

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:

	Upper Limits	Lower Limits
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

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:

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

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

	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:

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

11. 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;

3. Have its circumference so designed so as to be able to determine on closed circuit black and white television the specific denomination of such chip when placed in stack of chips of other denominations; and

4. Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such chips.

(e) Notwithstanding the above, the Commission shall have the discretion to approve a value chip in the denomination of \$1,000 or \$5,000 at variance with the requirements of this section provided that any variation is specifically identified as such by the casino licensee and approved as an acceptable alternative by the Commission and provided further that said variation does not affect the control, security or integrity of said chips or the operation of the games.

(f) Each non-value chip utilized in a casino or casino simulcasting facility shall be issued solely for the purpose of gaming at roulette. The non-value chips at each roulette table shall:

1. Have the name or trade name of the casino licensee issuing them molded into the center of such chip;
2. Contain a design, insert or symbol differentiating those chips from the non-value chips being used at every other roulette table in the casino or casino simulcasting facility;
3. Have "Roulette" impressed in the rim; and
4. Be designed, manufactured and constructed so as to prevent, to the greatest extent possible, the counterfeiting of such chips.

(g) Each casino licensee shall utilize contrasting secondary colors or designs for the edge spots on non-value chips.

(h) Nothing in this section shall preclude a casino licensee from using non-value chips approved for use in roulette at the game of pokette.

(i) Non-value chips issued at a roulette table shall only be used for gaming at that table and shall not be used for gaming at any other table in the casino or casino simulcasting facility nor shall any casino licensee or its employees allow any patron to remove non-value chips from the table from which they were issued.

(j) No person at a roulette or pokette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips to non-value chips being used by another person at the same table. When a patron purchases non-value chips, a chip of the same color shall be placed in a slot or receptacle attached to the outer rim of the roulette wheel or, for pokette, in such other device as approved by the Commission. At that time, a marker button denoting the value of a stack of 20 chips of

that color shall also be placed in the slot, receptacle or other device.

(k) Non-value chips shall only be presented for redemption at the table from which they were issued and shall not be redeemed or exchanged at any other location in the casino or casino simulcasting facility. When so presented, the dealer at such table shall exchange them for an equivalent amount of value chips which may then be used by the patron in gaming or redeemed as any other value chips.

(l) 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 it shall be the responsibility of the casino licensee and its employees to keep accurate account of the wagers being made at roulette and pokette with value chips so that the wagers made by one player are not confused with those made by another player at the table.

(m) An impressment of each roulette table on the gaming floor shall be completed at least once a week. A casino licensee shall not complete a roulette table impressment unless it provides at least one-half hour prior notice to the Commission. The casino licensee shall record the results of such impressment in the Chip Inventory Ledger and shall utilize a "Non-Value Roulette Chip Impressment" form to perform such impressments as follows:

1. A casino department supervisor shall complete the "Non-Value Roulette Chip Impressment" form to record missing and excess chips and shall deliver the form and excess chips to the main bank or fill bank;
2. Upon receipt of the "Non-Value Roulette Chip Impressment" form, a main bank cashier or fill bank cashier shall immediately prepare the chips needed to impress the table; and
3. The casino department supervisor shall then deliver, directly to the appropriate table, the chips needed to impress that table.

(n) The completed "Non-Value Roulette Chip Impressment" form shall be maintained by the Accounting Department and shall contain, at a minimum, the following:

1. Date and time of preparation;
2. Design schematic of the chip and the applicable table number;
3. Signature of the casino department supervisor who completes the "Non-Value Roulette Chip Impressment" form and the roulette table impressment; and
4. Signature of the main bank cashier or fill bank cashier preparing the impressment.

(o) Each casino licensee shall submit to the Commission and Division a monthly summary of the non-value chip

inventory for each table/design by color which shall include, at a minimum, the following:

1. The balance on hand at the beginning of the month;
2. The number of non-value chips distributed to the gaming tables during the month;
3. The number of non-value chips returned to inventory during the month; and
4. The balance on hand at the end of the month.

(p) No casino licensee shall issue or cause to be utilized in its casino or casino simulcasting facility any value or non-value chips unless and until such chips are approved by the Casino Control Commission. In requesting approval of such chips, a casino licensee, prior to having any such chips manufactured, shall first submit to the Commission a detailed schematic of its proposed chips which shall show the front, back and edge of each denomination of value chip and each non-value chip and the design and wording to be contained thereon all of which shall be depicted on such schematic as they will appear both as to size and location, on the actual chip. Once the design schematics are approved by the Commission, no value or non-value chip shall be issued or utilized until and unless a sample of each denomination of value chip and each color of non-value chip is also submitted to and approved by the Commission.

(q) 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 value or non-value gaming chips having the same edge design as those approved for use in Atlantic City casinos and casino simulcasting facilities.

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.

19:46-1.2 Gaming plaques; physical characteristics

(a) In addition to the issuance of gaming chips, a casino licensee may issue gaming plaques in denominations of \$5,000, \$10,000, \$25,000, \$50,000 and \$100,000.

(b) Unless authorized by the Commission, each gaming plaque shall be square, rectangular or oval in shape and no smaller than three inches in length by two inches in width which, in the case of oval gaming plaques, shall be measured at the points of greatest length and width. Each denomination of gaming plaque utilized by a casino licensee shall be of a different shape.

(c) Each gaming plaque shall have clearly and permanently imprinted, impressed or engraved thereon the specific value of the plaque in numerals of no less than three-eighths inch in height, and the name of the casino issuing it and a serial number.

(d) No casino licensee shall issue or cause to be utilized in its casino or casino simulcasting facility any gaming plaques unless and until such plaques are approved by the Casino Control Commission or its authorized designee. In requesting approval of such plaques, a casino licensee, prior to having any such plaques manufactured, shall first submit to the Commission a detailed schematic of its proposed plaques which shall show the front, back and edge of each denomination of plaque and the design and wording to be contained thereon all of which shall be depicted on such schematic as they will appear, both as to size and location, on the actual plaque. Once the design schematics are approved by the Commission, no plaque shall be issued or utilized until and unless a sample of each denomination of plaque is also submitted to and approved by the Commission or its authorized designee.

(e) No gaming plaque shall be issued until the casino licensee has submitted to the Commission and the Commission has approved a system for accounting for gaming plaques by serial number. Such system shall include the receipt and inventory of the gaming plaques and cage procedures.

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.

19:46-1.3 Primary, secondary and reserve sets of gaming chips

(a) Unless otherwise authorized by the Commission, each casino licensee shall have a primary set of gaming chips, a separate secondary set of value chips and a reserve non-value chip which shall conform to the color and design specification contained in N.J.A.C. 19:46-1.1.

(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, which shall have the right at any time to demand that the person in possession of the gaming chip or plaque surrender the item upon the casino licensee exercising its right of redemption in accordance with (f) below.

(e) Each casino licensee shall redeem promptly its own genuine gaming chips and plaques, except when the gaming chips or plaques were obtained or being used unlawfully. A casino licensee shall redeem gaming chips or plaques by exchanging them for an equivalent amount of cash or, upon request by a patron who surrenders gaming chips or plaques in any amount over \$100.00, for a casino check of that casino licensee in the amount of the chips or plaques surrendered and dated the day of such redemption.

(f) Each casino licensee shall have the right to demand the redemption of its gaming chips or plaques from any person in possession of them and such person shall redeem said chips or plaques upon presentation by the casino licensee of cash in an equivalent amount.

(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).

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 after consultation with the Division, 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 after consultation with the Division, which is adjacent to and accessible exclusively from the casino.

(e) Whenever any gaming chips or plaques are taken from or returned to either the reserve chip or plaque inventory or the secondary set of chips, this shall be accomplished in the presence of at least two individuals and the denominations, number and amount of chips or plaques so taken or returned shall be recorded in the chip inventory ledger together with the date and signatures of the individuals carrying out this process.

(f) At the end of each gaming day, a casino licensee shall compute and record the unredeemed liability for each denomination of chips and plaques, and shall cause to be made, at least on a monthly basis, an inventory of chips and plaques in circulation and in reserve and shall cause the result of such inventory to be recorded in the chip inventory ledger. The procedures to be utilized to compute the unredeemed liability and to inventory chips and plaques in circulation and reserve shall be submitted to the Commission for approval. A physical inventory of chips and plaques in reserve shall only be required annually if the inventory procedures incorporate the sealing of the locked compartment.

(g) 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 people, one of whom shall be from the accounting or auditing department of the casino licensee and one of whom shall be from the security 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.

(h) 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).

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

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

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

1. Each single zero roulette wheel shall have 37 equally spaced compartments around the wheel where the roulette ball shall come to rest. The roulette wheel shall

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

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

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

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

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

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

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

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

(d) Unless otherwise approved by the Commission, the layout of each roulette table shall have the name of the casino imprinted thereon and appear as depicted in the following diagrams according to whether the roulette wheel at such table is a single-zero or double-zero wheel:

Editor's Note: Graphics concerning the single and double zero roulette wheel and table layouts for those wheels were adopted with these rules but are not reproduced herein. Further information on these graphics may be obtained from the Casino Control Commission, Arcade Building, Tennessee Avenue and the Boardwalk, Atlantic City, New Jersey 08401.

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

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

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

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

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

(b) substantially amended.

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

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

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

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

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

19:46-1.8 Roulette balls

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

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

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

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

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

1. When the casino or casino simulcasting facility is not open to the public; or
2. If the roulette wheel is moved to a secure location outside the casino or casino simulcasting facility as approved by the Commission.

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

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

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

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

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

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

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

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

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

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

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

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

Added (a)5.

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

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

Simulcast provisions added.

19:46-1.10 Blackjack table; card reader device; physical characteristics; inspection

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

(b) The cloth covering the blackjack table shall have imprinted thereon the name or trade name of the casino licensee and shall have specific areas designated for the placement of wagers. Such betting areas shall not exceed seven in number.

(c) The following inscriptions shall appear on the cloth covering the blackjack table:

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

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

1. Blackjack pays 1 to 1;

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

(e) Each blackjack table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table, but on opposite sides of the dealer, as approved by the Commission.

