

CHAPTER 46
GAMING EQUIPMENT

Authority

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

Source and Effective Date

R.1998 d.232, effective April 15, 1998.
See: 30 N.J.R. 618(a), 30 N.J.R. 1853(a).

Executive Order No. 66(1978) Expiration Date

Chapter 46, Gaming Equipment, expires on April 15, 2003.

Chapter Historical Note

Chapter 46, Gaming Equipment, was adopted as R.1978 d.187, effective June 5, 1978. See: 10 N.J.R. 4(a), 10 N.J.R. 306(f). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1983 d.163, effective May 4, 1983. See: 15 N.J.R. 429(b), 15 N.J.R. 932(a). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1988 d.232, effective April 28, 1988. See: 20 N.J.R. 638(a), 20 N.J.R. 1209(c). Pursuant to Executive Order No. 66(1978), Chapter 46, 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: Source and Effective Date. See, also, section annotations.

CHAPTER TABLE OF CONTENTS

SUBCHAPTER 1. GENERAL PROVISIONS

- | | |
|---|--|
| <p>19:46-1.1 Gaming chips; physical characteristics applicable to all gaming chips; issuance and use; promotional non-gaming chips</p> <p>19:46-1.1A Value chips; denominations; physical characteristics</p> <p>19:46-1.1B Non-value chips; physical characteristics</p> <p>19:46-1.2 Non-value chips; permitted uses; inventory and impressment</p> <p>19:46-1.3 Additional sets of gaming chips</p> <p>19:46-1.4 Gaming plaques; issuance and use; denominations; physical characteristics</p> <p>19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons</p> <p>19:46-1.6 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques</p> <p>19:46-1.7 Roulette table; physical characteristics; double zero roulette wheel used as a single zero roulette wheel</p> <p>19:46-1.8 Roulette balls</p> <p>19:46-1.9 Roulette; inspection procedures; security procedures</p> <p>19:46-1.10 Blackjack table; card reader device; physical characteristics; inspection</p> <p>19:46-1.10A Three card poker table; physical characteristics</p> <p>19:46-1.10B Spanish 21 table; physical characteristics</p> <p>19:46-1.11 Craps and mini-craps tables; physical characteristics</p> <p>19:46-1.12 Baccarat and minibaccarat tables; physical characteristics</p> <p>19:46-1.13 Big Six Wheel and layout; physical characteristics</p> <p>19:46-1.13A Sic bo table; sic bo shaker; physical characteristics</p> <p>19:46-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator</p> <p>19:46-1.13C Pai gow table; pai gow shaker; physical characteristics</p> <p>19:46-1.13D Pokette table; pokette wheel; physical characteristics</p> <p>19:46-1.13E Poker table; physical characteristics</p> | <p>19:46-1.13F Double down stud table; physical characteristics</p> <p>19:46-1.13G Caribbean stud poker table; physical characteristics</p> <p>19:46-1.13H Let it ride poker table; physical characteristics</p> <p>19:46-1.13I Mini-dice table; mini-dice dice shaker, physical characteristics</p> <p>19:46-1.13J Fast action hold 'em table; physical characteristics</p> <p>19:46-1.13K Casino war table; physical characteristics</p> <p>19:46-1.13L Colorado hold 'em poker table; physical characteristics</p> <p>19:46-1.14 Red dog table; physical characteristics</p> <p>19:46-1.15 Dice; physical characteristics</p> <p>19:46-1.16 Dice; receipt; storage; inspections and removal from use</p> <p>19:46-1.16A Sic bo shaker and mini-dice shaker; security procedures</p> <p>19:46-1.17 Cards; physical characteristics</p> <p>19:46-1.18 Cards; receipt, storage, inspections, and removal from use</p> <p>19:46-1.19 Dealing shoes; automated shuffling devices</p> <p>19:46-1.19A Pai gow tiles physical characteristics</p> <p>19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use</p> <p>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</p> <p>19:46-1.21 Expiration of slot machine and slot machine program approvals issued pursuant to N.J.A.C. 19:46-1.20; re-submission</p> <p>19:46-1.22 Possession of slot machines</p> <p>19:46-1.23 Transportation of slot machines into, within and out-of-State</p> <p>19:46-1.24 Slot machine seals</p> <p>19:46-1.25 (Reserved)</p> <p>19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices</p> <p>19:46-1.26A Bill changers with electrically erasable/programmable storage media</p> <p>19:46-1.27 Slot machine areas; density; arrangement; floor plans</p> <p>19:46-1.28 Testing of designated gaming or simulcast wagering equipment or related devices or software by the Division</p> <p>19:46-1.29 Operation of gaming and simulcast wagering equipment and related devices and software in conformance with Commission approval</p> <p>19:46-1.30 (Reserved)</p> <p>19:46-1.31 Records and reports</p> <p>19:46-1.32 (Reserved)</p> <p>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</p> <p>19:46-1.34 Wagering at slot machines; use of slot tokens and prize tokens</p> <p>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</p> <p>19:46-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction</p> |
|---|--|

