

CHAPTER 69F

RULES OF THE GAMES

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ii. Lose if the selected hand is a “natural” 8 and the other hand is a “natural” 9, or the selected hand is not a “natural” and has a point count less than or equal to the point count of the other hand or has a point count that exceeds the point count of the other hand by three or fewer points; or

iii. Be void if the selected hand is a “natural” and the other hand is a “natural” of equal point count.

6. If a casino licensee offers a no vigorish variation of baccarat-punto banco pursuant to N.J.A.C. 13:69F-3.3(h):

i. A wager on the “Banker’s Hand” shall be void, notwithstanding (a)1 above, if the “Banker’s Hand” is a “dragon 7 hand” as defined at N.J.A.C. 13:69F-3.3(h);

ii. A wager on the dragon 7 shall win if the “Banker’s Hand” is a dragon 7 hand, and lose if it is any other hand; and

iii. The “dragon 7 wager” shall not be offered in conjunction with the optional wagers authorized at (a)4 and 5 above.

(b) Unless otherwise approved by the Division, no casino licensee shall accept any wager at the game of baccarat-punto banco other than those specified in (a) above. It shall be within the discretion of the casino licensee whether a player shall be required to place a regular baccarat wager on either the “Banker’s Hand” or “Player’s Hand” in order to be able to place an optional bonus wager pursuant to (a)5 above.

(c) All wagers at baccarat-punto banco shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the baccarat-punto banco layout, except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table and such cash is expeditiously converted into gaming chips or plaques.

(d) No wager at baccarat-punto banco shall be made, increased, or withdrawn after the dealer calling the game has announced “No more bets.”

13:69F-3.3 Payout odds; vigorish

(a) A winning wager made on the “Player’s Hand” shall be paid off by a casino licensee at odds of 1 to 1.

(b) A winning tie bet shall be paid off by a casino licensee at odds of at least 8 to 1.

(c) Except as otherwise provided in (e) and (h) below, a winning wager made on the “Banker’s Hand” shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as “vigorish” from the winning player in an amount equal to, in the casino licensee’s discretion, either four or five percent of the amount won.

1. When collecting the vigorish, the casino licensee may round off the amount of a five percent vigorish to 25 cents or the next highest multiple of 25 cents, and the amount of a four percent vigorish to 20 cents or the next highest multiple of 20 cents.

2. A casino licensee may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payout shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with (c)3 below.

3. Any vigorish deferred by the casino licensee but not collected from a player for any reason shall be recorded in the calculation of table game win for that table by the casino licensee in accordance with the casino licensee’s internal control procedures, which internal controls shall, at a minimum, require:

i. The preparation by the pit clerk of a serially prenumbered Complimentary Vigorish Form (“Form”), consisting of an original and a duplicate copy, at a minimum, and on which shall be recorded the amount of the vigorish that was not collected, the name of the patron from whom the vigorish was not collected, and the signatures of the dealer, pit boss and pit clerk, as well as the signature of the patron if available, or a statement by the dealer or pit boss as to why the patron’s signature could not be obtained;

ii. That the series numbers of all Forms received by a casino licensee shall be accounted for by casino employees, that access to the Form prior to use shall be restricted to pit clerks, and that each series of Forms shall be used in sequential order;

iii. The deposit of the original Form in the drop box by the dealer, in the presence of the pit boss and pit clerk who signed the Form;

iv. The retention of the duplicate copy of the Form by the pit clerk, for forwarding to the casino accounting department at the end of the gaming day, where it will be compared to the original Form placed in the drop box;

v. That the original and duplicate copy of all void Forms shall be marked “VOID,” shall require the signatures of the pit boss and pit clerk, and shall be retained by the pit clerk until they are forwarded to the casino accounting department at the end of the gaming day; and

vi. Procedures for recording, no later than at the end of the gaming day, the amount of vigorish paid by the casino licensee as a cash complimentary to that patron.

4. All deferred vigorish shall be collected or documented in accordance with (c)3 above when each shoe of cards is completed or when the patron leaves the gaming table, whichever occurs first.

(d) Each casino licensee shall provide notice of any increase in the percentage of vigorish being charged at each baccarat table, in accordance with N.J.A.C. 13:69F-8.3. The percentage of vigorish charged at a baccarat table shall apply to all players at that table.