(f) If a casino licensee offers one of the additional wagers authorized by N.J.A.C. 19:47-2.17, the cloth covering the blackjack table shall be approved by the Commission and shall have designated areas for the placement of the additional wager. If a casino licensee offers the additional wager authorized by N.J.A.C. 19:47-2.17(a)1, the layout shall also have the payout odds for the additional wager imprinted thereon.

(g) A blackjack table may have attached to it, as approved by the Commission, a card reader device which permits the dealer to read his or her hole card in order to determine if the dealer has a blackjack in accordance with N.J.A.C. 19:47-2.6. If a blackjack table has an approved card reader device attached to it, the floorperson assigned to the table shall inspect the card reader device at the beginning of each gaming day. The purpose of this inspection shall be to insure that there has been no tampering with the device and that it is in proper working order.

(h) Notwithstanding the requirements of (b) above, if a casino licensee offers multiple action blackjack in accordance with the requirements of N.J.A.C. 19:47-2.18, the cloth covering the blackjack table shall be approved by the Commission and shall contain, at a minimum, the following:

1. Three separate designated betting areas for each player position at the table with each separate betting area being numbered one through three, provided, however, that the number of player positions at each table shall not exceed six;
2. A separate designated area on the layout, for each player position, for the placement of insurance wagers;
3. A separate designated area on the layout, for each player position, for the placement of double down wagers;
4. A separate designated area on the layout for each player position, for the placement of split pair wagers; and
5. Three separate areas designated for the placement of the dealer's original face up card with each separate area being numbered one through three.

(i) In order to collect the cards at the conclusion of a round of play as required by N.J.A.C. 19:47-2.6(i) and at such other times as provided in the rules of the Commission, each blackjack table shall have a discard rack securely attached to the top of the dealer's side of the table immediately in front of or to the right of the dealer. The height of each discard rack shall equal the height of the cards, stacked

one on top of the other, contained in the total number of decks that are to be used in the dealing shoe at that table; provided, however, that a taller discard rack may be used if such rack has a distinct and clearly visible mark on its side to show the exact height for a stack of cards equal to the total number of cards contained in the number of decks to be used in the dealing shoe at that table. Whenever a double shoe is used at a blackjack table, the same number of decks shall be used in each side of the double shoe, and the height and marking requirements as set forth above for that table's discard rack shall be determined from the number of decks used in one side of the shoe.

Temporary amendment to (b).

See: 22 N.J.R. 2343(a).

Amended by R.1992 d.122, effective March 16, 1992.

See: 23 N.J.R. 3732(a), 24 N.J.R. 974(b).

In (b), revised text regarding shapes of blackjack betting areas. In (d), added new text concerning placement of drop and tip boxes. Deleted notes referring to blackjack diagram.

Amended by R.1992 d.174, effective April 20, 1992.

See: 23 N.J.R. 3251(a), 24 N.J.R. 1516(c).

Added new subsection (e).

Notice of Receipt of Petition for Rulemaking: to amend Blackjack Table Layouts rule to permit a casino licensee to utilize, after Commission approval, blackjack layouts with inscriptions different from those now set forth in N.J.A.C. 19:46-1.10(c), in conjunction with authorized blackjack variations.

See: 24 N.J.R. 2085(a).

Amended by R.1992 d.362, effective September 21, 1992.

See: 24 N.J.R. 2350(a), 24 N.J.R. 3338(a).

Double exposure blackjack specifications added at (d).

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

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

"Trade name" and "licensee" added.

Amended by R.1993 d.38, effective January 19, 1993.

See: 24 N.J.R. 2351(a), 25 N.J.R. 367(a).

Card reader device provisions added at (f).

Amended by R.1993 d.461, effective September 20, 1993.

See: 25 N.J.R. 2234(a), 25 N.J.R. 4508(c).

Amended by R.1994 d.80, effective February 22, 1994.

See: 25 N.J.R. 5454(b), 26 N.J.R. 1113(a).

Amended by R.1994 d.265, effective June 6, 1994.

See: 25 N.J.R. 5893(a), 26 N.J.R. 2463(a).

19:46-1.11 Craps table; physical characteristics

Craps shall be played on a table oblong in shape with rounded corners and high walled sides. The cloth of the table shall have the name or trade name of the casino licensee imprinted thereon and shall be marked as depicted in the following diagram except that the payout odds contained on the following diagram shall be modified to reflect the actual payout odds utilized by the casino licensee in accordance with the payout odds provisions in the rules on craps.

Editor's Note: A proposed amended layout outlining the acceptable craps table was filed with this proposal and is available from the Casino Control Commission, Arcade Building, Tennessee Avenue and the Boardwalk, Atlantic City, New Jersey 08401. The present layout is referenced but not reproduced in the New Jersey Administrative Code.

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

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

Editor's Note amended to include new address for the Commission.
Public Notice: Petition for Rulemaking of New Craps Wager "Over 7/Under 7".

See: 18 N.J.R. 1315(b).

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

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

"Trade name" and "licensee" added.

19:46-1.12 Baccarat and minibaccarat tables; physical characteristics

(a) Baccarat-Punto Banco shall be played on a table having numbered places 10 to 14. The cloth covering the table shall have imprinted thereon the name or trade name of the casino licensee and shall be marked in a manner similar to that depicted in the following diagram.

Editor's Note: A diagram for an acceptable baccarat table was adopted with these rules but is not reproduced herein. Information on this diagram may be obtained from the Casino Control Commission, Arcade Building, Tennessee Avenue and the Boardwalk, Atlantic City, New Jersey 08401.

(b) Baccarat-Chemin de Fer shall be played on a table having numbered places for 9 to 14 seated players. The cloth covering the table shall also have the name or trade name of the casino licensee imprinted thereon.

(c) Minibaccarat shall be played at a table having on one side places for the participants, and on the opposite side a place for the dealer.

1. The cloth covering the minibaccarat table shall have imprinted thereon the name or trade name of the casino licensee.

2. The minibaccarat layout shall have specific areas designated for the placement of wagers on the "Banker's Hand," "Player's Hand" and "Tie Hand." Each table may have a maximum of nine areas for the players at the table with each area being numbered.

3. The following inscriptions shall appear on the cloth covering of the minibaccarat table:

i. Tie bets pay 8 to 1;

ii. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish unless the casino licensee only charges vigorish in accordance with the provisions of N.J.A.C. 19:47-7.3(d), in which case the numbered areas are not required; and

iii. An area designated for the placement of cards for the "Player's" and "Banker's" hands.

4. If marker buttons are used for the purpose of marking vigorish, these marker buttons shall be placed in the table inventory float container or in a separate rack designed for the purpose of storing marker buttons and such rack shall be placed in front of the table inventory float container during gaming activity.

5. Each minibaccarat table shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer in a location approved by the Commission.

6. The dimensions of a minibaccarat table, at its longest and widest points, shall comply with the following specifications:

i. A minibaccarat table with six or seven betting areas shall be at least 79 inches long and 44 inches wide; or

ii. A minibaccarat table with eight or nine betting areas shall be at least 90 $\frac{3}{4}$ inches long and 68 inches wide.

Amended by R.1986 d.308, effective August 4, 1986.

See: 18 N.J.R. 1096(a), 18 N.J.R. 1614(b).

(c) added.

Amended by R.1987 d.395, effective October 5, 1987.

See: 19 N.J.R. 54(b), 19 N.J.R. 1826(b), 19 N.J.R. 1914(b).

Added (a)3; renumbered old 3. to 4. Added diagram.

Petition for Rulemaking: Requests clarification of terms.

See: 21 N.J.R. 2678(b).

Amended by R.1990 d.101, effective February 5, 1990.

See: 21 N.J.R. 3446(b), 22 N.J.R. 562(a).

In (c): revised language in (1) to form new (1) and (2), specifying types of betting areas to be designated on the minibaccarat table.

Recodified existing (c)2-4 as (c)3-5, with no change in text.

Amended by R.1992 d.259, effective June 15, 1992.

See: 24 N.J.R. 568(a), 24 N.J.R. 2298(a).

In (a): revised address for the Commission.

In (c)2: Deletes specific designs for betting areas; adds "Tie Hand" to text and adds provision that each table may have a maximum of nine areas for players.

In (c)3i and ii: revises text to include references to "numbered boxes" and to specify marking "vigorish."

In (c)5: revised text to specify location for the drop box and tip box of each minibaccarat table.

Added new (c)6 and deleted minibaccarat table diagram appearing at subsection (c).

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

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

"Trade name" and "licensee" added.

Amended by R.1993 d.655, effective December 20, 1993.

See: 25 N.J.R. 4474(b), 25 N.J.R. 5944(a).

19:46-1.13 Big six wheel; physical characteristics

(a) Gaming at Big Six shall be conducted at a wheel circular in shape and no less than five feet in diameter. The rim of the wheel shall be divided into 54 equally spaced sections with 23 sections containing a \$1.00 bill, 15 sections containing a \$2.00 bill, eight sections containing a \$5.00 bill, four sections containing a \$10.00 bill, two sections containing a \$20.00 bill, one section containing a picture of a flag and one section containing a picture of a joker each of which sections shall be covered with glass. The sections shall be arranged around the rim of the wheel as depicted in the following diagram.

(b) Each Big Six Wheel Table shall have the name or trade name of the casino licensee imprinted on the cloth covering it and shall have a drop box and a tip box attached to it at the locations depicted in the following diagram.

(c) The cloth covering each Big Six table shall be marked with insignias of the \$1.00 bill, a \$2.00 bill, a \$5.00 bill, a \$10.00 bill, a \$20.00 bill, a joker and a flag which shall be used by patrons in placing bets at this game.

Editor's Note: Diagrams regarding the Big Six Wheel were adopted with these rules but are not reproduced herein. Information on these diagrams may be obtained from the Casino Control Commission, Arcade Building, Tennessee Avenue and the Boardwalk, Atlantic City, New Jersey 08401.

Amended by R.1979 d.429, eff. October 18, 1979.

See: 11 N.J.R. 478(a), 11 N.J.R. 600(b).

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

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

"Trade name" and "licensee" added; address updated.

19:46-1.13A Sic bo table; sic bo shaker; physical characteristics

(a) Each sic bo table shall have the name of the casino licensee imprinted on the cloth covering it and shall have a drop box and tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer, as approved by the Commission.