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 $\frac{1}{16}$ ths inches. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The 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 prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

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

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

(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".

19:46-1.1A Value chips; denominations; physical characteristics

(a) Each gaming chip which contains a denomination on each face thereof shall be known as a "value chip."

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

(c) Each denomination of value chip issued by a casino licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Commission authorizes a casino licensee to include on the face or edge of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

(d) Each gaming chip manufacturer shall submit sample color disks to the Commission that identify all primary and secondary colors to be used for the manufacture of gaming chips for casino licensees in Atlantic City. Once a gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufac-

tured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the colors set forth below or such other similar colors as approved by the Commission:

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

(a) added "shall only be required for denominations over \$5.00 and". 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.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.1997 d.132, effective March 17, 1997.

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

Substantially amended (a); deleted (b), relating to secondary sets of value chips; recodified (c) through (e) as (b) through (d); in (c), substituted references to gaming chips or to chips in active use for references to primary gaming chips and substituted reference to back-up chips for reference to secondary chips; in (d), substituted references to chips in active use for references to primary gaming chips; and added new (e) and (f).

Amended by R.1998 d.236, effective May 18, 1998.

See: 30 N.J.R. 619(a), 30 N.J.R. 1853(b).

In (a), substituted a reference to denominations of \$10.00 or less for a reference to denominations of \$5.00 or less in the first sentence.

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

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

In (a), rewrote the first sentence.

19:46-1.4 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 Commission 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 either 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 Commission, 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 Commission; and

3. A system of internal procedures and administrative and accounting controls, governing the distribution, redemption, receipt and inventory of gaming plaques, by serial number, is submitted and approved pursuant to N.J.A.C. 19:45-1.3.

(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 \$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 Commission, 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 Commission pursuant to this section.

Amended by R.1982 d.329, effective October 4, 1982.

See: 14 N.J.R. 708(a), 14 N.J.R. 1101(c).

Deleted gaming plaques denominations of \$500.00 and \$1,000.00 and added denominations of \$25,000, \$50,000, and \$100,000. Added last sentence to (b). Added (d) and (e).

Amended by R.1990 d.171, effective March 19, 1990.

See: 22 N.J.R. 23(a), 22 N.J.R. 983(a).

In (b): added language "Unless . . . Commission".

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.

Recodified from 19:46-1.2 and amended by R.1997 d.132, effective March 17, 1997.

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

Substantially amended section. Former section, "Submission of gaming chips, plaques, match play coupons and progressive wager coupons for review and approval", repealed.

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

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

In (e), deleted a denomination of \$5,000.

19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play 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 match play coupons shall be permitted for use in wagering at authorized games in accordance with N.J.A.C. 19:45-1.18 and 1.46. A casino licensee shall submit for approval to the Commission a sample of each denomination of its match play coupon. 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 a 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. Gaming chips and plaques shall be issued only by dealers to casino patrons at gaming tables, or by chippersons to patrons seated at a poker table at which a game is in progress. Gaming plaques and value chips shall only be redeemed by casino patrons 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;
2. Exchanged by a patron at the slot booths or with changepersons for currency, coin or slot tokens to play the slot machines, and
3. Used by a patron for keno or simulcast wagering, including keno wagers in public keno areas.

