

**CHAPTER 69E  
GAMING EQUIPMENT**

**Authority**

N.J.S.A. 5:12-69, 70, 76, 98, 99, and 100.

**Source and Effective Date**

R.2012 d.060, effective March 19, 2012.  
See: 43 N.J.R. 2800(a), 44 N.J.R. 738(a).

**Chapter Expiration Date**

Chapter 69E, Gaming Equipment, expires on March 19, 2019.

**Chapter Historical Note**

Chapter 69E, Gaming Equipment, was adopted as new rules by R.2012 d.060, effective March 19, 2012. See: Source and Effective Date.

**CHAPTER TABLE OF CONTENTS**

**SUBCHAPTER 1. GENERAL PROVISIONS**

13:69E-1.1 Gaming chips (general rules)  
 13:69E-1.2 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage, and destruction of chips and plaques  
 13:69E-1.3 Value gaming chips  
 13:69E-1.4 Non-value gaming chips for roulette and pokette  
 13:69E-1.4A Tournament gaming chips  
 13:69E-1.5 Non-value chips; permitted uses; inventory and impressment  
 13:69E-1.6 Gaming plaques; issuance and use; denominations; physical characteristics  
 13:69E-1.6A Exchange and redemption of gaming chips, plaques and coupons  
 13:69E-1.7 Roulette wheel and table; physical characteristics; double zero roulette wheel used as a single roulette wheel  
 13:69E-1.8 Roulette balls  
 13:69E-1.9 Roulette; inspection procedures; security procedures  
 13:69E-1.10 Blackjack table; card reader device; physical characteristics; inspections  
 13:69E-1.10A Three-card poker table; physical characteristics  
 13:69E-1.10B Spanish 21 table; physical characteristics  
 13:69E-1.10C Blackjack switch table; physical characteristics  
 13:69E-1.11 Craps and mini-craps tables; physical characteristics  
 13:69E-1.12 Baccarat and mini-baccarat tables; physical characteristics  
 13:69E-1.13 Big Six Wheel and layout; physical characteristics  
 13:69E-1.13A Sic bo table; sic bo shaker; physical characteristics  
 13:69E-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator  
 13:69E-1.13C Pai gow table; pai gow shaker; physical characteristics  
 13:69E-1.13D Pokette table; pokette wheel; physical characteristics  
 13:69E-1.13E Poker table; physical characteristics  
 13:69E-1.13F Double down stud table; physical characteristics  
 13:69E-1.13G Caribbean stud poker table; physical characteristics  
 13:69E-1.13H Let it ride poker table; physical characteristics  
 13:69E-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics  
 13:69E-1.13J Fast action hold 'em table; physical characteristics  
 13:69E-1.13K Casino war table; physical characteristics  
 13:69E-1.13L Colorado hold 'em poker table; physical characteristics

13:69E-1.13M Boston 5 stud poker table; physical characteristics  
 13:69E-1.13N Double cross poker table; physical characteristics  
 13:69E-1.13O Double attack blackjack table; physical characteristics  
 13:69E-1.13P Four-card poker table; physical characteristics  
 13:69E-1.13Q Texas hold 'em bonus poker table; physical characteristics  
 13:69E-1.13R Flop poker table; physical characteristics  
 13:69E-1.13S Two-card joker poker table; physical characteristics  
 13:69E-1.13T Asia poker table; Asia poker shaker; physical characteristics; computerized random number generator  
 13:69E-1.13U Ultimate Texas hold 'em table; physical characteristics  
 13:69E-1.13V Winner's pot poker table; physical characteristics  
 13:69E-1.13W Supreme pai gow table; pai gow poker shaker; physical characteristics; computerized random number generator  
 13:69E-1.13X Mississippi stud; physical characteristics  
 13:69E-1.14 Red dog table; physical characteristics  
 13:69E-1.15 Dice; physical characteristics  
 13:69E-1.16 Dice; receipt; storage; inspections; and removal from use  
 13:69E-1.16A Manual and automated dice shakers; security procedures  
 13:69E-1.17 Cards; physical characteristics  
 13:69E-1.18 Cards; receipt, storage, inspections, and removal from use  
 13:69E-1.18A Pre-shuffled and pre-inspected cards  
 13:69E-1.19 Dealing shoes; automated shuffling devices  
 13:69E-1.19A Pai gow tiles; physical characteristics  
 13:69E-1.19B Pai gow tiles; receipt; storage; inspections and removal from use  
 13:69E-1.20 Inspection and approval of gaming equipment and related devices and software  
 13:69E-1.21 Expiration of slot machine control program approvals and resubmission  
 13:69E-1.22 Possession of slot machines  
 13:69E-1.23 Intrastate and interstate transport of slot machines  
 13:69E-1.24 Electronic gaming device seals  
 13:69E-1.25 Residual value of a slot machine gaming voucher  
 13:69E-1.26 Slot machines and bill acceptors; identification; other devices  
 13:69E-1.27 Slot machine areas, density, arrangement and floor plans  
 13:69E-1.28 Testing of designated electronic gaming equipment  
 13:69E-1.28A Standards for the approval of a slot machine game  
 13:69E-1.28B Slot machine control programs and operating systems  
 13:69E-1.28C Standards for slot machine meters  
 13:69E-1.28D Standards for a persistent state system  
 13:69E-1.28E Standards for bonusing systems  
 13:69E-1.28F Multi-player system requirements and standards  
 13:69E-1.28G Standards for a random number generator (RNG)  
 13:69E-1.28H Requirements for alterable media  
 13:69E-1.28I External touch screen systems  
 13:69E-1.28J Touch screen monitors  
 13:69E-1.28K Technical standards for approving a gaming device cabinet  
 13:69E-1.28L Coin/token acceptors and hoppers  
 13:69E-1.28M Printers  
 13:69E-1.28N Bill acceptors and stackers  
 13:69E-1.28O Technical standards for kiosks  
 13:69E-1.28P Technical standards for electronic table games  
 13:69E-1.28Q Technical standards for electronic table games which utilize gaming vouchers  
 13:69E-1.28R Submission requirements  
 13:69E-1.28S New Jersey First submissions and approvals  
 13:69E-1.28T Software development requirements for electronic gaming equipment submitted to the Division for approval  
 13:69E-1.28U Technical standards for a keno system