(b) Each sic bo table shall have an electrical device which, when the numeric value of each die has been entered, shall cause the winning combinations to be illuminated. The sic bo table shall have an area, as approved by the Commission, which depicts all permissible wagers pursuant to N.J.A.C. 19:47-9.2. Each combination shall have the capability to be illuminated, if it is a winning combination, after the numeric value of each die has been entered into the electrical device by the dealer.

(c) The sic bo layout shall have inscribed thereon the payout odds currently being offered in accordance with N.J.A.C. 19:47-9.4.

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

1. The sic bo shaker shall have a compartment to secure the three dice required by N.J.A.C. 19:47-9.1 and a separate cover which conceals the dice while the dealer is shaking the sic bo shaker. The compartment to secure the three dice shall be transparent and the cover which conceals the dice shall be opaque;

2. The sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein;

3. The sic bo shaker shall have the name or trade name of the casino licensee or identifying logo imprinted or impressed thereon; and

4. The sic bo shaker shall be secured to the sic bo table when the table is open for gaming activity.

New Rule, R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

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

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

"Trade name" and "licensee" added.

19:46-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator

(a) Pai gow poker shall be played at a table having on one side places for the players and on the opposite side a place for the dealer. The cloth covering the pai gow poker table shall have imprinted thereon the name of the casino.

(b) Each pai gow poker layout shall be approved by the Commission and shall contain, at a minimum, the following:

1. Six separate designated betting areas for the players at the table with each area being numbered one through six;

2. Two separate areas located below each betting area which shall be designated for the placement of the high and second highest or low hands of that player;

3. If the casino licensee offers the additional wager authorized by N.J.A.C. 19:47-11.13, a separate area for each player, designated for the placement of that additional wager by each player, as well as the payout odds for the additional wager; and

4. Two separate areas designated for the placement of the high and second highest or low hands of the dealer.

(c) Each pai gow poker table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer in a location approved by the Commission.

(d) Except as provided in (e) below, pai gow poker shall be played with a container, to be known as a "pai gow poker shaker," which shall be used to shake three dice before each hand of pai gow poker is dealt in order to determine the starting position for the dealing or delivery of the cards. The pai gow poker shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The pai gow poker shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and

2. The pai gow poker shaker shall have the name or identifying logo of the casino imprinted or impressed thereon.

(e) As an alternative to using the shaker and dice described in (d) above, a casino licensee may determine the starting position for the dealing or delivery of the cards in pai gow poker by utilizing a computerized random number generator that automatically selects and displays a number from 1 through 7 inclusive. Any computerized random number generator proposed for use by a casino licensee shall be approved by the Commission.

New Rule, R.1992 d.406, effective October 19, 1992.
 See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).
 Amended by R.1994 d.224, effective May 2, 1994.
 See: 26 N.J.R. 344(a), 26 N.J.R. 1853(b).
 Amended by R.1995 d.78, effective February 6, 1995.
 See: 26 N.J.R. 4343(a), 27 N.J.R. 549(c).

19:46-1.13C Pai gow table; pai gow shaker; physical characteristics

(a) Pai gow shall be played at a table having on one side places for the players and on the opposite side a place for the dealer. The cloth covering the pai gow table shall have imprinted thereon the name of the casino.

(b) Each pai gow layout shall be approved by the Commission and shall contain, at a minimum, the following:

1. Six separate designated betting areas for the players at the table with each area being numbered one through six; and
2. A separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "dead hand."

(c) Each pai gow table shall have a drop box and tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer in a location approved by the Commission.

(d) Pai gow shall be played with a container, to be known as a "pai gow shaker," which shall be used to shake three dice before each hand of pai gow is dealt in order to determine the starting position for the dealing of the pai gow tiles. The pai gow shaker shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game and shall, at a minimum, adhere to the following specifications:

1. The pai gow shaker shall be capable of housing three dice and shall be designed so as to prevent the dice from being seen while the dealer is shaking it; and
2. The pai gow shaker shall have the name or identifying logo of the casino imprinted or impressed thereon.

New Rule, R.1992 d.411, effective October 19, 1992.
 See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

19:46-1.13D Pokette table; pokette wheel; physical characteristics

(a) Each pokette table shall have the name of the casino licensee imprinted on the cloth covering it and shall have a drop box and a tip box attached to it on the same side of the gaming table as, but on opposite sides of, the dealer in a location as approved by the Commission.

(b) The cloth covering each pokette table shall be approved by the Commission and shall be marked with:

1. Depictions of each of the 52 playing cards contained within a deck as depicted on the pokette wheel;
2. Two jokers as depicted on the pokette wheel;
3. The following poker hand wagers:
 - i. Pair in two;
 - ii. Pair in three;
 - iii. Three of a kind;
 - iv. Straight;
 - v. Flush; and
 - vi. Straight Flush; and
4. The following non-poker hand wagers:
 - i. Black;
 - ii. Red;
 - iii. Ace-King-Queen rank;
 - iv. Jack-10-9 rank;
 - v. 8-7-6 rank;
 - vi. 5-4-3 rank; and
 - vii. Each suit.

(c) Pokette shall be played with a card stand and a container to house the cards to be placed in the card stand. The location of the card stand and card container at the pokette table shall be approved by the Commission. Notwithstanding these requirements, a device approved by the Commission may be used to indicate the winning card determined by each spin of the pokette wheel in lieu of cards and a card stand. The location of such a device shall be approved by the Commission.

(d) Pokette shall be played with a wheel to be known as a "pokette wheel" which shall be circular in shape and no less than 48 inches in diameter. The rim of the pokette wheel shall be divided into 54 equally spaced sections with 52 sections containing a depiction of each of the 52 playing cards contained within a deck and two sections each containing a depiction of a joker that is different from the other joker. The background of each joker shall be of a different color from each other, so as to be distinguishable from each other, and shall not be red or black. All 54 sections shall be covered with glass or some other transparent covering. The sections shall be arranged around the rim of the pokette wheel as follows: joker, 7 of diamonds, 4 of spades, 9 of hearts, queen of clubs, 5 of diamonds, 8 of spades, ace of hearts, 10 of clubs, 3 of diamonds, king of spades, 6 of hearts, 2 of clubs, jack of diamonds, 7 of spades, 4 of hearts, 9 of clubs, queen of diamonds, 5 of spades, 8 of hearts, ace of clubs, 10 of diamonds, 3 of spades, king of hearts, 6 of clubs, 2 of diamonds, jack of spades, joker, 7 of hearts, 4 of clubs, 9 of diamonds, queen of spades, 5 of hearts, 8 of clubs, ace of diamonds, 10 of spades, 3 of hearts, king of clubs, 6 of diamonds, 2 of spades, jack of hearts, 7 of clubs, 4 of diamonds, 9 of spades, queen of hearts, 5 of clubs, 8 of diamonds, ace of spades, 10 of hearts, 3 of clubs, king of diamonds, 6 of spades, 2 of hearts and jack of clubs.

(e) The location and the necessary security measures over the non-value and value gaming chips at a pokette table shall be approved by the Commission.

New Rule, R.1992 d.453, effective November 16, 1992.
See: 24 N.J.R. 2140(a), 24 N.J.R. 4279(b).

19:46-1.13E Poker table; physical characteristics

(a) Poker shall be played on a table which is oval in shape and which has places for up to 11 players and a dealer. The design of each poker table shall be approved by the Commission after consultation with the Division. Each poker table shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game. The cloth or nylon covering for the poker table shall have contained thereon the name or trade name of the casino licensee in a manner approved by the Commission.

(b) Each poker layout shall be approved by the Commission and shall contain, at a minimum, a designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

(c) Each poker table shall have a designated area, in a location approved by the Commission, for the placement of at least one deck of cards. This area may be part of the table inventory container.

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

New Rule, R.1994 d.141, effective March 21, 1994.
See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).

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

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

(b) The cloth covering a double down stud table (the layout) shall have imprinted thereon the name or trade name of the casino licensee and seven separate designated betting areas for the placement of wagers by the players. A separate designated area shall be located below each betting area for the placement of double down wagers. There shall also be a separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards. The Commission shall approve the location and labelling of each of these designated areas on the layout.

(c) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A casino licensee shall post a sign,

approved by the Commission, at each double down stud table explaining the details and the ramifications of this payout limit.

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

New Rule, R.1994 d.593, effective December 5, 1994.
See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

19:46-1.13G

Temporary New Rule: Experimental 270-day implementation of new rule, pursuant to N.J.S.A. 5:12-5, 69(e), 70(f), 99(a) and 100, effective August 22, 1994 (expires May 19, 1995).
See: 26 N.J.R. 3464(a).

19:46-1.14 Red dog table; physical characteristics

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

(b) The cloth covering the red dog table shall have imprinted thereon the name of the casino.

(c) Each red dog layout shall have two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager in a manner approved by the Commission, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager. Such betting areas shall not exceed seven in number.

(d) Each red dog layout shall have an area designated for the placement of the first, second and third card.

(e) Each red dog layout shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer, as approved by the Commission.

(f) Each red dog layout shall have inscribed thereon the payout odds currently being offered in accordance with N.J.A.C. 19:47-6.5.

Repeal and New Rule, R.1991 d.532, effective November 4, 1991.
See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Section was "Maximum and minimum wagers."
Amended by R.1993 d.37, effective January 19, 1993.
See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

"Trade name" and "licensee" added.

19:46-1.15 Dice; physical characteristics

(a) Except as otherwise provided in (b) below, each die used in gaming shall:

1. Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;

2. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial numbers or letters contained thereon;

3. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;

4. Have all edges and corners perfectly square and forming perfect 90 degree angles;

5. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;

6. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;

7. Have its six sides bearing what circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;

8. Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch;

9. Have the name or trade name of the casino licensee in which the die is being used imprinted or impressed thereon.

(b) Each die used in gaming at pai gow 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 Commission, 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 pai gow 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 Commission, 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.

Amended by R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

Revised (b) by adding sic bo.

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Accuracy tolerance of .0002 inch deleted at (a)2; pai gow requirements differentiated.

Amended by R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

Pai gow requirements added.

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

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

"Trade name" and "licensee" added.

Administrative Correction.

See: 26 N.J.R. 4788(a).

Case Notes

Alteration of dice as basis for license revocation. Div. of Gaming Enforcement v. Matta, 5 N.J.A.R. 439 (1983).