(c) Except as provided in (j) and (l) below and as otherwise may be specifically approved by the Commission, each casino licensee shall redeem its gaming chips and plaques only from its patrons and shall not knowingly redeem its gaming chips and plaques from any non-patron source.

(d) Non-value chips shall be presented for redemption only at the gaming table from which they were issued and shall not be redeemed or exchanged at any other location within the casino or casino simulcasting facility. When non-value chips are presented for redemption, the dealer shall accept them in exchange for an equivalent amount of value chips which may then be used by the patron in gaming or simulcast wagering or redeemed in the same manner as any other value chip.

(e) Each casino licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette and pokette, provided however, that:

1. No person shall be permitted to wager a value chip with a match play coupon at any roulette table at which match play coupons are permitted to be used; and

2. When value chips are in use, it shall be the responsibility of the casino licensee and its employees to keep an accurate account of the wagers being made with value chips at any such game so that the wagers being made by each player are readily distinguishable from those being made by every other player at the table.

(f) Each gaming chip and plaque is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the gaming chip or plaque, 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 gaming chip or plaque surrender the item for redemption in accordance with (g) below.

(g) Each casino licensee shall redeem promptly its own genuine gaming chips and gaming plaques presented by a patron in person, except when the gaming chips or plaques were obtained or being used unlawfully. A casino licensee shall redeem its value chips or gaming plaques by accepting them in exchange for an equivalent amount of cash, except that:

1. Upon request by a patron who surrenders value chips or gaming plaques in any amount over \$100.00, a casino licensee shall exchange them for a casino check of that casino licensee in the amount of the value chips or gaming plaques surrendered and dated the day of such redemption;

2. A casino licensee may apply all or any part of the value chips or gaming plaques presented by a patron to the redemption of any Counter Check or Slot Counter Check drawn by the patron in accordance with N.J.A.C. 19:45-1.25 or 1.25A, or to the payment of any returned check in accordance with N.J.A.C. 19:45-1.29, provided that the casino licensee has given that patron prior written notice of such right of setoff and has obtained the patron's written acknowledgment thereof:

- i. As part of the patron's credit application;
- ii. In a separate writing, which shall be maintained in the patron's credit file; or
- iii. On a Counter Check or Slot Counter Check drawn by the patron and issued pursuant to N.J.A.C. 19:45-1.25 or 1.25A; provided that the patron specifically acknowledges the notice by signing his or her name thereunder or in any other manner approved by the Commission, and further provided that a photocopy of the signed Counter Check or Slot Counter Check shall be maintained in the patron's credit file.

(h) Notwithstanding (g) above, if a patron requests by mail to redeem value chips in any amount, a casino licensee may effectuate such redemption, however, only by a cage supervisor as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered value chips to the chip bank in a transaction fully supported by proper documentation.

(i) Each casino licensee shall accept, exchange, use or redeem only gaming chips or plaques that it has issued and shall not knowingly accept, exchange, use or redeem gaming chips or plaques, or objects purporting to be gaming chips or plaques, that have been issued by any other person, except that a casino licensee may redeem from its patrons gaming chips or plaques issued by another legally operated casino licensee upon the representation of a patron that such chips or plaques had been purchased or received as payment in a gaming transaction from an employee of such licensee working on the premises.

(j) Employees of a casino licensee who are authorized to receive gaming chips as personal gratuities may redeem the gaming chips at the cashiers' cage or at another secure location in the casino hotel as approved by the Commission. Gaming chips redeemed by employees at a non-cage employee redemption site shall be exchanged on a daily basis with the cashiers' cage pursuant to N.J.A.C. 19:45-1.15 and in accordance with procedures approved by the Commission.