13:69E-1.28V	Server supported system technical standards
13:69E-1.28W	Tournament slot machine software
13:69E-1.28X	Technical standards for automated shufflers
13:69E-1.29 through 1.30	(Reserved)
13:69E-1.31	Records and reports for customer complaints
13:69E-1.32	(Reserved)
13:69E-1.32A	Technical standards for count room equipment
13:69E-1.33	Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens, slot token and prize token specifications; promotional non-gaming tokens
13:69E-1.34	Wagering at slot machines; use of slot tokens, prize tokens, gaming vouchers, and coupons
13:69E-1.35	Redemption of slot tokens and prize tokens from non-patrons; duty of patrons to surrender slot tokens and prize tokens upon demand
13:69E-1.36	Slot tokens and prize tokens; receipt, inventory, security, storage and destruction
13:69E-1.37	(Reserved)
13:69E-1.37A	Standards for electronic account based wagering system
13:69E-1.38	(Reserved)
13:69E-1.39	Progressive gaming device standards
13:69E-1.39A	Mandatory progressive parameters and meters
13:69E-1.39B	Linked progressive gaming device standards
13:69E-1.39C	Wide area progressive standards for linked progressive gaming devices used in more than one casino facility
13:69E-1.39D	Wide area progressive standards for a multi-state progressive gaming system
13:69E-1.40	Technical standards for gaming voucher systems and promotional coupons

## SUBCHAPTER 1. GENERAL PROVISIONS

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

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

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

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

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

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

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

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

(b) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures including, at a minimum, those features

specifically required to appear on the face or edge of a gaming chip pursuant to this section so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

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

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

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

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

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

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

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

Amended by R.2015 d.125, effective August 3, 2015.  
See: 46 N.J.R. 1552(a), 47 N.J.R. 1954(a).

In the introductory paragraph of (e), substituted "souvenir" for "promotional".

**13:69E-1.10C Blackjack switch table; physical characteristics**

(a) Blackjack switch shall be played at a table having betting positions for no more than five players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a blackjack switch table shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee offering the game;
2. Two adjacent designated betting areas at each betting position for the placement of the required two initial blackjack switch wagers;
3. A separate designated area on the layout at each betting position for the placement of the optional match wager;
4. The following inscriptions, unless they are included on the sign required by (c) below:
  - i. "Blackjack pays 1 to 1";
  - ii. "Insurance pays 2 to 1";
  - iii. "Dealer must hit a soft 17"; and
  - iv. "Dealer pushes on 22"; and

5. The payout odds for the optional match wager, unless they are included on the sign required by (c) below.

(c) A casino licensee shall post a sign at each blackjack switch table, which shall include:

1. A statement that, if more than one match occurs in a player's initial four cards, the match wager will only be paid once, using the highest payoff that occurs within those cards; and

2. The payout odds for the optional match wager, if they are not imprinted on the layout.

(d) Each blackjack switch 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.

(e) In order to collect the cards at the conclusion of a round of play as required by the rules of the Division, each blackjack switch table shall have a discard rack securely attached to the top of the dealer's side of the table. 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.

(f) A blackjack switch table may have attached to it 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. If a blackjack switch table has an approved card reader device attached to it, such device shall be inspected at the beginning of each gaming day, to insure that there has been no tampering with the device and that it is in proper working order.

**13:69E-1.11 Craps and mini-craps tables; physical characteristics**

(a) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides. A craps table shall not be larger than 14 feet in length. A mini-craps table shall be no longer than 9 1/2 feet in length, and shall have seating locations for a maximum of nine players.

(b) A true-to-scale rendering and a color photograph of the layout(s) referenced in this section shall be submitted to the Division's principal office located Atlantic City, New Jersey, prior to utilizing the layout design. The layout for a craps or mini-craps table shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. Specific areas designated for the placement of wagers as authorized by N.J.A.C. 13:69F-1.2; and
3. The words "No call bets."

