to enable the WAP system operator and casino licensee to:

1. Reconcile progressive meters; and
2. Reconcile jackpot awards.

(i) WAP systems shall utilize a progressive controller located at each participating casino. The role of a progressive controller in a WAP configuration is to communicate meter information from the progressive gaming device to the central server.

(j) All progressive gaming devices within a WAP system may remain operational during a communication failure between the central server and the progressive controller within the casino if the progressive controller is designed with a buffer that retains all meter information required to calculate the progressive liability.

(k) All progressive gaming devices within a WAP system shall become inoperable during a communication failure between the central server and the progressive controller within a casino if:

1. The progressive controller's buffer is full; or
2. The progressive controller is not designed with a buffer to retain the progressive gaming device's critical gaming information during a communication failure.

(l) Each WAP progressive gaming device connected to a progressive controller shall become inoperable if there is a communication failure between the progressive controller and the progressive gaming device connected to it.

(m) All WAP progressive gaming devices connected to a progressive controller shall become inoperable if the progressive controller becomes inoperable.

(n) Progressive controllers shall accurately identify and record the order of the winning WAP progressive jackpots when two or more linked progressive gaming devices achieve the same winning game outcome at nearly the same time. If more than one valid jackpot occurred simultaneously, internal procedure shall be implemented to address such occurrence.

(o) Nothing shall prevent a casino licensee from creating a manual system to operate a WAP link at a table game provided that the manual process has been approved by the Division.

13:69E-1.40 Technical standards for gaming voucher systems and promotional coupons

(a) In order to issue and redeem gaming vouchers, a casino licensee shall implement an approved gaming voucher system

(voucher system) which shall also comply with Division rules for casino computer systems.

(b) Each device and location that issues or redeems gaming vouchers shall be connected to a voucher system and shall be inspected by the Division prior to use.

(c) A voucher system may be used to redeem promotional coupons which meet the requirements of this section provided that:

1. The software used to insert coupon records into the gaming voucher database has been approved by the Division; and
2. Such method does not alter existing gaming voucher records.

(d) The voucher system shall be capable of limiting the maximum dollar value of gaming vouchers and coupons.

(e) The voucher system shall maintain a unique record for each gaming voucher and promotional coupon. Such record shall have, at a minimum, the following critical data elements:

1. The date and time the gaming voucher was issued or coupon data was inserted into the database;
2. The issuance location or identity of issuer;
3. The validation number;
4. The voucher or coupon status;
5. The value in dollars and cents;
6. The date and time of redemption; and
7. The location of redemption.

(f) Gaming vouchers issued from the voucher system shall contain the following information, at a minimum:

1. The name or trade name of the casino licensee, and if the casino licensee is affiliated with a casino in any other jurisdiction with an identical or similar name or trade name, the words "Atlantic City" or "New Jersey";
2. The date and time of issuance;
3. The value of the voucher, printed in both numbers and words;
4. For slot and electronic table game issued vouchers, a conspicuous notice that the voucher must be redeemed within one year of the date of its issuance or the obligation of the casino licensee to pay the patron will expire;
5. For vouchers issued from a cashiering location, a notice that the gaming voucher shall never expire;
6. The validation number which shall be printed in at least two locations;

7. The asset number of the slot machine dispensing the voucher; and

8. A bar code which shall enable the system to identify the gaming voucher record.

(g) Promotional coupons redeemable through the gaming voucher system shall contain the following information, at a minimum:

1. The name or trade name of the casino licensee, and if the casino licensee is affiliated with a casino in any other jurisdiction with an identical or similar name or trade name, the words "Atlantic City" or "New Jersey";
2. The value of the coupon, printed in both numbers and words;
3. A conspicuous notice when the coupon will expire;
4. Any restriction regarding the coupon's redemption such as non-cashable;
5. The validation number; and
6. A bar code which shall enable the system to identify the coupon record.

(h) The voucher system shall be capable of identifying the following type of gaming vouchers or coupons when applicable:

1. Slot machine or electronic table game issued gaming vouchers;
2. Gaming vouchers that are issued from a cashiering location;
3. Non-cashable gaming vouchers issued by a slot machine or electronic table game;
4. Non-cashable coupons; and
5. Cashable coupons.