(k) Each casino licensee shall redeem promptly its own genuine value chips and gaming plaques presented to it by any other legally operated casino licensee upon the representation that such chips and plaques were received or accepted unknowingly, inadvertently or in error or were redeemed from patrons. Each casino licensee shall submit to the Commission for approval a system for the exchange, with other legally operated casino licensees, of value chips and gaming plaques:

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.

(l) Each casino licensee shall cause to be posted and remain posted in a prominent place on the front of the cashiers' cage, any satellite cage, the simulcast counter, the keno booth and any satellite keno booth a sign that reads as follows:

"By law, gaming chips or plaques issued by another casino may not be used, exchanged or redeemed in this casino or casino simulcasting facility."

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

Substantially amended.
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.

Amended by R.1991 d.232, effective May 6, 1991.

See: 22 N.J.R. 3327(a), 23 N.J.R. 1463(b).

In (c): added "slot" booth to text.

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; satellite cages added.

Administrative correction to (b).

See: 25 N.J.R. 1778(b).

Amended by R.1993 d.431, effective September 7, 1993.

See: 25 N.J.R. 2233(a), 25 N.J.R. 4126(a).

Amended by R.1993 d.492, effective October 4, 1993.

See: 25 N.J.R. 3107(b), 25 N.J.R. 4618(a).

Amended by R.1994 d.137, effective March 21, 1994.

See: 25 N.J.R. 5902(a), 26 N.J.R. 1373(b).

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.1995 d.285, effective June 5, 1995.

See: 26 N.J.R. 2218(a), 27 N.J.R. 2254(a).

Amended by R.1996 d.269, effective June 17, 1996.

See: 28 N.J.R. 1614(a), 28 N.J.R. 3175(a).

Amended by R.1996 d.442, effective September 16, 1996.

See: 28 N.J.R. 3246(a), 28 N.J.R. 4242(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 (a), amended N.J.A.C. references and inserted second sentence; in (b), substituted "gaming tables. Gaming plaques and value chips shall only be redeemed" for "gaming tables and shall only be redeemed" and inserted reference to keno wagers in public keno areas; inserted new (c) and (d); recodified former (c) through (i) as (d) through (k); and made conforming changes to subsection references and substituted references to value chips for references to gaming chips throughout.

Amended by R.1997 d.217, effective May 19, 1997.

See: 29 N.J.R. 325(b), 29 N.J.R. 2470(a).

Subdivided (b); in (b), substituted "Gaming plaques and value chips" for "and", and "value chips may be" for "gaming chips may be"; inserted (b)1; and in (b)3, inserted "by a patron" and "including keno wagers in public areas".

Petition for Rulemaking: Notice of Receipt of a Petition for Rulemaking.

See: 29 N.J.R. 2571(c).

Amended by R.1997 d.250, effective June 16, 1997.

See: 29 N.J.R. 745(a), 29 N.J.R. 2675(a).

In (b)3, deleted "including keno wagers in public keno areas"; recodified former (e) as (c), and former (c) and (d) as (d) and (e); in (e), inserted cite to (l); inserted new (j); and recodified former (j) and (k) as (k) and (l).

Amended by R.1997 d.423, effective October 6, 1997.

See: 28 N.J.R. 4181(b), 29 N.J.R. 4304(b).

Inserted (e)1 and 2.

Amended by R.1997 d.490, effective November 17, 1997.

See: 29 N.J.R. 3440(b), 29 N.J.R. 4863(a).

Added (g)2i through (g)2iii.

Amended by R.1998 d.164, effective April 6, 1998.

See: 29 N.J.R. 2632(a), 30 N.J.R. 1304(a).

In (a), inserted a reference to keno in the first sentence, and substituted a reference to keno work stations for a reference to keno booths in the third sentence; and in (b)3, added a reference to keno wagers in public keno areas.

Amended by R.1999 d.379, effective November 1, 1999.

See: 30 N.J.R. 4147(b), 31 N.J.R. 3527(a).