(c) Each craps and mini-craps 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.

(d) In addition to the requirements of (b) above, if the fire bet in the game of craps is offered by a casino licensee, the craps table shall include, at a minimum:

1. No more than 16 designated areas for the placement of fire bets, which areas shall be located around the perimeter of the layout, correspond to player positions at the table, and be sequentially numbered in a clockwise direction, with the area numbered "1" being located immediately to the left of the game personnel;
2. A designated area of the layout for the relocation and identification of all fire bets placed by players prior to the come out roll of a shooter, which area shall be located in front of the boxperson and contain numbered areas which correspond to the location of the numbered areas described in (d)1 above; and
3. The following information on the inside wall of the table, which information shall be visible to all player positions:

- i. The payout odds for four, five and six different (unique) points made;

- ii. That fire bets shall only be accepted prior to a shooter's initial come out roll; and
- iii. The wager limitations applicable to the fire bet.

Petition for Rulemaking.  
See: 46 N.J.R. 404(a).

**13:69E-1.12 Baccarat and mini-baccarat tables; physical characteristics**

(a) Baccarat-punto banco shall be played on a table having numbered places for 10 to 14 seated players.

(b) Baccarat-chemin de fer shall be played on a table having numbered places for nine to 14 seated players.

(c) Mini-baccarat shall be played at a table having on one side places for a maximum of nine seated players, and on the opposite side a place for the dealer; provided however, that unless the cards are changed after each shoe, a mini-baccarat table using the dealing procedure in N.J.A.C. 13:69F-7.7(c)3 shall have places for a maximum of six seated players. The dimensions of a mini-baccarat table shall be submitted to the Division.

(d) A true-to-scale rendering and a color photograph of the layout(s) referenced in this section shall be submitted to the Division's principal office located Atlantic City, New Jersey, prior to utilizing the layout design. The layout for a baccarat or mini-baccarat table shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. For baccarat-punto banco and mini-baccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand," "Players Hand," and "Tie Hand";
3. For baccarat-chemin de fer layouts, specific areas for the placement of the wagers authorized by N.J.A.C. 13:69F-4.6 and 4.7;
4. For baccarat-punto banco and mini-baccarat layouts, the phrase "Tie Bets pay 8 to 1";
5. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish; provided, however, that the numbered areas are not required if:
  - i. For baccarat, the casino licensee offers a no vigorish variation of the game in accordance with N.J.A.C. 13:69F-3.3(e) or (h);
  - ii. For mini-baccarat, the casino licensee only charges vigorish in accordance with the provisions of N.J.A.C. 13:69F-7.3(d) or offers a no vigorish variation of the game in accordance with the provisions of N.J.A.C. 13:69F-7.3(f) or (i);
6. An area designated for the placement of cards for the "Player's" and "Banker's" hands;
7. If a casino licensee offers the optional total card wagers in the games of baccarat-punto banco and mini-baccarat;

i. Three specific areas at each player position designated for the placement of total card wagers on a total of four cards, five cards and six cards, and identified with the numerals "4," "5," and "6," respectively, which areas shall be located between the areas designated for the placement of wagers on a "Tie Hand" and the "Banker's Hand"; and

ii. An inscription on the layout indicating the payout odds for all total card wagers;

8. If a casino licensee offers the optional bonus wager authorized by N.J.A.C. 13:69F-3.2(a)5 or 7.2(a)5:

i. Two separate areas at each betting position designated for the placement of the optional bonus wager which shall be located, from the player's perspective, immediately to the right of the areas designated for the placement of wagers on the "Banker's Hand" and "Player's Hand"; and

ii. An inscription identifying the payout odds for the optional bonus wager unless the casino licensee chooses to comply with (g) below; and

9. If a casino licensee offers the no vigorish variation of baccarat-punto banco or mini-baccarat pursuant to N.J.A.C. 13:69F-3.3(h) or 7.3(i), respectively:

i. An area at each player position designated for placement of the "dragon 7" wager and inscribed with "dragon 7," which area shall be located on the right side of the area designated for the placement of a "Tie Hand" wager when viewed by the player; and

ii. An inscription identifying the payout odds for the dragon 7 wager unless the casino licensee chooses to comply with (h) below.

(e) 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.

(f) Each baccarat and mini-baccarat 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.

(g) If the payout odds are not inscribed on the layout as provided by (d)8ii above, a sign shall be posted at each baccarat-punto banco and mini-baccarat table offering the optional bonus wager authorized by N.J.A.C. 13:69F-3.2(a)5 or 7.2(a)5 listing the payout odds for the optional bonus wager.

(h) If the payout odds are not inscribed on the layout as provided by (d)9ii above, a sign shall be posted at each baccarat-punto banco and mini-baccarat table offering the dragon 7 wager authorized by N.J.A.C. 13:69F-3.2(a)6ii or 7.2(a)6ii, respectively, indicating the payout odds for the dragon 7 wager.