

**CHAPTER 46**  
**GAMING EQUIPMENT**

**Authority**

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

**Source and Effective Date**

R.2008 d.309, effective September 18, 2008.  
See: 40 N.J.R. 3982(a), 40 N.J.R. 6231(b).

**Chapter Expiration Date**

Chapter 46, Gaming Equipment, expires on September 18, 2013.

**Chapter Historical Note**

Chapter 46, Gaming Equipment, was adopted as R.1978 d.187, effective June 5, 1978. See: 10 N.J.R. 4(a), 10 N.J.R. 306(f).

Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1983 d.163, effective May 4, 1983. See: 15 N.J.R. 429(b), 15 N.J.R. 932(a).

Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1988 d.232, effective April 28, 1988. See: 20 N.J.R. 638(a), 20 N.J.R. 1209(c).

Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1993 d.204, effective April 15, 1993. See: 25 N.J.R. 918(a), 25 N.J.R. 1999(c).

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

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

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

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

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

Chapter 46, Gaming Equipment, was readopted as R.2008 d.309, effective September 18, 2008. See: Source and Effective Date.

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

**CHAPTER TABLE OF CONTENTS**

**SUBCHAPTER 1. GENERAL PROVISIONS**

- 19:46-1.1 Gaming chips; physical characteristics applicable to all gaming chips; issuance and use; promotional non-gaming chips
- 19:46-1.1A Value chips; denominations; physical characteristics
- 19:46-1.1B Non-value chips; physical characteristics
- 19:46-1.2 Non-value chips; permitted uses; inventory and impressment
- 19:46-1.3 Additional sets of gaming chips
- 19:46-1.4 Gaming plaques; issuance and use; denominations; physical characteristics
- 19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons
- 19:46-1.6 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques
- 19:46-1.7 Roulette table; physical characteristics; double zero roulette wheel used as a single roulette wheel
- 19:46-1.8 Roulette balls
- 19:46-1.9 Roulette; inspection procedures; security procedures

- 19:46-1.10 Blackjack tables; card reader device; physical characteristics; inspections
- 19:46-1.10A Three card poker table; physical characteristics
- 19:46-1.10B Spanish 21 table; physical characteristics
- 19:46-1.11 Craps and mini-craps tables; physical characteristics
- 19:46-1.12 Baccarat and minibaccarat tables; physical characteristics
- 19:46-1.13 Big Six Wheel and layout; physical characteristics
- 19:46-1.13A Sic bo table; sic bo shaker; physical characteristics
- 19:46-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator
- 19:46-1.13C Pai gow table; pai gow shaker; physical characteristics
- 19:46-1.13D Pokette table; pokette wheel; physical characteristics
- 19:46-1.13E Poker table; physical characteristics
- 19:46-1.13F Double down stud table; physical characteristics
- 19:46-1.13G Caribbean stud poker table; physical characteristics
- 19:46-1.13H Let it ride poker table; physical characteristics
- 19:46-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics
- 19:46-1.13J Fast action hold 'em table; physical characteristics
- 19:46-1.13K Casino war table; physical characteristics
- 19:46-1.13L Colorado hold 'em poker table; physical characteristics
- 19:46-1.13M Boston 5 stud poker table; physical characteristics
- 19:46-1.13N Double cross poker table; physical characteristics
- 19:46-1.13O Double attack blackjack table; physical characteristics
- 19:46-1.13P Four card poker table; physical characteristics
- 19:46-1.13Q Texas hold 'em bonus poker table; physical characteristics
- 19:46-1.13R Flop poker table; physical characteristics
- 19:46-1.13S Two card joker poker table; physical characteristics
- 19:46-1.13T Asia poker table; asia poker shaker; physical characteristics; computerized random number generator
- 19:46-1.13U Ultimate texas hold 'em table; physical characteristics
- 19:46-1.13V Winner's pot poker table; physical characteristics
- 19:46-1.14 Red dog table; physical characteristics
- 19:46-1.15 Dice; physical characteristics
- 19:46-1.16 Dice; receipt; storage; inspections and removal from use
- 19:46-1.16A Sic bo shaker and mini-dice shaker; security procedures
- 19:46-1.17 Cards; physical characteristics
- 19:46-1.18 Cards; receipt, storage, inspections and removal from use
- 19:46-1.19 Dealing shoes; automated shuffling devices
- 19:46-1.19A Pai gow tiles physical characteristics
- 19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use
- 19:46-1.20 Inspection and approval of gaming and simulcast wagering equipment and related devices and software; retention by Commission or Division; evidence of tampering
- 19:46-1.21 Expiration of slot machine main program approvals issued pursuant to N.J.A.C. 19:46-1.20; resubmission
- 19:46-1.22 Possession of slot machines
- 19:46-1.23 Transportation of slot machines into, within and out-of-State
- 19:46-1.24 Slot machine seals
- 19:46-1.25 (Reserved)
- 19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices
- 19:46-1.26A Bill changers with electrically erasable/programmable storage media
- 19:46-1.26B Gaming equipment and related devices utilizing alterable storage media
- 19:46-1.27 Slot machine areas; density; arrangement; floor plans
- 19:46-1.28 Testing of designated gaming or simulcast wagering equipment or related devices or software by the Division
- 19:46-1.28A Standards for the approval of a slot machine game