(e) Notwithstanding (c) and (d) above, a casino licensee may, in its discretion, pay a winning wager made on the "Banker's Hand" at odds of 1 to 1 and not collect any vigorish from the winning player provided that the casino licensee offers one, but not both, of the following options and complies with the notice requirements set forth in N.J.A.C. 13:69F-8.3:

1. Any winning wager on a "Banker's Hand" that has a point count of six shall be paid off by the casino licensee at odds of 1 to 2; or

2. The player has made one or more of the total card wagers authorized by N.J.A.C. 13:69F-3.2(a)4 in a total amount that is equal to or greater than the player's wager on the "Banker's Hand" for that round of play.

(f) If a casino licensee offers the total card wagers authorized by N.J.A.C. 13:69F-3.2(a)4, winning wagers shall be paid by a casino licensee at the following odds:

<u>Total Cards Dealt</u>	<u>Payout</u>
Four	3 to 2
Five	2 to 1
Six	2 to 1

(g) No vigorish shall be charged on a winning optional bonus wager. A casino licensee shall pay an optional bonus wager for hands that are not a "natural" with prescribed winning margins and for "natural" winning hands at not less than the odds listed in one of the following alternative payout schedules:

PAYTABLE A

Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1
Natural winner	1 to 1

PAYTABLE B

Win by 9 points	20 to 1
Win by 8 points	8 to 1
Win by 7 points	7 to 1
Win by 6 points	4 to 1
Win by 5 points	3 to 1
Win by 4 points	1 to 1
Natural winner	1 to 1

PAYTABLE C

Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 6 or 7 points	4 to 1
Win by 4 or 5 points	2 to 1
Natural winner	1 to 1

(h) A casino licensee may offer a variation of baccarat-punto banco in which the vigorish otherwise required by (c) above shall not be collected; provided, however, that a three-card "Banker's Hand" with a point count of seven that wins (dragon 7 hand) shall be deemed a push.

(i) If a casino licensee offers the variation of baccarat-punto banco in (h) above, a winning dragon 7 wager shall be paid by a casino licensee at odds not less than 40 to 1.

13:69F-3.4 Opening of table for gaming

(a) After receiving the six or more decks of cards at the table in accordance with N.J.A.C. 13:69E-1.18, the dealer calling the game shall, as applicable, comply with the requirements of either N.J.A.C. 13:69E-1.18(e)1 and (b) through (c) below or the requirements of N.J.A.C. 13:69E-1.18(e)2 and (r).

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in columns by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participant or participants is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

13:69F-3.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to N.J.A.C. 13:69E-1.18(r), and after each shoe of cards is completed, the casino licensee shall require its dealers to perform, at its option, either of the following procedures:

1. One or more of the dealers shall shuffle the cards so that they are randomly intermixed. After the cards have been shuffled, a dealer shall lace approximately one deck of cards so that they are evenly dispersed into the remaining stack.

i. After lacing the cards, the casino licensee may, as an additional option, require the dealer calling the game to shuffle some or all of the cards again.

ii. A casino licensee shall not initiate or terminate the use of this reshuffling option unless the casino

ii. A wager on the “dragon 7” shall win if the “Banker’s Hand” is a “dragon 7 hand,” and lose if it is any other hand; and

iii. The “dragon 7 wager” shall not be offered in conjunction with the optional wagers authorized at (a)4 and 5 above.

(b) Unless otherwise approved by the Division, no casino licensee shall accept any wager at the game of mini-baccarat other than those specified in (a) above. It shall be within the discretion of the casino licensee whether a player shall be required to place a regular mini-baccarat wager on either the “Banker’s Hand” or “Player’s Hand” in order to be able to place an optional bonus wager pursuant to (a)5 above.

(c) All wagers at mini-baccarat shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the mini-baccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table, and such cash is expeditiously converted into gaming chips or plaques.

(d) No wager at mini-baccarat shall be made, increased or withdrawn after the dealer has announced “No more bets.”

(e) Once the first card of any hand has been removed from the shoe by the dealer, no participant shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager.

13:69F-7.3 Payout odds; vigorish

(a) A winning wager made on the “Player’s Hand” shall be paid off by a casino licensee at odds of 1 to 1.

(b) A winning tie bet shall be paid off by a casino licensee at odds of at least 8 to 1.

(c) Except as otherwise provided in (d), (f), and (i) below, a winning wager made on the “Banker’s Hand” shall be paid off by a casino licensee at odds of 1 to 1, except that the casino licensee shall extract a commission known as “vigorish” from the winning player in an amount equal to, in the casino licensee’s discretion, either four or five percent of the amount won.