19:46-1.16 Dice; receipt; storage; inspections and removal from use

(a) When dice for use in the casino or casino simulcasting facility are received from the manufacturer or distributor thereof, they shall, immediately following receipt, be inspected by a member of the security department and a casino supervisor to assure that the seals on each box are intact, unbroken and free from tampering. Boxes that do not satisfy these criteria shall be inspected at this time to assure that the dice conform to Commission standards and are completely in a condition to assure fair play. Boxes satisfying these criteria, together with boxes having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area. Dice which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus dice. Dice maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the dice have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission.

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the assistant shift manager in the organization hierarchy shall have access to the casino department key. Dice stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by an assistant shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the assistant shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of dice for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport preinspected dice to the casino floor or casino simulcasting facility and those collected by security at the end of each shift or gaming day shall be transparent.

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

2. The envelopes or containers and seals shall be approved by the Commission.

(e) All dice shall be inspected and distributed to the gaming tables in accordance with one of the following applicable alternatives:

1. Alternative No. 1: Distribution to and inspection at craps or sic bo tables:

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

ii. At the time of receipt, a boxperson at each craps table and the floorperson at each sic bo table, in order to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, shall, in the presence of the dealer, inspect the dice given to him or her with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept in a compartment at each craps table or pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either;

iii. Following this inspection:

(1) For craps, the boxperson shall in the presence of the dealer place the dice in a cup on the table for use in gaming, and while the dice are at the table, they shall never be left unattended; and

(2) For sic bo, the floorperson shall in the presence of the dealer place three dice into the shaker and seal or lock the sic bo shaker. The floorperson shall then secure the sic bo shaker to the table in the presence of the dealer who observed the inspection. No sic bo shaker that has been secured to a table shall remain there for more than 24 hours; and

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

2. Alternative No. 2: Distribution to and inspection at the pit stand:

i. The assistant shift manager or casino supervisor thereof and the casino security officer who removed the dice from the primary storage area shall distribute the dice directly to the casino supervisor identified in (e)2ii below who will perform the inspection in each pit.

ii. The inspection of the dice at the pit stand shall be performed by:

(1) For craps, a craps supervisor, in the presence of another craps supervisor, neither of whom shall be a pit boss or a casino supervisor thereof;

(2) For sic bo, a pit boss, in the presence of a casino security officer;

(3) For pai gow, a casino supervisor, in the presence of another casino supervisor, neither of whom shall be a pit boss; and

(4) For pai gow poker, a casino supervisor, in the presence of another casino supervisor, neither of whom shall be a pit boss.

iii. To ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission, the dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet, which instruments shall be kept at the pit stand and shall be at all times readily available for use by the Commission or the Division upon request of either. The inspection shall be performed on a flat surface which allows the dice inspection to be observed through closed circuit television cameras and by any persons in the immediate vicinity of the pit stand.

iv. After completion of the inspection, the dice shall be distributed as follows:

(1) For craps, the craps supervisor who inspected the dice shall, in the presence of the other casino supervisor who observed the inspection, distribute such dice to the boxperson at each craps table. The boxperson shall, in the presence of the dealer, place the dice in a cup on the table for use in gaming and while the dice are at the table they shall never be left unattended;

(2) For sic bo, the pit boss shall in the presence of the casino security officer who observed the inspec-

tion place three dice into the shaker and seal or lock the sic bo shaker. The pit boss shall then secure the sic bo shaker to the table in the presence of the casino security officer. No sic bo shaker that has been secured to a table shall remain there for more than 24 hours; and

(3) For pai gow, the casino supervisor who inspected the dice shall, in the presence of the other casino supervisor who observed the inspection, distribute such dice directly to the dealer at each pai gow table. The dealer shall immediately place the dice in the pai gow shaker; and

(4) For pai gow poker, the casino supervisor who inspected the dice shall, in the presence of the other casino supervisor, distribute such dice directly to the dealer at each pai gow poker table. The dealer shall immediately place the dice in the pai gow poker shaker.

v. The pit boss shall place extra sets of dice for dice reserve in the pit stand, as follows:

(1) Dice in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the pit boss or a casino supervisor thereof.

(2) All dice taken from the reserve shall be re-inspected by a casino supervisor in the presence of another casino supervisor in accordance with the inspection procedures set forth in (e)2ii and iii above, prior to their use for actual gaming; provided, however, that if previously inspected reserve dice are maintained in a locked compartment under dual key control as approved by the Commission, the reserve dice may be used for gaming without being re-inspected.

3. Alternative No. 3: Inspection in primary storage area and distribution to tables:

i. Inspection of dice in an approved primary storage area shall be performed by:

(1) For craps, a craps supervisor, in the presence of an assistant shift manager or casino supervisor thereof, and a casino security officer;

(2) For sic bo, an assistant shift manager or casino supervisor thereof, in the presence of a casino security officer; and

(3) For pai gow, a casino supervisor, in the presence of a casino security officer; and

(4) For pai gow poker, a casino supervisor, in the presence of a casino security officer.

ii. The dice shall be inspected with a micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet to ensure that the dice are in a condition to assure fair play and otherwise conform to the Act and the rules of the Commission. These instruments shall be maintained in the storage area and shall be at all times readily available for use by the Commission or the Division upon request of either.

iii. After completion of the inspection, the person performing the inspection shall seal the dice as follows:

(1) For craps, after each set of at least five dice are inspected, they shall be placed in a sealed envelope or container; provided, however, that reserve dice may be placed in individual sealed envelopes or containers. A label that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall be attached to each envelope or container;

(2) For sic bo, after each set of three dice are inspected, they shall be sealed or locked in a sic bo shaker. A seal that identifies the date of the inspection and contains the signatures of those responsible for the inspection shall then be placed over the area that allows access to open the sic bo shaker.

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

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

iv. At the beginning of each gaming day and at such other times as may be necessary, an assistant shift manager or casino supervisor thereof and a casino security officer shall distribute the dice as follows:

(1) For craps, the sealed envelopes or containers of dice shall be distributed to a pit boss in each craps pit or placed in a locked compartment in the pit stand by the pit boss. When the sealed dice are distributed to the craps table, a boxperson, at each craps table, after assuring the seals are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in a cup on the table for use in gaming. While dice are on the table, they shall never be left unattended.

(2) For sic bo, the sealed sic bo shakers shall be distributed to the pit boss supervising the game of sic bo. The pit boss shall then secure the sic bo shaker to the table. No sic bo shaker shall remain on a table for more than 24 hours.

(3) For pai gow, the sealed envelope or container shall be distributed to a pit boss in each pai gow pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow table by the pit boss, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow shaker.

(4) For pai gow poker, the sealed envelope or container shall be distributed to a pit boss in each pai gow poker pit or placed in a locked compartment in the pit stand. When the sealed dice are distributed to the pai gow poker table by the pit boss, a floorperson, after assuring the seal and envelopes or containers are intact and free from tampering, shall open the sealed envelope or container, in the presence of the dealer, and place the dice in the pai gow poker shaker.

v. When the envelope or container or the seal is damaged, broken or shows indication of tampering, the dice shall not be used for gaming activity unless the dice are reinspected as follows:

(1) For craps and sic bo, in accordance with the procedures in (e)1 or (e)2 above; and

(2) For pai gow, in accordance with the procedures in (e)2 above.

(3) For pai gow poker, in accordance with the procedures in (e)2 above.

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

vii. A micrometer or any other approved instrument which performs the same function, a balancing caliper, a steel set square and a magnet shall also be maintained in a locked compartment in each pit stand, and each such instrument shall be at all times readily available for use by the Commission or the Division upon request of either.

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

(f) The casino licensee shall remove any dice at any time of the gaming day if there is any indication of tampering, flaws or other defects that might affect the integrity or

fairness of the game, or at the request of the Commission or Division.

(g) At the end of each gaming day or at such other times as may be necessary, the casino supervisor identified in (g)1 below shall visually inspect each die for evidence of tampering. Such evidence discovered at this time or at any other time shall be immediately reported to the Commission and the Division by completion and delivery of an approved three-part Dice Discrepancy Report.

1. The inspection required by this subsection shall be performed by:

i. For craps, a craps supervisor other than the one who originally inspected the dice;

ii. For sic bo, a sic bo pit boss other than the one who originally inspected the dice; or

iii. For pai gow, the floorperson assigned to the table; and

iv. For pai gow poker, the floorperson assigned to the table.

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

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by:

(1) For craps, the boxperson and casino supervisor;

(2) For sic bo, the pit boss; or

(3) For pai gow, the dealer and casino supervisor; or

(4) For pai gow poker, the dealer and casino supervisor.

ii. A casino supervisor or casino security officer responsible for delivering the dice to Commission shall also sign the label.

iii. The Commission Inspector receiving the dice shall sign the original, duplicate and triplicate copy of the Dice Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility and the triplicate copy shall be returned to the pit and maintained in a secure place within the pit until collection by a casino security officer.

3. All other dice shall be put into envelopes or containers at this time.

i. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the appropriate persons identified in (g)2i above.

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

(h) All extra dice in dice reserve that are to be destroyed or cancelled shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers of used dice and any dice in dice reserve that are to be destroyed or cancelled and shall transport them to the casino security department for cancellation or destruction. The casino security officer shall also collect all triplicate copies of Dice Discrepancy Reports, if any. No dice that have been placed in a cup for use in gaming shall remain on a table for more than 24 hours.

(j) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, an assistant shift manager or casino supervisor thereof may collect all extra dice in dice reserve.

1. If collected, dice shall be returned to the primary storage area; provided, however, that any dice which have not been inspected and sealed pursuant to the requirements in (e)3 (Alternative No. 3) above shall, prior to use for actual gaming, be inspected as follows:

i. For craps or sic bo, in accordance with the requirements in (e)1 or (e)2 above;

ii. For pai gow, in accordance with the requirements in (e)2 above; or

iii. For pai gow poker, in accordance with the requirements in (e)2 above.

2. If not collected, all dice in dice reserve must be reinspected in accordance with one of the alternatives listed in (e) above, prior to their use for gaming, except for those dice maintained in a locked compartment pursuant to (e)2v(2) or (e)3vi above.