In (b), rewrote the second sentence in the introductory paragraph.

19:46-1.6 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 people, one of whom shall be

from the accounting or auditing 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 Commission and Division.

(b) 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 serial number, if required by N.J.A.C. 19:46-1.1A(i) or 1.4(b), of the value chips and gaming plaques received, the number and description of all non-value chips received, the date of any such receipt and the signatures of the individuals who checked any such chips and plaques. If the gaming chips will not be put into active use, the ledger shall also identify the storage location.

(c) 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 Commission, which is adjacent to and accessible exclusively from the casino.

(d) Whenever any gaming chips or plaques are taken from or returned to an approved storage area, at least two individuals shall be present, and the following information shall be recorded in the chip inventory ledger together with the date and signatures of the individuals involved:

1. The alphabetical designation, and if applicable, any numeric designation;
2. The number, dollar amount, and, if required by N.J.A.C. 19:46-1.1A(i) or 1.4(b), serial number 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.

(e) 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 Commission for approval. 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.

1. If a casino licensee elects to commingle gaming chips pursuant to N.J.A.C. 19:46-1.3(e), a member of the casino accounting department shall, on a quarterly basis, 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 quarter for purposes of computing the daily outstanding chip liability required by this section.

(f) Prior to the destruction of gaming chips and plaques, the casino licensee shall notify the Commission and 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 and a detailed explanation of the method of destruction. Unless otherwise authorized by the Commission, 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 or auditing department of the casino licensee and one of whom shall be from any other mandatory 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 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 (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.

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.

19:46-1.27 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

5. Encourage and preserve competition in casino operations by assuring that a variety of gaming opportunities is offered to the public.

(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 metal grating or other type of barrier, as approved by the Commission, 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 Commission 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 Commission 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 Commission a detailed floor plan, 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 Commission, and the total of such areas. Each casino licensee shall maintain on file with the Commission a current shaded floor plan certified as to its accuracy.

(i) Any floor plan submission that satisfies the requirements of this section shall be deemed approved by the Commission 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.

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

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

Amended by R.1979 d.82, effective March 2, 1979.

See: 11 N.J.R. 52(c), 11 N.J.R. 214(a).

Amended by R.1984 d.422, effective October 1, 1984.

See: 15 N.J.R. 1465(a), 16 N.J.R. 2689(c).

Added (i) through (k) referring to slot stools.

Amended by R.1992 d.90, effective February 18, 1992.

See: 23 N.J.R. 3252(a), 23 N.J.R. 649(a).

Deleted subsection (d) which had minimum requirements for the percentage of nickel and quarter denomination slot machines.

Recodified existing (e)-(k) as (d)-(j) with no change in text.

Amended by R.1992 d.363, effective September 21, 1992.

See: 24 N.J.R. 2138(a), 24 N.J.R. 3338(b).

Method of calculation of floor area for slots specified; with possible increases resulting.

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

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

Slot machines prohibited at (k).

Amended by R.1995 d.284, effective June 5, 1995.

See: 27 N.J.R. 1173(a), 27 N.J.R. 2264(a).

Amended by R.1996 d.563, effective December 2, 1996.

See: 28 N.J.R. 3907(b), 28 N.J.R. 5083(a).

Administrative correction.

See: 29 N.J.R. 1519(a).

In (h), amended subsection references.

19:46-1.28 Testing of designated gaming or simulcast wagering equipment or related devices or software by the Division

(a) The following items of gaming or simulcast wagering equipment or related devices or software shall not be utilized in a casino, casino simulcasting facility or hub facility unless they are identical in all mechanical, electrical, electronic and other aspects to a prototype thereof which has been specifically tested by the Division pursuant to this section and approved for use by the Commission in accordance with N.J.A.C. 19:46-1.20:

1. Slot machines;
2. Progressive slot machine and table game progressive payout wager systems;
3. Slot monitoring systems;
4. Bill changers;
5. Coin acceptors;
6. Keno systems;
7. Software related to (a)1 through 6 above;
8. Totalisators;
9. Pari-mutuel machines, self-service pari-mutuel machines and credit voucher machines; and
10. Any other gaming or simulcast wagering equipment or related device or software that is determined by the Commission to require testing by the Division in order to contribute to the integrity of gaming or simulcast wagering operations.