- 19:46-1.28B Gaming voucher redemption machines; requirements  
 19:46-1.28C Standards for the approval of an automated jackpot payout machine
- 19:46-1.29 Operation of gaming and simulcast wagering equipment and related devices and software in conformance with Commission approval
- 19:46-1.30 (Reserved)  
 19:46-1.31 Records and reports  
 19:46-1.32 (Reserved)  
 19:46-1.33 Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens; slot token and prize token specifications; promotional non-gaming tokens
- 19:46-1.34 Wagering at slot machines; use of slot tokens, prize tokens, gaming vouchers, and coupons
- 19:46-1.35 Redemption of slot tokens and prize tokens from non-patrons; duty of patrons to surrender slot tokens and prize tokens upon demand
- 19:46-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction

## SUBCHAPTER 1. GENERAL PROVISIONS

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

(a) Each gaming chip issued by a casino licensee shall be in the form of a disk and, except as otherwise provided in N.J.A.C. 19:46-1.1A, shall have a uniform diameter of one and 9/16ths inches. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The surface of a gaming chip across which its thickness can be measured in a perpendicular line from one face to the other shall be known as its "edge."

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

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

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

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

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

vent, to the greatest extent possible, the counterfeiting of the gaming chip.

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

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

(f) 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 a 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.

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

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

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

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

Substantially amended and recodified text.

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

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

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

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

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

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

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

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

Simulcast provisions added.

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

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

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

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

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

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

Administrative correction.

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

Amended by R.1999 d.221, effective July 19, 1999.

See: 30 N.J.R. 3171(a), 31 N.J.R. 1943(a).

Added (f).

Amended by R.2000 d.106, effective March 20, 2000.

See: 31 N.J.R. 3941(a), 32 N.J.R. 1052(a).

In (f)1., deleted ", weight and" following "of size".

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 said destruction took place. The casino licensee shall also maintain a written log of the names and license numbers of all casino personnel involved in each such destruction, as well as the names and addresses of all non-casino personnel involved.

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

Amended by R.1983 d.299, effective August 1, 1983.  
See: 14 N.J.R. 828(a), 15 N.J.R. 1259(b).

In (f), added requirement to compute and record the unredeemed liability of chips and plaques on a daily basis.

Amended by R.1984 d.564, effective December 17, 1984.  
See: 16 N.J.R. 41(a), 16 N.J.R. 3494(b).

Section substantially amended.

Amended by R.1991 d.468, effective September 16, 1991.  
See: 23 N.J.R. 1780(a), 23 N.J.R. 2869(a).

In (g): added security department reference and text regarding the maintenance of a written log.

Amended by R.1992 d.110, effective March 2, 1992.  
See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

In subsections (f) and (h), revised text to specify time frames for rule.

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

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

"Casino" changed to "casino licensee."

Amended by R.1993 d.254, effective June 7, 1993.

See: 25 N.J.R. 1083(a), 25 N.J.R. 2508(a).

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

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

Amended by R.1996 d.14, effective January 2, 1996.

See: 27 N.J.R. 3772(a), 28 N.J.R. 181(a).

In (g), substituted "two employees of the casino licensee" for "two people" and substituted "any other mandatory department" for "the security department".

Amended by R.1996 d.122, effective March 4, 1996.

See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(a).

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

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

In (b), inserted reference to alphabetical designation and substituted "value chips and gaming plaques" for "chips and plaques", and added the last sentence; deleted (c), relating to reserved chips or plaques; recodified former (d) through (h) as (c) through (g); and substantially amended (c), (d), and (e).

Amended by R.1999 d.221, effective July 19, 1999.