(k) The casino licensee shall submit to the Commission for approval procedures for:

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

i. The balance of dice on hand;

ii. The dice removed from storage;

iii. The dice returned to storage or received from the manufacturer;

iv. The date of the transaction; and

v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the dice distributed, the dice destroyed and cancelled, the dice returned to the primary storage area and, if any, the dice in dice reserve; and

3. A physical inventory of the dice at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand required in (k)1i above.

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

(l) All destruction and cancellation of dice, other than those retained for Commission or Division inspections, shall be completed within 48 hours of collection.

1. Cancellation shall occur by drilling a circular hole of at least one fourth inch in diameter through the center of each dice.

2. Destruction shall occur by shredding.

3. The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

Amended by R.1983 d.308, effective August 1, 1983.

See: 14 N.J.R. 829(a), 15 N.J.R. 1259(a).

Text substantially amended.

Amended by R.1983 d.540, effective November 21, 1983.

See: 15 N.J.R. 1368(a), 15 N.J.R. 1958(a).

Substantially amended and recodified text.

Amended by R.1987 d.336, effective August 17, 1987.

See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added "immediately" and "and delivery" to (g).

Amended by R.1991 d.615, effective December 16, 1991.

See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

Revised (e) and (g), added provisions for sic bo.

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

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

Revised procedures for handling dice in dice reserve. Stylistic revisions throughout section. Added new (h), recodifying (h)-(k) as (i)-(l). Added text in new (i) regarding dice in dice reserve. In (j): added new (j)2, subsuming existing (j)2 as (j)1. In (k), specified reconciliation procedures.

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Dice inspection and handling requirements specified by game type.

Amended by R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

Inspection specified.

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.1993 d.86, effective February 16, 1993.

See: 24 N.J.R. 4339(a), 25 N.J.R. 719(a).

In (a), deleted language that primary storage area be "in or immediately adjacent to the casino floor". In (i) and (j), added alternative provision for collection of dice.

Amended by R.1994 d.265, effective June 6, 1994.

See: 25 N.J.R. 5893(a), 26 N.J.R. 2463(a).

19:46-1.16A Sic bo shaker; security procedures

(a) Sic bo shakers which have been filled with dice in accordance with N.J.A.C. 19:46-1.16(e)3iii may only be stored in a locked compartment in the primary storage area. Sic bo shakers which have 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 that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Commission and 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 sic bo shaker was used; and
3. The name and license number of the individuals discovering the tampering.

New Rule, R.1991 d.615, effective December 16, 1991.
See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

19:46-1.17 Cards; physical characteristics

(a) Cards used to play blackjack, baccarat, minibaccarat, pai gow poker, pokette, red dog, poker and double down stud shall be in decks of 52 cards each with each card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play pai gow poker shall include one additional card, a joker, which shall be 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.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the Commission, 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 Commission for approval prior to use of such cards in gaming activity.

(g) Each deck of cards shall be packaged separately and shall contain a seal affixed to the opening of such package. Notwithstanding this requirement, cards used at poker may be packaged and sealed in sets containing two decks of cards in accordance with the provisions of N.J.A.C. 19:47-14.2.

(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 games other than pai gow poker in accordance with the provisions of N.J.A.C. 19:47-11.

(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 six 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.

Amended by R.1991 d.532, effective November 4, 1991.

See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Added "red dog" game to subsection (a).

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Pai gow provisions moved from (a) to (h).

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

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

In (a), added reference 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).

Revised (f) and (h).

Amended by R.1993 d.38, effective January 19, 1993.

See: 24 N.J.R. 2351(a), 25 N.J.R. 367(a).

Additional marking permitted on certain cards, at (c).

Administrative correction to subsection (a).

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

Amended by R.1994 d.141, effective March 21, 1994.

See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 1390(a).

Temporary Amendment: Caribbean Stud Poker.

See: 26 N.J.R. 3464(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 4445(b).

Amended by R.1994 d.593, effective December 5, 1994.

See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

19:46-1.18 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, they shall be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area by at least two individuals, one of

whom shall be from the casino department and the other from the casino security department. The cabinet or primary storage area shall be located in the cashiers' cage or in another secure place, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the cards have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission. Nothing herein shall preclude a casino licensee from having a separate storage area for the cards to be used at the game of poker; provided, however, the location and physical characteristics of the separate storage area shall be approved by the Commission.

(b) All primary, secondary and poker storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the assistant shift manager in the organizational hierarchy shall have access to the casino 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 department key to the poker storage area. Cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by an assistant shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at other times as may be necessary, the assistant shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of decks of cards for that gaming day from a primary storage area, and if applicable, the poker shift supervisor or supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of decks of cards to be used at poker for that gaming day from the poker storage area.

(d) If removed from the primary storage area, the assistant shift manager or casino supervisor thereof and the casino security officer who removed the decks shall distribute sufficient decks to the poker shift supervisor and to the pit boss who shall then distribute the decks to the dealer at each table. If removed from the poker storage area, the decks shall be removed by the poker shift supervisor, in the presence of the casino security officer, and transported to the poker pit stand. Subsequently, the poker shift supervisor shall distribute the decks to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer. The distribution of the decks to the poker tables shall comply with the provisions of N.J.A.C. 19:47-14.2.

1. The poker shift supervisor or pit boss shall place extra decks for card reserve into the pit stand.

2. Prior to distributing the decks to each table, the poker shift supervisor or floorperson shall examine each package to determine if any replacement cards are necessary pursuant to (n)5 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. If the integrity of gaming at poker would in any way be compromised by the use of the deck with the replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a casino security officer.

3. Cards in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the poker shift supervisor or supervisor thereof or the pit boss or casino supervisor thereof.

(e) With the exception of cards used to game at pokette, which are governed by the requirements of N.J.A.C. 19:47-12.3, prior to their use at a table, all decks shall be inspected by the dealer, and the inspection verified by a floorperson. Card inspection at the gaming table shall require each pack to be used to be sorted into sequence and into suit to assure that all cards are in the deck. The dealer shall also check the back of each card to assure that it is not flawed, scratched or marked in any way.

1. If, after checking the cards, the dealer finds that a card is unsuitable for use, a poker shift supervisor or casino supervisor shall bring a substitute card from the card reserve in the pit stand.

2. The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table. The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(f) All envelopes and containers used to hold or transport cards collected by security shall be transparent.

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

2. The envelopes or containers and seals shall be approved by the Commission.

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

1. Cards opened for use on a baccarat table shall be changed at least once during the gaming day;

2. Cards opened for use on a pai gow poker table and dealt from a dealing show shall be changed at least every eight hours;

3. Cards opened for use on a pai gow poker table and dealt from the dealer's hand shall be changed at least every four hours; and

4. Cards opened for use on a poker table shall be changed at least every four hours.

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

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

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

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards.

1. These cards shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and floorperson assigned to the table.

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

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

(k) All extra decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the floorperson or supervisor thereof for poker and the pit boss for all other games.

(l) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged cards, cards used during the gaming day, and all extra decks in card reserve with broken seals and shall return the envelopes or containers to the casino security department.

(m) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, an assistant shift manager or casino supervisor thereof may collect all extra decks in card reserve. If the casino maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be cancelled or destroyed or returned to the storage area.

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

1. For cards used in blackjack, red dog, baccarat or minibaccarat, the casino licensee shall cause to be inspected either:

i. All decks used during the day; or

ii. A sample of decks selected at random or in accordance with an approved stratification plan provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Commission;

2. The casino licensee shall also inspect:

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

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

iii. All cards used for pai gow poker;

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

v. All cards used for poker.

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

- i. The sorting of cards sequentially by suit;
- ii. The inspection of the backs with an ultraviolet light;
- iii. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and
- iv. The inspection of the front and back of all plastic cards for consistent shading and coloring.

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

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

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

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

8. The casino licensee shall submit the training procedures for those employees performing the inspection, which shall be approved by the Commission;

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

- i. The report shall accompany the cards when delivered to the Commission.
- ii. The cards shall be retained for further inspection by the Commission.

iii. The Commission inspector receiving the cards shall sign the original, duplicate and triplicate copy of the Card Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility. The triplicate copy shall be retained by the casino licensee.

(o) The casino licensee shall submit to the Commission for approval procedures for:

1. A card inventory system which shall include, at a minimum, the recordation of the following:
 - i. The balance of cards on hand;
 - ii. The cards removed from storage;
 - iii. The cards returned to storage or received from the manufacturer;
 - iv. The date of the transaction; and
 - v. The signatures of the individuals involved;
2. A reconciliation on a daily basis of the cards distributed, the cards destroyed and cancelled, the cards returned to the storage area and, if any, the cards in card reserve; and
3. A physical inventory of the 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 cards on hand required in (o)1i above.
 - ii. Any discrepancies shall immediately be reported to the Commission and Division.

(p) Where cards in an envelope or container are inspected and found to be without any indication of tampering marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker which are of sufficient quality for reuse, shall within 48 hours of collection be destroyed or cancelled. Once released by the Commission and Division, the cards submitted as evidence shall immediately be destroyed or cancelled.

1. Destruction of cards shall be by shredding.
2. Cancellation of cards shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.
3. The destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

(q) If a deck of plastic cards has been reused 12 or more times and the deck has been determined to be suitable for reuse by the individual performing the inspection procedures required by (n)3 above, before that deck may be reused at a poker table, the deck must be inspected by a poker shift supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to (p) above.

Amended by R.1983 d.308, effective August 1, 1983.

See: 14 N.J.R. 829(a), 15 N.J.R. 1259(a).

Text substantially amended.

Amended by R.1983 d.538, effective November 21, 1983.

See: 15 N.J.R. 1370(a), 15 N.J.R. 1958(b).

Substantially amended text.

Amended by R.1987 d.336, effective August 17, 1987.

See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added "immediately" and "and delivery" to (l).

Experimental 90-day implementation (N.J.A.C. 19:46-1.18(k) and (n)), pursuant to N.J.S.A. 5:12-69(e), 5:12-70(f) and 5:12-100(e), effective March 12, 1990 (expired June 10, 1990).

See: 22 N.J.R. 841(b).

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

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

Revised text to modify procedures for handling extra cards in card reserve. Stylistic revisions throughout text. Restructured section through (g)-(p).

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Added text, throughout section, regarding games of pai gow poker and pokette.

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

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

In (e) and (n), added text regarding cards used in pokette.

Experimental implementation pursuant to N.J.S.A. 5:12-69(e), effective on or after November 24, 1992.