(i) The voucher system shall be capable of identifying the status of gaming vouchers or coupons as follows:

1. Unredeemed or active, meaning the voucher or coupon is available for redemption and has not been electronically canceled;
2. Redeemed, meaning the voucher or coupon has been validated and paid;
3. Expired, meaning:
 - i. The voucher is greater than 365 days old and it is prevented from being redeemed at any location; or
 - ii. The coupon has exceeded its specified redemption period and it is prevented from being redeemed at any location;

4. Voided, meaning the voucher has not been expired or redeemed, but has been cancelled in a way that precludes its redemption; or

5. Pending, meaning the voucher is in a status other than (i)1 through 4 above but has not been electronically canceled.

(j) The voucher system shall be designed to:

1. Validate the identity of devices used to issue and redeem gaming vouchers or redeem coupons prior to processing the issuance or redemption request;

2. Validate the data type and format of all inputs to critical fields and reject any incompatible data;

3. Prevent users of the system from changing any voucher or coupon data elements except as otherwise provided by this section;

4. Be capable of detecting errors during the issuance and immediately void the transaction when the error is detected;

5. Be capable of detecting errors during the redemption of a gaming voucher or promotional coupon, and immediately reject the transaction when an error is detected; and

6. Encrypt the validation number during the transmission of unredeemed and unexpired voucher data.

(k) The validation number shall be generated in a manner that prevents a person from being able to determine the composition of the number or to predict the composition of a validation number generated by the system.

(l) The system shall prevent a user from obtaining or viewing the complete validation number of an unredeemed and unexpired gaming voucher by masking at a minimum three digits or characters on all system menus, printed reports and displays.

(m) The voucher system shall be capable of recognizing valid gaming vouchers that contain a duplicate validation number and require the redemption by a cashier.

(n) The voucher system shall be capable of recognizing vouchers with a status of expired, void, redeemed or pending when they are presented for redemption and the system shall:

1. Cause redemption locations to immediately reject the gaming voucher or coupon;

2. Where applicable, recognize and report the following conditions when the voucher or coupon is presented to a cashier for redemption:

- i. Validation number is not found in the system;
- ii. Voucher or coupon is expired;
- iii. Voucher or coupon is non-cashable;

iv. Duplicate validation number exists;

v. Previously redeemed;

vi. Requires an override for redemption; and

vii. Otherwise not redeemable by the system; and

3. Provide a mechanism which allows an authorized user to research why a gaming voucher presented for redemption is invalid.

(o) The voucher system shall limit the ability to void gaming voucher or coupon records to authorized users and approved automated procedures. When a gaming voucher or promotional coupon is voided, the voucher system shall be capable of distinguishing voids conducted by a user from those that were caused by an automated process and shall be capable of reporting the following for each voided record:

1. The user that voided the record when applicable;
2. The date and time the void occurred;
3. The validation number; and
4. The value.

(p) The voucher system shall be designed to perform the following during an interruption of service:

1. Permit the electronic redemption of gaming vouchers or coupons only if the redemption location is capable of electronically validating the gaming vouchers or coupon;

2. Prohibit cashier locations from issuing gaming vouchers;

3. Be capable of limiting the number of gaming vouchers that may be issued from a slot machine, multiplayer station or electronic table game; and

4. Automatically enter all gaming voucher records that were issued during the interruption, into the voucher database immediately following the restoration of service.

(q) Gaming voucher systems shall be required to generate the following reports as approved by the Division. Such reports shall distinguish by type and status where applicable:

1. Voucher Issuance Detail Report used to detail and support the totals reported on the Voucher Issuance Summary Report;

2. Voucher Issuance Summary used to gross revenue deductions in accordance with Division rules;

3. Voucher Redemption Detail Report used to detail and support the totals reported on the Voucher Redemption Summary Report;

4. Voucher Redemption Summary Report used to reconcile cashier redemptions;

5. Voucher Expiration Detail Report used to detail and support the totals reported on the Voucher Expiration Summary Report;

6. Voucher Expiration Summary Report used to adjust revenue and report expired gaming debt accounts in accordance with Division rules;

7. Voucher Voided Detail Report used to provide an audit trail for void vouchers;

8. Voucher Liability Detail Report used to detail and support the totals reported on the Voucher Liability Summary Report;

9. Voucher Liability Summary Report used to summarize the outstanding gaming voucher liability;

10. Voucher Issuance Variance Detail Report used to compare the slot machine and electronic table game meters to the system transaction amounts;

11. Voucher Soft Count Detail Report used to detail and support the totals reported on the Voucher Soft Count Summary Report;

12. Voucher Soft Count Summary Report used to record vouchers counted in the count room;

13. Voucher Soft Count Exception Report used to identify gaming vouchers with exceptions; and

14. Voucher Drop Variance Detail Report used to compare the slot machine and electronic table game meters to the count room amounts.