(b) Any manufacturer or distributor proposing to offer any equipment, device or software that requires testing pursuant to (a) above prior to its use in an Atlantic City casino, casino simulcasting facility or hub facility, shall submit a written request for the testing of the equipment, device or software to the Division's Technical Services Bureau, Citicenter Building, 1300 Atlantic Avenue, Atlantic City, New Jersey 08401. The manufacturer or distributor shall transport, at its own expense, a prototype of the equipment, device or software to a location specified by the Division for testing, examination and analysis in accordance with this section.

(c) Each prototype submitted pursuant to (b) above shall be accompanied by, without limitation, the following information, as applicable:

1. A hardware block diagram of the major subsystems;
2. A complete set of schematics for all subsystems;
3. A wiring loom/harness connection diagram;
4. Operation and/or service manuals;
 - i. An operation manual for bill acceptors incorporated into or connected with slot machines shall describe the operation of the device and its fault conditions, and shall include a software version thereof;
5. Details for coin hopper operation, including, but not limited to, capacities for various denominations, hopper fill detection, hopper jam detection, hopper empty detection and illegal or extra coin out detection;
6. A description of all meters required by N.J.A.C. 19:45 or 19:46;

7. Detailed information on the battery backup power, including, without limitation, identification of the components being backed up, type of battery or energy storage capability, expected operational life of the unit, information stored in the battery backed-up component, and a description of the low battery voltage indicator circuit;

8. A description of all tower light functions and what each situation indicates;

9. A mathematical explanation of the theoretical return to the player, listing all assumptions, all steps in the formula from the first principles through to the final results of all calculations and, where a game requires or permits player strategy in the theoretical derivations of the payout return, the source of strategy;

10. For fault conditions, the condition name and code, if applicable, the type of machine alarm (for example, bell or video message), a description of the fault and whether the machine locks up in this condition, and how the machine is reset from each fault condition;

11. A description of the use and function of all dip switch settings or selectable operations;

12. Information on special test connections and communication requirements for evaluation purposes;

13. A description of the random number generators used to determine game outcome, including a detailed explanation of operation methodology, and a description of the manner by which the random number generator and random number selection process is impervious to outside influences including, without limitation, electromagnetic interference, electro-static interference, radio frequency interference and influence from associated equipment via data communications;

14. If a slot machine includes more than one game, a description of each game, an indication that each game has separate meters and an indication that each such game complies with the minimum payout requirements in N.J.A.C. 19:45-1.37;

15. Software listings, in a format to be provided by the Division; and

16. Any other information or documentation that is deemed necessary by the Division in order to complete the testing of the prototype.

(d) In lieu of the information required by (c) above, the manufacturer or distributor may certify that a component of a prototype is identical in all aspects to a component of a prototype previously submitted to the Division for testing.

(e) The testing, examination and analysis of a prototype pursuant to this section may require the dismantling of the prototype and tests that may result in damage to or destruction of one or more systems or components of the prototype. Once submitted for testing pursuant to this section, no prototype shall be returned to the manufacturer or

distributor thereof unless otherwise determined by the Division.

(f) Upon completion of its testing, examination and analysis of a prototype, the Division shall submit a report of its findings, conclusions and recommendations to the Commission, which report shall specify any recommendations for modifications or additions to the prototype.

(g) Prior to a decision on whether to approve a particular prototype tested by the Division, the Commission may require a trial period of such duration as it may deem necessary to assess the operation of the prototype in a licensed casino. During the trial period;

1. Minor changes in the operation or design of the prototype may be made with the prior approval of the Division; and

2. The manufacturer or distributor of the prototype shall not be entitled to receive revenue of any kind whatsoever due to the use of the prototype.

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

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

Amended by R.1999 d.173, effective June 7, 1999.