See: 24 N.J.R. 4283(a).

Dealing pai gow poker from the hand.

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

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

Revised (a).

Amended by R.1993 d.86, effective February 16, 1993.

See: 24 N.J.R. 4339(a), 25 N.J.R. 719(a).

In (a), deleted language stipulating that primary storage area be located "in or immediately adjacent to the casino floor". In (i), (l) and (m), added alternative provision for collection of cards.

Amended by R.1993 d.192, effective May 3, 1993.

See: 24 N.J.R. 4247(a), 25 N.J.R. 1887(b).

Revised (g)2 and added (g)3.

Amended by R.1994 d.141, effective March 21, 1994.

See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).

19:46-1.19 Dealing shoes; automated shuffling devices

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

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

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

(b) Cards used to game at blackjack, pai gow poker, minibaccarat, red dog and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at pai gow poker, and double down stud may be dealt from the dealer's hand in accordance with N.J.A.C. 19:47-11.8A and 17.8, respectively.

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, pai gow poker, minibaccarat, red dog and double down stud in addition to a manual or automated dealing shoe, provided that the automated card shuffling device and the procedures for shuffling and dealing the cards through the use of the device are submitted to and approved by the Commission.

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

1. At least the first four inches of the base plate shall be white;
2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and
3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and
4. Each dealing shoe used in blackjack shall have a mark on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe in accordance with N.J.A.C. 19:47-2.5(d), to insert the cutting card in such stack so that approximately one quarter of the stack is behind the cutting card.

(e) A baccarat dealing shoe, in addition to meeting the requirements of (d)1 through 3 above, shall also adhere to the following specifications:

1. A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;
2. The sides and back above the base plate shall be opaque; and

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

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

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

Amended by R.1983 d.238, effective June 20, 1983.

See: 14 N.J.R. 559(b), 15 N.J.R. 1040(c).

Added last sentence to (a). Added reference to "shuffling devices".

Amended by R.1986 d.308, effective August 4, 1986.

See: 18 N.J.R. 1096(a), 18 N.J.R. 1614(b).

Added text to (a) "Cards used to . . . during non-gaming hours."

Amended by R.1988 d.468, effective October 3, 1988 (operative January 31, 1989).

See: 20 N.J.R. 1069(a), 20 N.J.R. 2468(a).

Added new (a) and renumbered old (a) to (b); Deleted text in (b) "A dealing shoe . . ."; Deleted old (b); added new (c)-(e) and renumbered old (c) to (f).

Amended by R.1991 d.532, effective November 4, 1991.

See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Added "red dog" game to (b) and (c).

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

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

In (b): added text regarding specific times when and when not the table is open for gaming that the dealing shoe must be secured.

Amended by R.1992 d.406, effective October 19, 1992.

See: 24 N.J.R. 569(a), 24 N.J.R. 1517(a), 24 N.J.R. 3742(a).

Pai gow provisions added.

Experimental implementation pursuant to N.J.S.A. 5:12-69(e), effective on or after November 24, 1992.

See: 24 N.J.R. 4283(a).

Dealing pai gow poker from the hand.

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.1993 d.192, effective May 3, 1993.

See: 24 N.J.R. 4247(a), 25 N.J.R. 1887(b).

In (b), added reference regarding pai gow poker.

Administrative Correction to subsection (b).

See: 26 N.J.R. 492(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 1390(a).

Amended by R.1994 d.172, effective April 4, 1994.

See: 26 N.J.R. 349(a), 26 N.J.R. 1539(a).

Amended by R.1994 d.224, effective May 2, 1994.

See: 26 N.J.R. 344(a), 26 N.J.R. 1853(b).

Amended by R.1994 d.265, effective June 6, 1994.

See: 25 N.J.R. 5893(a), 26 N.J.R. 2463(a).

Amended by R.1994 d.345, effective July 5, 1994.

See: 26 N.J.R. 1622(a), 26 N.J.R. 2805(a).

Temporary Amendment: Caribbean Stud Poker.

See: 26 N.J.R. 3464(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 4445(a).

Amended by R.1994 d.593, effective December 5, 1994.

See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

19:46-1.19A Pai gow tiles physical characteristics

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

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

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

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

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

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

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

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

(c) Each set of tiles shall be composed of 32 tiles as set forth in N.J.A.C. 19:47-10.2(g).

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

New Rule, R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use

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

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the assistant shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by an assistant shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the assistant shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport tiles shall be transparent.

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

2. The envelopes or containers and seals shall be approved by the Commission.

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

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

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

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

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

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

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

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

time and shall be signed by the dealer and casino supervisor.

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

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

(i) All extra sets of tiles in reserve which have been opened shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the pit boss.

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

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

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

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

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

i. The sorting of tiles by pairs;

ii. The visual inspection of the sides and back of each tile for tampering, markings or alterations; and

iii. The inspection of the sides and back of each tile with an ultraviolet light;

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

4. Evidence of tampering, marks, alterations, missing or additional tiles or anything that might indicate unfair play discovered at this time, or at any other time, shall be

immediately reported to the Commission and Division by the completion of a three-part report.

i. The report shall accompany the tiles when delivered to the Commission;

ii. The tiles shall be retained for further inspection by the Commission; and

iii. The Commission Inspector receiving the tiles shall sign the original, duplicate and triplicate report and shall retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility. The triplicate copy shall be retained by the casino licensee.

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

(n) The casino licensee shall submit to the Commission for approval, procedures for:

1. An inventory system which shall include the recordation of at least the following:

- i. The balance of sets of tiles on hand;
- ii. The sets of tiles removed from storage;
- iii. The sets of tiles returned to storage or received from the manufacturer;
- iv. The date of the transaction; and
- v. The signatures of the individuals involved.

2. A reconciliation on a daily basis of the sets of tiles distributed and the sets of tiles destroyed and cancelled, the sets of tiles returned to the storage area and, if any, the sets of tiles in tile reserve;

3. A physical inventory of the sets of tiles at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of the sets of tiles on hand as required in (n)1i above.

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

(o) All destruction and cancellation of tiles other than those retained for Commission or Division inspection, shall be completed within 48 hours of collection. The method of destruction or cancellation shall be approved by the Commission. The destruction and cancellation of tiles shall take place in a secure place, the location and physical characteristics of which shall also be approved by the Commission.

New Rule, R.1992 d.411, effective October 19, 1992.
See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

19:46-1.20 Approval of gaming and simulcast wagering equipment; retention by Commission or Division; evidence of tampering

(a) Each casino licensee shall submit to the Commission, for its review, inspection and approval after consultation with the Division, each piece of gaming and simulcast wagering equipment, and any other related device, prior to its use, whether initially or following any modification thereto or replacement or movement thereof, in a casino, casino simulcasting facility or hub facility. Each such item, including, without limitation, gaming tables, layouts, roulette wheels, pokette wheels, roulette balls, drop boxes, big six wheels, sic bo shakers, sic bo electrical devices, pai gow shakers, chip holders, racks and containers, scales, count room equipment and counting devices, trolleys, slip dispensers, dealing shoes, dice, cards, pai gow tiles, locking devices, card reader devices, slot tokens, prize tokens, data processing equipment, slot machines and slot bases (see N.J.A.C. 19:41-9.6(b) and N.J.A.C. 19:46-1.28), pari-mutuel machines, self-service pari-mutuel machines, credit voucher machines, totalisators and all equipment utilized in the operation of keno, shall be subject to review, inspection and approval for, at a minimum, quality, design, integrity, fairness, honesty and suitability.

(b) The Commission shall have the discretion to require a prototype or sample of any model of gaming and simulcast wagering equipment or of other device used in a casino, casino simulcasting facility or hub facility to be placed in its custody and retained by it or the Division as a control for comparison purposes.

(c) Any evidence that gaming equipment or other devices used in a casino, casino simulcasting facility or hub facility including, without limitation, gaming tables, layouts, roulette wheels, pokette wheels, roulette balls, drop boxes, big six wheels, sic bo shakers, sic bo electrical devices, pai gow shakers, gaming chips, plaques, chip holders, racks and containers, scales, counting devices, trolleys, slip dispensers, dealing shoes, locking devices, card reader devices, data processing equipment, slot tokens, prize tokens, slot machines, pari-mutuel machines, self-service pari-mutuel machines, credit voucher machines, totalisators and any equipment used in the operation of keno have been tampered with or altered in any way which would affect the integrity, fairness, honesty or suitability of the gaming equipment or other device for use in a casino, casino simulcasting facility or hub facility shall be immediately reported to an agent of the Commission and the Division. A member of the casino licensee's casino security department shall be required to insure that the gaming equipment or other device and any evidence required to be reported pursuant to this subsection is maintained in a secure manner until the arrival of an agent of the Division. Rules concerning evidence of tampering with dice, cards and pai gow tiles may be found at N.J.A.C. 19:46-1.16, 19:46-1.18 and 19:46-1.19B, respectively.

(d) Each casino licensee that has confiscated any item enumerated in (c) above on the reasonable suspicion that such item has been altered or tampered with, or that has confiscated any item enumerated in N.J.A.C. 19:47-8.1 or in Article 9 of the Act on the reasonable suspicion that such item was present in the casino or casino simulcasting facility in violation of the Act or the rules of the Commission, shall preserve such item in the state it was in when so confiscated and shall deliver such item to the Division as soon as possible. A casino licensee's right, if any, to confiscate such items shall exist, if at all, independently of this subsection based on statute, regulation or common law as may elsewhere be provided, and no separate right to confiscate is created hereby. Notwithstanding the foregoing, each casino licensee that has confiscated any such item, whether by such right or under color thereof, nevertheless has a duty to preserve and deliver such item in accordance with this subsection.

Amended by R.1987 d.336, effective August 17, 1987.
See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added (c).

Amended by R.1991 d.615, effective December 16, 1991.
See: 23 N.J.R. 2922(a), 23 N.J.R. 3820(b).

Revised (a) and (c) with provisions for sic bo.

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

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

In (c): revised internal code reference.

Amended by R.1992 d.411, effective October 19, 1992.

See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

Pai gow provisions added.

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

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

In (a) and (c); added reference to pokette wheels.

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.1993 d.38, effective January 19, 1993.

See: 24 N.J.R. 2351(a), 25 N.J.R. 367(a).

