

**CHAPTER 69E
GAMING EQUIPMENT**

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SUBCHAPTER 1. GENERAL PROVISIONS

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

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

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

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

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

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

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

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

(b) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other

security measures including, at a minimum, those features specifically required to appear on the face or edge of a gaming chip pursuant to this section so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

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

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

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

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

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

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

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

13:69E-1.2 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques

(a) When gaming chips or plaques are received from the manufacturer or distributor thereof, they shall be opened and checked by at least three casino employees, one of whom shall be from the accounting or auditing department of the casino licensee, one who shall be from the casino games department, and one from any mandatory department other than the surveillance department of the casino licensee. Any deviation between the invoice accompanying the chips and plaques and the actual chips or plaques received or any defects found in such chips or plaques shall be reported promptly to the Division.

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

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

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

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

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

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

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

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

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

4. The specific storage area being entered; and

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

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

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

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

13:69E-1.3 Value gaming chips

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

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

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

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

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

(c) Each gaming chip manufacturer shall submit sample color disks to the Division that identify all primary and secondary colors to be used for the manufacture of gaming chips for casino licensees in Atlantic City. Once a gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the color tolerances set forth below or such other similar color tolerances as approved by the Division.

1. \$1.00 - "White" which shall mean that color classified as N9/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	to	<u>Lower Limits</u>
Value	V+ N9.4/		V- N8.75/
Chroma	5R 9/1 5 YR 9/1 5Y 9/1		5G 9/0.5 5B 9/0.5 5P 9/0.5

2. \$2.50 - "Pink" which shall mean that color classified as 2.5R 6/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 6/10	H- 1.25R 6/10
Value	V+ 2.5R 6.75/10	V- 2.5R 5.75/10
Chroma	C+ 2.5R 6/12	C- 2.5R 6/8

3. \$5.00 - "Red" which shall mean that color classified as 2.5R 4/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 4/12	H- 1.25R 4/12
Value	V+ 2.5R 4.5/12	V- 2.5R 3.5/12
Chroma	C+ 2.5R 4/14	C- 2.5R 4/10

4. \$10.00 - "Blue" which shall mean that color classified as 2.5PB 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 5PB4/10	H- 10B4/10
Value	V+ 2/5PB4.5/10	V- 2.5PB3.5/10
Chroma	C+ None	C- 2.5PB4/9

5. \$20.00 - "Yellow" which shall mean that color classified as 5Y 8.5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 7.5Y 8.5/12	H- 2.5Y 8.5/12
Value	V+ 5Y 8.75/12	V- 5Y 8/12
Chroma	C+ 5Y 8.5/14	C- 5Y 8.5/10

6. \$25.00 - "Green" which shall mean that color classified as 2.5G 5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75G 5/12	H- 1.25G 5/12
Value	V+ 2.5G 5.5/12	V- 2.5G 4.5/12
Chroma	C+ None	C- 2.5G 5/9

7. \$100.00 - "Black" which shall mean that color classified as N2/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

(b) Each die used in gaming at pai gow, pai gow poker, supreme pai gow or Asia poker shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;
2. Instead of the name of the casino, a casino licensee may, with the approval of the Division, have an identifying mark or logo imprinted or impressed on each die; and
3. The spots on each die do not have to be equal in diameter.

(c) Each die used in gaming at mini-dice or automated craps shall comply with the requirements of (a) or (b) above.

13:69E-1.16 (Reserved)

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

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

(b) At the end of each gaming day a pit boss shall inspect all sic bo shakers, mini-dice shakers and automated dice shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Division. At a minimum, such reports shall include:

1. The date and time when the tampering was discovered;
2. The table number where the shaker was used; and
3. The name and license number of the individual discovering the tampering.

13:69E-1.17 Cards; physical characteristics

(a) Cards used to play authorized table games shall be in decks of 52 cards, except as otherwise authorized by the rules of the Division, with each card identical in size and shape to every other card in such deck.

(b) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts, or as otherwise authorized by the rules of the Division.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three, and

two. The face of the ace, king, queen, jack, and 10 value cards may contain an additional marking, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

(d) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(e) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

(f) The design to be placed on the backs of cards used by casino licensees shall contain the name or trade name of the casino licensee and shall be submitted to the Division prior to use of such cards in gaming activity.

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

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

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

(h) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the casino licensee in the play of any game other than pai gow poker, two-card joker poker, Asia poker or supreme pai gow in accordance with the provisions of N.J.A.C. 13:69F-11.3, 30.5, 31.3, or 34.3, respectively.

(i) In addition to satisfying the requirements of this section, the cards used by a casino licensee at poker must:

1. Be visually distinguishable from the cards used by that casino licensee to play any other table game; and

2. Be made of plastic.

(j) Each casino licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least four visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

13:69E-1.18 Cards; receipt, storage, inspections and removal from use

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

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

1. A card inventory system, which shall include, at a minimum, the recordation of the following:
 - i. The decks of cards received from the vendor;
 - ii. The decks of cards removed from storage;
 - iii. The decks of cards returned to storage;
 - iv. The date of receipt of, removal from, return to, or physical inventory; and
 - v. The signatures of the casino games, casino security and/or accounting department participating in the transaction.
2. A reconciliation on a daily basis of the decks of cards distributed, destroyed and cancelled, returned to the storage area, in use on an open gaming table for more than 24 hours and, if any, in card reserve; and
3. A physical inventory of the decks of cards at least once every three months.
 - i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of decks of cards on hand as required in accordance with (b)1 above.
 - ii. Any discrepancies shall immediately be reported to the Division.

(c) All primary, secondary, poker storage areas, and pit stands used to store cards for more than one gaming day, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and

the casino games department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino games department below the table games shift manager in the organizational hierarchy shall have access to the casino games department key for the primary and secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the casino games department key to the poker storage area. Decks of cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

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

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

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

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