See: 30 N.J.R. 2164(a), 31 N.J.R. 1502(a).

Rewrote the section.

Administrative change.

See: 33 N.J.R. 1018(a).

Amended by R.2001 d.402, effective November 5, 2001.

See: 33 N.J.R. 2633(a), 33 N.J.R. 3762(a).

In (a)2, inserted "and table game progressive payout wager" preceding "systems".

19:46-1.29 Operation of gaming and simulcast wagering equipment and related devices and software in conformance with Commission approval

(a) The responsibility for final assembly and initial operation of any gaming or simulcast wagering equipment or related device or software in the manner approved by the Commission rests with the manufacturer and distributor. Any subsequent change in the manner of assembly or operation of an approved piece of gaming or simulcast wagering equipment or a related device or software shall be deemed unsuitable unless prior to the institution of the change the manufacturer or distributor or operator shall have obtained approval from the Commission in accordance with this section, N.J.A.C. 19:46-1.20 and, if applicable, N.J.A.C. 19:46-1.28.

(b) Any request for changes to an approved piece of gaming or simulcast wagering equipment or any related device or software shall be filed with the Commission and shall include the following:

1. A description of the modification and the reasons therefor;

2. Any relevant documentation that describes the operational impact of the modification; and

3. Diagrams or mathematical explanations as necessary.

(c) Any hardware or software modification to an approved prototype that was previously tested by the Division pursuant to N.J.A.C. 19:46-1.28 shall be submitted to the Division for review and approved by the Commission prior to implementation.

(d) Each piece of gaming or simulcast wagering equipment or related device or software approved by the Commission shall, at all times, operate or function in accordance with all representations made by the manufacturer, distributor or operator to the Commission, the Division and the public.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Amended by R.1988 d.495, effective October 17, 1988.
See: 20 N.J.R. 52(a), 20 N.J.R. 2591(b).
Deleted (a)2.
Amended by R.1999 d.173, effective June 7, 1999.
See: 30 N.J.R. 2164(a), 31 N.J.R. 1502(a).
Rewrote the section.

19:46-1.30 (Reserved)

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Repealed by R.1999 d.173, effective June 7, 1999.
See: 30 N.J.R. 2164(a), 31 N.J.R. 1502(a).
Section was "Disciplinary procedures".

19:46-1.31 Records and reports

(a) 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 and agents of the Commission or Division upon request.

(b) 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 Commission and Division upon request.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Amended by R.1996 d.350, effective August 5, 1996.
See: 28 N.J.R. 2348(a), 28 N.J.R. 3816(a).

19:46-1.32 (Reserved)

R.1979 d.255, effective June 28, 1979.
See: 11 N.J.R. 108(a), 11 N.J.R. 420(b).
Amended by R.1988 d.34, effective January 19, 1988.
See: 19 N.J.R. 1890(a), 20 N.J.R. 205(a).
Added (c) renumbered old (c)-(d) to (d)-(e).
Petition for rulemaking.
See: 28 N.J.R. 1315(b).
Repealed by R.1996 d.301, effective July 1, 1996.
See: 28 N.J.R. 1952(a), 28 N.J.R. 3330(a).
Section was "Limitation on utilization of slot machines of any one manufacturer".

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

(a) Each casino licensee may, with Commission approval, 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 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 changeperson; provided, however, that each casino licensee may issue slot tokens as complimentary services or items in accordance with a distribution program authorized pursuant to N.J.A.C. 19:45-1.46;

iv. Exchangeable, by a patron at the casino where the slot token was issued, in the manner provided by N.J.A.C. 19:45-1.34 and 19:45-1.35; and

v. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more slot tokens, only at a coin redemption booth, a slot booth or the cashiers' cage 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 as defined in N.J.A.C. 19:45-1.1, in accordance with internal controls approved by the Commission which, at a minimum, shall detail procedures for the issuance of a casino check and the transfer of the surrendered slot tokens to the master coin bank in a transaction fully supported by proper documentation; 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;