See: 30 N.J.R. 3171(a), 31 N.J.R. 1943(a).

In (b), inserted a reference to serial numbers of value chips and gaming plaques; and in (d)2, inserted a reference to serial numbers.

Amended by R.2006 d.400, effective November 20, 2006.

See: 38 N.J.R. 3158(a), 38 N.J.R. 4885(a).

In (e)1, substituted "at least once every six months" for "on a quarterly basis" and "six-month period" for "quarter".

**19:46-1.7 Roulette table; physical characteristics;  
double zero roulette wheel used as a single  
roulette wheel**

(a) Roulette shall be played on a table having a roulette wheel of not less than 30 inches in diameter at one end of the table and a roulette layout imprinted on the opposite end of the table.

(b) Each roulette wheel shall be of a single zero variety or a double zero variety as described and depicted below:

1. Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 37 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel as depicted in the following diagram unless otherwise approved by the Commission. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Commission.

2. Each double zero roulette wheel shall have 38 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall also have a ring of 38 equally spaced areas to correspond to the position of the compartments with one marked zero and colored green, one marked double-zero (00) and colored green, and the others marked 1 to 36 and colored alternately red and black which numbers shall be arranged around the wheel as depicted in the following diagram unless otherwise approved by the Commission. The color of each compartment shall either be a corresponding color to those depicted on the ring or a neutral color as approved by the Commission.

(c) A double zero roulette wheel may be used as a single zero roulette wheel, provided that:

1. If a double zero table layout is used, the "00" wager area on the layout is obscured with a cover or other approved device which clearly indicates that such a wager is not available; and

2. Appropriate signage is posted at the roulette table to notify players that:

i. A double zero roulette wheel is being used as a single zero roulette wheel, and that double zero (00) is not an available wager;

ii. If the roulette ball comes to rest in a compartment marked double zero (00), the spin will be declared void and the wheel will be respun; and

iii. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

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

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

2. Specific areas for the placement of the wagers authorized by N.J.A.C. 19:47-5.1.

(e) Notwithstanding (d) above, if a casino licensee offers an optional wager authorized by N.J.A.C. 19:47-5.1, the layout for that roulette table shall also include, in a manner

approved by the Commission, designated areas for the placement of such wagers.

(f) Each roulette table shall have a drop box and a tip box attached to it, in locations approved by the Commission.

Petition for Rulemaking: To permit alternative color designations for the bases of the equally spaced compartments or pockets of the roulette wheel upon which the ball comes to rest.

See: 20 N.J.R. 824(c).

Amended by R.1989 d.96, effective February 21, 1989.

See: 20 N.J.R. 2445(a), 21 N.J.R. 461(a).

(b) substantially amended.

Amended by R.1992 d.452, effective November 16, 1992.

See: 24 N.J.R. 3033(a), 24 N.J.R. 4279(a).

Added new (c); redesignated existing (c) as (d).

Amended by R.1995 d.167, effective March 20, 1995.

See: 27 N.J.R. 57(b), 27 N.J.R. 1202(a).

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

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

Rewrote (d); and added (f).

### 19:46-1.8 Roulette balls

Balls used in gaming at roulette shall be made completely of a non-metallic substance and not be less than 12/16 of an inch nor more than 14/16 of an inch in diameter unless otherwise approved by the Commission.

### 19:46-1.9 Roulette; inspection procedures; security procedures

(a) Prior to opening a roulette table for gaming activity, a casino supervisor or member of the casino security department shall:

1. Inspect the roulette table and roulette wheel for any magnet or contrivance that would affect the fair operation of such wheel;
2. Inspect the roulette wheel to assure that it is level and rotating freely and evenly;
3. Inspect the roulette wheel to assure that all parts are secure and free from movement;
4. Inspect the roulette ball by passing it over a magnet or compass to assure its non-magnetic quality; and
5. Conform that the layout and signage comply with N.J.A.C. 19:46-1.7(c), if a double zero roulette wheel is being used as a single zero roulette wheel.

(b) If a casino licensee uses a roulette wheel which has external movable parts, any adjustments to the movable parts shall be made by a casino supervisor or a member of the casino maintenance department, in the presence of a security department member. Adjustments to the movable parts of a roulette wheel that is located on the casino floor, or in a casino simulcasting facility, shall only be made:

1. When the casino or casino simulcasting facility is not open to the public; or

2. If the roulette wheel is moved to a secure location outside the casino or casino simulcasting facility as approved by the Commission.

(c) All adjustments shall be completed prior to the required inspections in (a) above.

