

CHAPTER 46

GAMING EQUIPMENT

Authority

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

Source and Effective Date

R.1993 d.204, effective April 15, 1993.
See: 25 N.J.R. 918(a), 25 N.J.R. 1999(c).

Executive Order No. 66(1978) Expiration Date

Chapter 46, Gaming Equipment, expires on April 15, 1998.

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 was readopted as R.1993 d.204. See: Source and Effective Date. See, also, section annotations for specific rulemaking activity.

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SUBCHAPTER 1. GENERAL PROVISIONS

19:46-1.1 Gaming chips; value and non-value; physical characteristics

(a) Each gaming chip issued by a casino shall be round in shape, be $1\frac{1}{16}$ inches in diameter and have clearly and permanently impressed, engraved or imprinted thereon the name of the casino issuing it and the specific value of the chip except that a casino may issue gaming chips without a value impressed, engraved or imprinted thereon for the purpose of gaming at roulette. Gaming chips with a value contained thereon shall be known as "value chips" and gaming chips without a value contained thereon shall be known as "non-value chips."

(b) Value chips may be issued by a casino licensee in denominations of \$.50, \$1.00, \$2.50, \$5.00, \$20.00, \$25.00, \$100.00, \$500, \$1,000 and \$5,000. It, however, shall be within the discretion of the casino licensee to determine which of these denominations will be utilized in its casino or casino simulcasting facility and what amount of each denomination will be necessary for the conduct of gaming operations.

(c) Each denomination of value chip shall have a different primary color from every other denomination of value chip. The primary color to be utilized by each casino licensee for each denomination of value chip shall be:

1. \$0.50—"Mustard Yellow" which shall mean that color classified as 5Y 7/6 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	Upper Limits	Lower Limits
Hue	H + 7.5Y 7/6	H - 2.5Y 7/6
Value	V + 5Y 8/6	V - 5Y 6/6
Chroma	C + 5Y 7/8	C - 5Y 7/4

2. \$1.00—"White" which shall mean that color classified as N9/ on the Munsell System Color Coding which shall be reproduced to within the following tolerances:

Value	V + N9.4/	to	V - N8.75/
Chroma	5R 9/1		5G 9/0.5
	5 YR 9/1		5B 9/0.5
	5Y 9/1		5P 9/0.5

3. \$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:

	Upper Limits	Lower Limits
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

4. \$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:

	Upper Limits	Lower Limits
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

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:

	Upper Limits	Lower Limits
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:

	Upper Limits	Lower Limits
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:

Value	V + N2.3/	to	V - N 1.5/
Chroma	5R 2/0.5		5B 2/0.5
	5Y 2/0.5		5P 2/0.5
	5G 2/0.5		

8. \$500.00—"Purple" which shall mean that color classified as 2.5P 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	Upper Limits	Lower Limits
Hue	H + 3.75P 4/10	H - 1.25P 4/10
Value	V + 2.5P 4.5/10	V - 2.5P 3.5/10
Chroma	C + None	C - 2.5P 4/8

9. \$1,000—"Fire Orange" which shall mean that color classified as 8.9R 5.9/18.5 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	Upper Limits	Lower Limits
Hue	H + .15YR 5.9/18.5	H - 7.64R 5.9/18.5
Value	V + 8.9R 6.4/18.5	V - 8.9R 5.4/18.5
Chroma	C + 8.9R 5.9/20.5	C - 8.9R 5.9/16.5

10. \$5,000—"Gray" which shall mean that color classified as N5/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

Value	V + N 5.5/	to	V - N 4.5/
Chroma	5R 5/0.5		5B 5/0.5
	5Y 5/0.5		5P 5/0.5
	5G 5/0.5		

11. Chip colors shall fall within the above tolerances when such chips are viewed both in daylight and under incandescent light. In conjunction with the aforementioned primary colors, each casino licensee shall utilize contrasting secondary colors for the edge spots on each denomination of value chip. Unless otherwise approved by the Commission, no casino licensee shall use a secondary color on a specific denomination of chip identical to the secondary color used by another casino licensee on that same denomination of chip.

(d) Each denomination of value chip utilized in a casino or casino simulcasting facility shall, unless otherwise authorized by the Commission,

1. Have its center portion, which contains the value of the chip and the name or trade name of the casino licensee issuing it, of a different shape for each denomination of chip;

2. Have the name, trade name, or other approved identification of the casino licensee issuing it and the denomination of such chip molded into the outer rim of the chip;

(b) The secondary set of value chips shall have different secondary colors than the primary set, and shall be required for denominations over \$5.00 except that a secondary set is not required for the \$1,000 or \$5,000 chips. The casino licensee may, however, submit for approval, in accordance with N.J.A.C. 19:46-1.1, design schematics and samples for a secondary set of \$1,000 and \$5,000 chips.

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

(d) The casino licensee shall remove the primary set of gaming chips from active play whenever it is believed the casino or casino simulcasting facility is taking on counterfeit chips or whenever any other impropriety or defect in the utilization of the primary set of chips makes removal of the primary set necessary or whenever the Commission or its designee so directs. An approved secondary set of value chips and a reserve non-value chip shall be placed into active play whenever the primary set is removed.

(e) Whenever the primary set of chips is removed from active play, the casino licensee shall notify immediately a representative of the Commission and Division of this fact and the reason for such occurrence.

As amended, R.1981 d.408, effective November 2, 1981.

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.