Card reader device added.

Administrative Correction.

See: 25 N.J.R. 2507(a).

Administrative Correction.

See: 25 N.J.R. 4762(a).

Amended by R.1994 d.33, effective January 18, 1994 (operative February 22, 1994).

See: 25 N.J.R. 4737(a), 26 N.J.R. 489(a).

Amended by R.1994 d.265, effective June 6, 1994.

See: 25 N.J.R. 5893(a), 26 N.J.R. 2463(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.1995 d.285, effective June 5, 1995.

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

19:46-1.21 (Reserved)

19:46-1.22 Possession of slot machines

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

(b) The following persons and any employee or agent acting on their behalf may, subject to any terms and conditions imposed by the Commission, possess slot machines in this State for the purposes provided herein provided that

the machines are kept only in such locations as may be specifically approved in writing by the Commission and that any machines located outside of a licensed casino room not be used for gambling activity:

1. An applicant for or holder of:
 - i. A casino license, for the purpose of maintaining for use or actually using such machines in the operation of a licensed casino;
 - ii. A gaming school license, for the purpose of teaching slot machine design, operation, repair or servicing; or
 - iii. A gaming related casino service industry license, for the purpose of manufacturing, distributing, repairing or servicing slot machines;
2. An out-of-State manufacturer or distributor of slot machines for the purpose of exhibition or demonstration;
3. A common carrier, for the purpose of transporting such slot machines in accordance with N.J.A.C. 19:46-1.23;
4. An employee or agent of the Commission or Division, for the purpose of fulfilling official duties or responsibilities; or
5. Any other person the Commission may approve after finding that possession of slot machines by such person in this State is necessary and appropriate to fulfill the goals and objectives of the Act.

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

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

Amended by R.1992 d.118, effective March 16, 1992.

See: 23 N.J.R. 3729(a), 24 N.J.R. 970(c).

Revised rule regarding out-of-State manufacturers and distributors of slot machines and their transport. Revised and restructured (b)1-6 as new (b)1-5. Deleted subsection (c) regarding demonstration permits.

19:46-1.23 Transportation of slot machines into, within and out-of-State

(a) Prior to the transport or movement of any slot machine into, from one authorized location to another authorized location within, or out of, this State, the manufacturer, distributor, seller, or other person causing such slot machine to be transported or moved shall first notify the Commission and Division in writing giving the following information:

1. The full name and address of the person shipping or moving said machine;
2. The full name and address of the person who owns the machine, including the name of any new owner in the event ownership is being changed in conjunction with the shipment or movement;
3. The method of shipment or movement and the name of the carrier or carriers;

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

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

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

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

8. The reason for transporting the machine.

(b) The movement of any slot machine into or out of a casino room shall be approved pursuant to N.J.A.C. 19:45-1.38(b) and a record thereof shall be maintained in accordance with N.J.A.C. 19:45-1.38(c).

(c) The person shipping or moving any slot machine shall provide to the common carrier, or to the operator of the transporting conveyance in the event the mode of transport is not a common carrier, an invoice, at least one copy of which shall be kept with the slot machine at all times during the shipping process, containing the following information:

- i. The serial number of the machine being transported;
- ii. The full name and address of the person from whom the machine was obtained;
- iii. The full name and address of the person to whom the machine is being sent; and
- iv. The dates of shipment.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Repeal and New Rule, R.1992 d.118, effective March 16, 1992.
See: 23 N.J.R. 3729(a), 24 N.J.R. 970(c).

19:46-1.24 State seals

(a) Each slot machine located within this State shall have a seal affixed to it by the Commission which shall be located on either side of the slot machine cabinet.

(b) Each slot machine permitted to be used for gaming shall have a "gaming seal" affixed thereto and each machine to be used for non-gaming purposes shall have a "non-gaming" seal affixed thereto.

(c) Slot machines being transported into New Jersey shall have appropriate seal affixed to them as soon as practical upon their entry into the State. Slot machines being transported out of New Jersey may have seals removed prior to their exit from the State if removal is for the purpose of said transportation.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Amended by R.1990, d.196, effective April 2, 1990.

See: 22 N.J.R. 24(a), 22 N.J.R. 1156(a).
In (a): revised location of State seal on slot machine.

19:46-1.25 (Reserved)

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).
Amended by R.1984 d.564, effective December 17, 1984.
See: 16 N.J.R. 41(a), 16 N.J.R. 3494(b).
(a) added: "or tokens."
Petition for Rulemaking: Slot machine bill changer system.
See: 19 N.J.R. 1110(a).
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 changer and slot token containers and slot storage box compartment keys.
Amended by R.1992 d.359, effective September 21, 1992.
See: 24 N.J.R. 1472(b), 24 N.J.R. 3335(b).
Separate lock requirement for slot cash storage box deleted, under specified circumstances.
Repealed 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).
Section was "Slot machines and bill changers; coin and slot token containers; slot cash storage box compartments; keys".

19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices

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

1. A manufacturer's serial number permanently imprinted, impressed, affixed or engraved on the front panel of the frame housing the reel mechanism or, in the case of a completely electronic machine, on the logic board or boards;
2. An asset number, at least two inches in height, permanently imprinted, impressed, engraved or affixed on the outside cabinet of the machine by the casino licensee;
3. A sign conspicuously located on the front of the machine that automatically illuminates and a bell that automatically rings when a player has won a jackpot not paid automatically and totally by the machine and which advises the player to see an attendant to receive full payment;
4. A mechanical, electrical or electronic device that automatically precludes a player from operating the slot machine after a jackpot requiring a manual payout has been hit and which requires the machine to be reset by an attendant in such circumstances;
5. A display on the front of the slot machine that includes the information required by N.J.A.C. 19:45-1.37(a)4;

6. A light on the pedestal above the slot machine that automatically illuminates when the door to the machine or any device connected thereto which may affect the operation of the slot machine is opened;

7. A location number, at least two inches in height affixed to the outside of the machine and visible to the casino licensee's closed circuit camera coverage system; and

8. A manufacturer's serial number affixed to the outside of the slot machine cabinet in a location as approved by the Commission.

(b) Unless otherwise authorized by the Commission, each bill changer shall have the following identifying features:

1. An asset number that is permanently imprinted, affixed or impressed on the outside cabinet of the bill changer or the slot machine to which it is attached. The asset number must be conspicuous and easily visible to persons involved in removing or replacing the slot cash storage box in the bill changer, and it must correspond to the asset number affixed to the slot machine in accordance with (a) above. The size and location of the asset number must be approved in advance by the Commission;

2. A display on the front of the bill changer that clearly indicates the denomination of the currency or coupon inserted therein;

3. A display on the front of the bill changer that clearly indicates the amount of coins or slot tokens dispensed by the slot machine all-purpose hopper after currency or a coupon has been inserted and accepted; and

4. A display on the front of the bill changer that indicates a malfunction or which informs the patron that the bill changer is out of service.

(c) Unless otherwise authorized by the Commission, each slot machine in a casino shall be equipped with the following:

1. A mechanical, electrical or electronic device, to be known as an "in-meter," that continuously and automatically counts the number of coins or slot tokens placed by patrons into the machine for the purpose of activating play;

2. A mechanical, electrical or electronic device, to be known as a "drop-meter," that continuously and automatically counts the number of coins or slot tokens that are dropped into the machine's slot drop bucket or slot drop box;

3. For each hopper in a slot machine, a separate mechanical, electrical or electronic device, to be known as a "jackpot meter," that continuously and automatically counts, for that hopper only, the number of coins, prize tokens or slot tokens that are automatically paid by the machine from the corresponding hopper and that displays

the aggregate number so counted; provided, however, that:

i. In lieu of the jackpot meter for a payout-only hopper displaying the number of coins, slot tokens or prize tokens paid out from that hopper, each casino licensee that uses a slot machine which is capable of converting the number of coins, slot tokens or prize tokens paid out from a payout-only hopper into its machine denomination equivalent, may, in accordance with its internal controls approved by the Commission, set the jackpot meter connected to each payout-only hopper in that slot machine to continuously and automatically count and display the aggregate number of coins, slot tokens or prize tokens paid out from that hopper by its machine denomination equivalent (for example, the jackpot meter on a 25c slot machine may record the payout of one \$3.00 prize token as the payout of "12" quarters); and

ii. Each slot machine with multiple hoppers may have a single jackpot meter to count and display the aggregate number of coins, slot tokens or prize tokens paid out from that machine's hoppers provided that:

(1) Each hopper is connected to that meter;

(2) The jackpot meter counts and displays, in accordance with (c)3i above, the aggregate number of coins, slot tokens or prize tokens paid out from a payout-only hopper by its machine denomination equivalent; and

(3) Each payout-only hopper has a separate payout-only jackpot meter;

4. A mechanical, electrical or electronic device, to be known as a "manual jackpot meter," that continuously and automatically records the number of coins or slot tokens to be paid manually;

5. A mechanical, electrical or electronic device, to be known as a "win meter," visible from the front of the machine, that, upon a player hitting a winning combination, advises the player of the number of coins, prize tokens or slot tokens for that round that have been paid to the player by the machine from the corresponding hopper; provided, however, that multiple win meters, as provided in (c)5i or ii below after approval of the casino licensee's internal controls therefor, shall be used on each multiple hopper slot machine whenever one or more winning combinations that are hit on the same round of play at the machine entitle the winning player to automatically receive coins, slot tokens or prize tokens from both hoppers and each hopper contains a different denomination of coins, slot tokens or prize tokens, as follows:

i. A separate win meter for each hopper that, for the round in which a winning combination is hit, advises the winning player of the actual number of coins, slot tokens or prize tokens won from that hopper only; or

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 25c 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).

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 simulating 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.

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

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

19:46-1.29 Operation of slot machine in conformance with approved model

(a) The responsibility for final assembly and initial operation of a slot machine in the manner approved by the Commission rests with the manufacturer and distributor. Changes in the manner of final assembly or initial operation of a slot machine will 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 the following procedures:

1. Any request for changes to be made in slot machines shall be submitted to the Commission for prior approval. Where appropriate, accompanying the request for a change must be a print, schematic, block diagram or machine analysis which contains details of the proposed change.

(b) Each slot machine shall, at all times, operate and play in accordance with the representations made to the Commission and 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.