(d) The casino licensee may replace any of the movable parts at any time, provided, however, if any one or more of the movable parts are external then an inspection must be completed by the Division prior to reopening the roulette wheel and table for gaming activity.

(e) A log shall be maintained which shall include, at a minimum, the date, the roulette table number, whether an adjustment or replacement was completed and the signature of the person making the adjustment or replacement.

(f) When a roulette table is not open for gaming activity, the roulette wheel shall be secured by placing a cover over the entire wheel and securely locking such cover to the roulette table.

Amended by R.1989 d.96, effective February 21, 1989.

See: 20 N.J.R. 2445(a), 21 N.J.R. 461(a).

Added new (a)3 and (b); recodified old (a)3 to (a)4 and (b) to (c).

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

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

Section amended to provide an option to casino licensees where it is necessary to make adjustments to roulette wheels with external movable parts. Added (b)1 and 2; recodified text of existing (b) as (c)-(e); recodified existing (c) as (f), revising text.

Amended by R.1992 d.452, effective November 16, 1992.

See: 24 N.J.R. 3033(a), 24 N.J.R. 4279(a).

Added (a)5.

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

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

Simulcast provisions added.

### 19:46-1.10 Blackjack tables; card reader device; physical characteristics; inspections

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

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

1. The name or trade name of the casino licensee offering the game; and
2. Specific areas designated for the placement of wagers, which betting areas shall not exceed seven in number, with the exception of the 6 to 5 blackjack variation, which shall contain no more than six betting areas.

(c) The following inscriptions shall appear on the blackjack layout:

1. Blackjack pays 3 to 2.
2. Dealer must draw to 16 and stand on all 17's; and
3. Insurance pays 2 to 1.

(d) If a casino licensee offers the blackjack rule variations in accordance with the requirements of N.J.A.C. 19:47-2.6(k), the blackjack layout shall be approved by the Commission and have imprinted on it, at a minimum, the following inscriptions instead of the inscriptions set forth in (c) above:

1. Blackjack pays 1 to 1;
2. Dealer must draw to 16 and stand on all 17's; and
3. Dealer's hole card dealt face up.

(e) If a casino licensee offers a bad beat payout at a designated poker table, a transparent locked box or container shall be attached to the table on the same side as the drop box and shall be used to hold the pot contributions that fund the bad beat payout.

New Rule, R.1994 d.141, effective March 21, 1994.  
See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).  
Amended by R.1996 d.122, effective March 4, 1996.  
See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(a).  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).  
Rewrote (a) and (b).  
Amended by R.2008 d.14, effective January 7, 2008.  
See: 39 N.J.R. 2224(a), 40 N.J.R. 209(a).  
Added (e).

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

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

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

1. The name or trade name of the casino licensee offering the game;
2. Seven separate designated betting areas for the placement of wagers by the players;
3. A separate designated area located below each betting area for the placement of double down wagers; and
4. A separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards.

(c) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A casino licensee shall post a sign, approved by the Commission, at each double down stud table explaining the details and the ramifications of this payout limit.

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

New Rule, R.1994 d.593, effective December 5, 1994.  
See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).  
Rewrote (b).

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

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

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

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

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

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

(e) Each caribbean stud poker table shall have for each betting position a separate acceptor device for the placement of a progressive wager mounted in a location approved by the Commission. Each acceptor device shall have a light which shall illuminate upon insertion and acceptance of a gaming chip.

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

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

New Rule, R.1995 d.430, effective August 7, 1995.  
See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).  
In (b), rewrote the introductory paragraph.  
Petition for Rulemaking.  
See: 35 N.J.R. 1598(b), 2374(b).  
Amended by R.2003 d.338, effective August 18, 2003.  
See: 35 N.J.R. 1800(a), 35 N.J.R. 3835(a).

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

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

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

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

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

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

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

(e) If a casino licensee offers the let it ride bonus wager authorized by N.J.A.C. 19:47-18.6A, the let it ride poker table shall also include the following equipment or devices, which shall be submitted to and approved by the Commission, together with the procedures for their operation and use:

1. A wagering device at each betting position that acknowledges or accepts the placement of the let it ride bonus wager;
2. A control device that controls or monitors the placement of let it ride bonus wagers at the gaming table, includ-

ing a mechanism that prevents the recognition of any let it ride bonus wager that a player attempts to place after the dealer has announced "No more bets"; and

3. Any other equipment or device that contributes to the efficient operation or integrity of the game.

New Rule, R.1995, d.534, effective October 2, 1995.