19:46-1.4 Submission of gaming chips, plaques and match play coupons for review and approval

A casino licensee shall submit to the Commission a sample of each denomination of gaming plaque, a sample of each value and non-value chip in its primary and secondary sets, and a sample of each match play coupon, and shall not utilize such chips, plaques or coupons for gaming purposes until approved by the chairman.

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

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

19:46-1.5 Nature and exchange of gaming chips, plaques and match play coupons

(a) All wagering on authorized games, other than slot machines, 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 19:45-1.46. Gaming 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 booth or a casino simulcast counter. Such chips shall only be redeemed at the cashiers' cage pursuant to (e) below.

(b) Gaming chips or plaques shall be issued to a person only at the request of such person and shall not be given as change in any other but a gaming transaction. Gaming chips and plaques shall only be issued to casino patrons at the gaming tables and shall only be redeemed at the cashiers' cage; provided, however, that gaming chips may be exchanged by a patron at the slot booths or with changepersons for currency, coin or slot tokens to play the slot machines, and may be used for keno or simulcast wagering.

(c) Except as provided in (h) 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) 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 (e) below.

(e) Each casino licensee shall redeem promptly its own genuine gaming chips and 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 gaming chips or plaques by accepting them in exchange for an equivalent amount of cash, except that:

1. Upon request by a patron who surrenders gaming chips or 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 chips or plaques surrendered and dated the day of such redemption;

2. A casino licensee may apply all or any part of the chips or 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 in the patron's credit application or in a separate writing, which writing shall be maintained in the patron's credit file; or

(f) Notwithstanding (e) above, if a patron requests by mail to redeem gaming 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 accor-

dance 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 gaming chips to the chip bank in a transaction fully supported by proper documentation.

(g) 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.

(h) Each casino licensee shall redeem promptly its own genuine gaming chips and 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 gaming chips and 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.

(i) 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).

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 denomination of the chips and plaques received, the number of each denomination of chip and plaque received, the number and description of all non-value chips received, the date of such receipt and the signatures of the individuals who checked such chips and plaques.

(c) If any of the gaming chips or plaques received from such manufacturer or distributor are to be held in reserve and not utilized for active gaming either at the gaming tables or in the cashiers' cage, they shall be recorded in the chip inventory ledger as reserve chips or plaques and shall be stored in separate locked compartments 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) Any gaming chips received from such manufacturer or distributor that are part of the secondary set of chips shall be recorded in the chip inventory ledger as such and shall be stored separately from the value and non-value reserve chips in locked compartments 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.

ii. A win meter to which each hopper is connected that advises the winning player of the aggregate number of coins, slot tokens or prize tokens won on that round from both hoppers after first converting the aggregate number of any coins, slot tokens or prize tokens won on that round from a payout-only hopper into its machine denomination equivalent, and a separate payout-only win meter connected to each payout-only hopper (for example, a win meter on a 25¢ slot machine may, pursuant to this paragraph, record the payout, on the same round of play, of one \$3.00 prize token and two quarters as the payout of "14" quarters, provided there is a separate payout-only win meter advising the patron that one prize token was paid out); and

6. An on/off switch located in an accessible place in the interior of the slot machine which will control the current utilized in the operation of the slot machine.

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

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

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

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

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

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

(b)6 added.

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

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

Added the text "or tokens".

Petition for Rulemaking: Slot machine bill changer system.

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

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

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

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

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

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

Substantially amended.

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

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

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

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

Added bill changers.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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.

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

(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 comply with the following design requirements in arranging the layout of its casino floor:

1. Whenever one row of slot machines in a casino is lined up back to back with another row of machines, the two rows shall be separated by a metal grating or other type of barrier, as approved by the Commission, that will prohibit a person from placing his or her hand between the rows of machines;

2. Slot stools shall only be of the spindle-type and must be securely fastened to the floor or the slot base.

(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 (f) 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 (f) 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).

19:46-1.28 Testing and approval of slot machines

(a) No slot machine shall be used to conduct gaming unless it is identical in all mechanical, electrical, electronic and other aspects to a model thereof which has been specifically tested by the Division and licensed for use by the Commission.

(b) Any manufacturer or distributor proposing to offer slot machines for use in an Atlantic City casino shall apply to the Commission, on forms supplied by it, for a license for each model of machine to be so offered. As part of such application, a model of each machine proposed for use shall be transported, at the expense of the manufacturer or distributor submitting it, to the Division at a location designated by it for testing, examination and analysis. To be submitted with each model of machine are three copies each of prints, schematics, block diagram, circuit analysis and a complete explanation of the method of operation, odds determination and all or any pertinent information with respect to such machine.

(c) The testing, examination and analysis of the models of machines submitted to the Division under (b) above, may include entire dismantling of the machine and some tests that may result in damage or destruction to one or more systems or components of the machine. Once submitted, each model shall not be returned to the manufacturer or distributor thereof unless otherwise determined by the Commission or Division.

(d) Costs of any testing, examination and analysis of a slot machine model, including the time and material required and any special testing devices needed, shall be borne by the manufacturer or distributor thereof.

(e) Upon completion of its testing, examination and analysis of a slot machine, the Division shall submit a report of its findings, conclusions and recommendations to the Commission which shall include any recommendations for modifications to the machine and any additional equipment or devices recommended be required on the machine.

(f) Prior to a decision on whether to license a particular model of machine, the Commission may require up to 60 days trial period to test the machine in a licensed casino. During the trial period minor changes in the operation or design of the machine may be made with prior approval of the Division. During the trial period, the manufacturer or distributor of the machine shall not be entitled to receive revenue of any kind whatsoever. During the testing period, appropriate State seals must be affixed to the machines being tested.