19:46-1.30 Disciplinary procedures

(a) Any changes or modifications found in a slot machine that have not been approved by the Commission in advance, or any circuitry of any kind or manner which changes or alters the manner of operation from that which was approved by the Commission or has been represented to the public, or any other circuitry changing or altering the manner and mode of operation that was not discovered by the Division or Commission at the time of licensing the machine or any other violation of these regulations shall constitute cause for sealing or seizing any or all of the slot machines manufactured, distributed or utilized by a licensee and further shall constitute cause for limiting, conditioning, restricting, suspending or revoking the license of the licensee or fining said licensee.

(b) Prior to seizure of all machines of a manufacturer, distributor or operator pursuant to (a) above, a reasonable effort may be made to determine if the change has occurred in all or in part of the machines and may provide the opportunity for an investigative hearing. In any case in which seizure may be effected prior to the opportunity for a hearing, an investigative hearing must be conducted as soon as practical subsequent to the seizure.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

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 report in writing to the Commission and Division whenever a reel mechanism or logic board on any slot machine is replaced with another reel mechanism or logic board which shall include the serial number on the replacement mechanism or board.

R.1978 d.160, effective May 17, 1978.
See: 10 N.J.R. 176(c), 10 N.J.R. 266(c).

19:46-1.32 Limitation on utilization of slot machines of any one manufacturer

(a) Except as otherwise provided in this section, no more than 50 percent of the slot machines used in any casino in this State to conduct gaming shall have been manufactured by any one manufacturer or by any enterprise affiliated with said manufacturer.

(b) The commission may modify the limitation imposed by (a) above upon a finding that the casino licensee or applicant for a casino license has made a good faith effort to seek out and obtain slot machines from more than the single manufacturer and that a number of adequate slot machines sufficient to comply with the said limitation are not reasonably available for such use in the said casino.

(c) The Commission may, upon application, permit a casino licensee which is affiliated with a slot machine manufacturer to exceed the 50 percent limitation imposed by (a) above as to slot machines manufactured by the affiliated manufacturer as long as the total number of the affiliated manufacturer's slot machines in use in casinos in this State will not exceed 50 percent of the total number of all slot machines in use in casinos in this State at the time of application. A casino licensee shall not be permitted to make more than one such application to the Commission during any 12 month period. Any casino licensee that was affiliated with a slot machine manufacturer and was not using that manufacturer's slot machines for more than 50 percent of its slot machine requirements as of August 1, 1987, shall not exceed the limitations imposed by (a) above prior to receiving the approval required by this subsection.

(d) A casino licensee or an applicant for a casino license may seek modification of the limitation imposed by (a) above by filing a verified petition with the Commission alleging sufficient facts to satisfy the standards set forth in (b) or (c) above.

(e) In response to such a verified petition, the Commission may decide the request summarily, elicit further information from the petitioner or other interested persons, set the matter down for a hearing or adopt such other procedures as may be appropriate under the circumstances.

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).

Case Notes

Validity of regulation Bally Mfg. Corp. v. Casino Control Commission, 85 N.J. 325, 426 A.2d 1000 (1981) appeal dismissed 102 S.Ct. 77, 454 U.S. 804, 70 L.Ed.2d 74.

19:46-1.33 Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens; slot token and prize token specifications

(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 change person; 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

2. A "prize token" that is:

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

ii. Incapable of activating slot machine play at any slot machine which is capable of accepting coin or slot tokens of a denomination that is greater than the denomination of the prize token;

iii. Unavailable for use in keno or simulcast wagering;

iv. Redeemable, by the issuing casino licensee promptly upon request of the patron surrendering one or more prize tokens, 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 prize tokens surrendered and dated the day of the redemption;

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

vi. Unavailable as a manually paid jackpot;

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

viii. Unavailable as a multi-casino jackpot; and

ix. Unavailable as a complimentary service or item.

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

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

2. Clearly states its face value;

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

4. Contains the statement "Not Legal Tender";

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

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

7. Is not manufactured from:

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

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

iii. A ferromagnetic material;

8. Shall not have a diameter which is between:

0.680 inch and 0.860 inch

0.890 inch and 0.980 inch

1.018 inches and 1.068 inches

1.180 inches and 1.230 inches

1.475 inches and 1.525 inches

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

10. Is manufactured from a metal or combination of metals approved by the Commission;

11. Incorporates such anti-counterfeiting features and other security measures as the Commission may require; and

12. Contains on each face, in the case of a prize token only, a statement, approved by the Commission as to form and content, that notifies a patron that the prize token does not activate play.

(c) In addition to the above requirements, the following denominations of slot tokens must also meet the following specifications, with manufacturing tolerances approved by the Commission:

Denomination	Diameter
\$ 1.00	1.469 inches
\$ 2.00	1.340 inches
\$ 5.00	1.750 inches
\$ 10.00	1.700 inches
\$ 25.00	1.875 inches or 1.950 inches
\$100.00	1.600 inches
\$500.00	1.550 inches

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

(e) Each casino licensee, in accordance with its internal controls approved by the Commission, may encase its prize tokens in clear plastic provided that:

1. The plastic does not hamper the payout of prize tokens from a payout-only hopper;
2. A patron with reasonable ease can remove the prize token from the plastic; and
3. The casino licensee:
 - i. Redeems each prize token under the same terms and conditions whether or not the prize token, when presented for redemption, is encased in plastic as originally issued by the casino licensee; and
 - ii. Reasonably notifies its patrons that prize tokens that are encased in plastic when originally issued to the patron may be redeemed without removing the plastic.

(f) No slot token or prize token shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

1. The design specifications of the proposed slot token or prize token are, prior to the manufacture of the slot token or prize token, submitted to and approved by the Commission, which submission shall include a detailed schematic depicting the actual size of the token's diameter and thickness and, as appropriate, location of the following:
 - i. Each face;

ii. The edge; and

iii. Any words, logos, designs, graphics or security measures contained on the slot token or prize token; and

2. A sample slot token or prize token, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission.

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

R.1979 d.175, effective May 3, 1979.

See: 11 N.J.R. 155(b), 11 N.J.R. 309(e).

Amended by R.1982 d.330, effective October 4, 1982.

See: 14 N.J.R. 569(a), 14 N.J.R. 1101(d).

Token specifications amended. Old (c) deleted and new (c) added.

New (d) added. Recodified old (d)-(g) as (e)-(h).

Amended by R.1986 d.31, effective February 18, 1986.

See: 17 N.J.R. 184(a), 18 N.J.R. 429(a).

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).

Added (a)9.

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

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

"Trade name" and simulcasting added.

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.1993 d.432, effective September 7, 1993.

See: 25 N.J.R. 1961(a), 25 N.J.R. 4127(a).

Administrative Correction.

See: 26 N.J.R. 4788(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.1995 d.285, effective June 5, 1995.

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

19:46-1.34 Wagering at slot machines; use of slot tokens and prize tokens

(a) All wagering at slot machines in a casino shall be conducted with coins or slot tokens; provided, however, that currency may be accepted through bill changers.

(b) Slot tokens may be used to make keno or simulcast wagers.

(c) Prize tokens shall not be used for keno or simulcast wagering or to activate play at slot machines.

New Rule, 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).

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

(a) Except as provided in (e) below and as may be specifically approved by the Commission, each casino licensee shall redeem its slot tokens and prize tokens only from its patrons and shall not knowingly redeem its slot tokens and prize tokens from any non-patron source.

(b) Each slot token and prize token is solely evidence of a debt that the issuing casino licensee owes to the person legally in possession of the slot token or prize token, and shall remain the property of the issuing casino licensee, which shall have the right at any time to demand that the person in possession of the slot token or prize token surrender the item upon the casino licensee exercising its right of redemption in accordance with (c) below.

(c) Each casino licensee, upon demand, shall have the right to redeem its slot tokens and prize tokens from any person in possession of them, who shall surrender the slot tokens and prize tokens upon the casino licensee presenting the person with an equivalent amount of cash.

(d) Each casino licensee shall accept, exchange, use or redeem only slot tokens or prize tokens that it has issued and shall not knowingly accept, exchange, use or redeem slot tokens or prize tokens, or objects purporting to be slot tokens or prize tokens, that have been issued by any other person, except that each casino licensee may redeem from its patrons slot tokens or prize tokens issued by any other legally operated casino licensee upon a patron's representation that he or she received such tokens from the payout chutes of slot machines on the casino licensee's premises, or that the patron purchased or received such tokens as payment in a gaming transaction from an employee of the casino licensee during the normal course of the employee's duties on the premises while at work.

(e) Each casino licensee shall redeem promptly its own genuine slot tokens and prize tokens presented to it by any other legally operated casino licensee upon the representation that such slot tokens and prize tokens were received or accepted unknowingly, inadvertently or in error, were unavoidably received in slot machines through patron play, or mistakenly were redeemed from patrons. Each casino licensee shall submit to the Commission for approval a system for the exchange, with other legally operated casino licensees, of slot tokens and prize tokens:

1. That are in its possession and that have been issued by any other legally operated casino licensee; and
2. That it has issued and that are presented to it for redemption by any other legally operated casino licensee.

(f) Each casino licensee shall cause to be posted and remain posted in a prominent place on all slot booths, the keno booth, all satellite keno booths, the simulcast counter and all coin redemption booths a sign that reads as follows:

"It is a violation of Federal law to use tokens issued by this casino outside these premises or to use tokens issued by another casino here."

New Rule, 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).

19:46-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction

(a) Each casino licensee shall inspect all slot tokens or prize tokens, or any combination thereof, upon receipt from the manufacturer or distributor to ensure, at a minimum, that:

1. The quantity and denomination of slot tokens or prize tokens that are actually received from the manufacturer or distributor agrees with the amount of such tokens listed on the shipping documents; and
2. There are no physical defects in the slot tokens or prize tokens that were so received.

(b) The inspection required by (a) above shall be conducted by at least three people (the "inspection team"). Each inspection team shall consist of at least one representative from the following categories:

1. The accounting or auditing department of the casino licensee;
2. The casino security department of the casino licensee; and
3. With prior Commission approval, a casino employee from any of the casino licensee's other departments.

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

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

(d) Each casino licensee shall submit to the Commission for approval procedures to record and process the receipt, inventory, storage and destruction of slot tokens and prize tokens.

New Rule, 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).