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

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

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

In (b), rewrote the introductory paragraph.

Amended by R.1998 d.554, effective November 16, 1998.

See: 30 N.J.R. 3176(a), 30 N.J.R. 4068(a).

In (b), rewrote 5; and added (e).

Amended by R.2007 d.319, effective October 15, 2007.

See: 39 N.J.R. 2226(a), 39 N.J.R. 4448(a).

Rewrote (b)5; in (b)6, substituted "; and" for a period at the end; added (b)7; in the introductory paragraph of (e), substituted "let it ride" for "optional"; in (e)1 and (e)2, inserted "let it ride" throughout; and in (e)2, substituted "'No more bets';" for "'No more bets;'"

**19:46-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics**

(a) Mini-dice shall be played on a table having betting positions for six or seven players on one side and a place for the dealer on the opposite side.

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

1. The name or trade name of the casino licensee offering the game;
2. A separate designated betting area at each betting position for the placement of the following wagers:
  - i. Any 7;
  - ii. Over 7;
  - iii. Under 7; and
  - iv. Individual "place" wagers of 4, 5, 6, 8, 9 and 10;
3. A separate betting area, known as "the field," located directly in front of the dealer for the placement of field wagers of 2, 3, 4, 9, 10, 11 and 12; and
4. The payout odds for all authorized wagers.

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

(d) Mini-dice shall be played with a sealed container, known as a "mini-dice shaker," which shall be used to shake the dice in order to arrive at the winning combinations. The shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game, and at a minimum, shall:

1. Have a transparent compartment to secure the two dice required by N.J.A.C. 19:47-13.3, and a separate

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

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

(e) If a casino licensee elects to conduct jackpot payouts that are not automatically and totally paid directly by the slot machine by registering them on the credit meter of the slot machine in accordance with the procedure set forth in N.J.A.C. 19:45-1.40(s), the slot machine shall contain a device (jackpot-to-credit-meter switch) that:

1. When activated by a key, increments the credit meter in the exact amount of the jackpot and does not increment the manual jackpot meter; and

2. Is subject to internal controls, as approved by the Commission, to provide:

i. Advance notice to the Commission and Division whenever a casino licensee intends to turn the option to utilize the jackpot-to-credit-meter switch on or off; and

ii. An audit trail of the following information each time the option to utilize the jackpot-to-credit-meter switch is turned on or off:

(1) The name and license number of the employee who performed the action;

(2) The asset number of the slot machine on which the jackpot-to-credit meter switch is installed;

(3) The date and time the action was taken; and

(4) A description of the action that was taken.

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

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

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

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

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

(b)6 added.

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

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

Added the text "or tokens".

Petition for Rulemaking: Slot machine bill changer system.

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

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

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

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

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

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

Substantially amended.

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

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

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

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

Added bill changers.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Amended by R.1996 d.350, effective August 5, 1996.

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

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

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

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

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

Rewrote (a)6.

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

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

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

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

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

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

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

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

Amended by R.2007 d.222, effective July 16, 2007.

See: 39 N.J.R. 359(b), 39 N.J.R. 2655(a).

Added new (e), and recodified former (e) as (f).

#### Case Notes

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1. Erasable or reprogrammable without being removed from the gaming equipment or related device, such as an E-EPROM or hard disk; or

2. Removable and replaceable, such as a CD-ROM or a diskette.

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

(c) Gaming equipment and related devices pursuant to (a) above that utilize alterable storage media shall only write to alterable storage media containing data, files, and programs that are not critical to the basic operation of the game, such as

marketing information. Notwithstanding the foregoing, such devices may write to media containing critical data, files, and programs provided that the gaming equipment:

1. Maintains a record, known as an authorization list or digital signature, of all information that is added, deleted, and modified on the media, which satisfies the requirements of (d) below; and

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

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

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

1. Reside in and execute from separate read-only media in the gaming equipment or related device pursuant to (a) above of which may be inspected and physically sealed or otherwise secured as a result of a recommendation by the Division;

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

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

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

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

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

include, at a minimum, type of tilt, time, date, and slot machine event in a log; and

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

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

New Rule, R.2002 d.111, effective April 15, 2002.

See: 33 N.J.R. 2059(a), 34 N.J.R. 1542(a).

Amended by R.2003 d.464, effective December 1, 2003.

See: 35 N.J.R. 2796(a), 35 N.J.R. 5437(a).

Rewrote (a) and (f)2.

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

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

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