1. When collecting the vigorish, the casino licensee may round off the vigorish to five cents or the next highest multiple of five cents.

2. A casino licensee may collect the vigorish from a player at the time the winning payout is made or may defer it to a later time; provided, however, that all outstanding vigorish shall be collected prior to reshuffling the cards in a shoe. The amount of any vigorish not collected at the time of the winning payouts shall be evidenced by the placing of a coin or marker button containing the amount of the vigorish owed in a rectangular space in front of the dealer on the layout imprinted with the number of the player

owing such vigorish. The coin or marker button shall not be removed from the layout until the vigorish owed is collected or documented in accordance with (c)3 below.

3. Any vigorish deferred by the casino licensee but not collected from a player for any reason shall be recorded in the calculation of table game win for that table by the casino licensee in accordance with the casino licensee’s internal control procedures, which internal controls shall, at a minimum, require:

i. The preparation by the pit clerk of a serially prenumbered Complimentary Vigorish Form (“Form”), consisting of an original and a duplicate copy, at a minimum, and on which shall be recorded the amount of the vigorish that was not collected, the name of the patron from whom the vigorish was not collected, and the signatures of the dealer, pit boss and pit clerk, as well as the signature of the patron if available, or a statement by the dealer or pit boss as to why the patron’s signature could not be obtained;

ii. That the series numbers of all Forms received by a casino licensee shall be accounted for by casino employees, that access to the Form prior to use shall be restricted to pit clerks, and that each series of Forms shall be used in sequential order;

iii. The deposit of the original Form in the drop box by the dealer, in the presence of the pit boss and pit clerk who signed the Form;

iv. The retention of the duplicate copy of the Form by the pit clerk, for forwarding to the casino accounting department at the end of the gaming day, where it will be compared to the original Form placed in the drop box;

v. That the original and duplicate copy of all void Forms shall be marked “VOID,” shall require the signatures of the pit boss and pit clerk, and shall be retained by the pit clerk until they are forwarded to the casino accounting department at the end of the gaming day; and

vi. Procedures for recording, no later than at the end of the gaming day, the amount of vigorish paid by the casino licensee as a cash complimentary to that patron.

4. All deferred vigorish shall be collected or documented in accordance with (c)3 above when each shoe of cards is completed or when the patron leaves the gaming table, whichever occurs first.

(d) A casino licensee may, in its discretion, charge every player at a mini-baccarat table a vigorish equal to 25 percent of the player’s wager on the “Banker’s Hand” if the point counts of the “Banker’s Hand” and the “Player’s Hand” are equal. The vigorish authorized by this subsection shall be collected at the end of the round of play and prior to any cards being dealt for the next round of play. If a casino licensee elects to charge the vigorish authorized by this subsection, the vigorish otherwise required by (c) above shall not be collected.

(e) Each casino licensee shall provide notice of any change in the type of vigorish being charged or increase in the percentage of vigorish being charged at each mini-baccarat table, in accordance with N.J.A.C. 13:69F-8.3. The type and percentage of vigorish charged at a mini-baccarat table shall apply to all players at that table.

(f) Notwithstanding (c) through (e) above, a casino licensee may, in its discretion, pay a winning wager made on the "Banker's Hand" at odds of 1 to 1 and not collect any vigorish from the winning player provided that the casino licensee offers one, but not both, of the following options and complies with the notice requirements set forth in N.J.A.C. 13:69F-8.3:

1. Any winning wager on a "Banker's Hand" that has a point count of six shall be paid off by the casino licensee at odds of 1 to 2; or

2. The player has made one or more of the total card wagers authorized by N.J.A.C. 13:69F-7.2(a)4 in a total amount that is equal to or greater than the player's wager on the Banker's Hand for that round of play.

(g) If a casino licensee offers the total card wagers authorized by N.J.A.C. 13:69F-7.2(a)4, winning wagers shall be paid by a casino licensee at the following odds:

<u>Total Cards Dealt</u>	<u>Payout</u>
Four	3 to 2
Five	2 to 1
Six	2 to 1

(h) No vigorish shall be charged on a winning optional bonus wager. A casino licensee shall pay an optional bonus wager for hands that are not a "natural" with prescribed winning margins and for "natural" winning hands at not less than the odds listed in one of the following alternative payout schedules:

PAYTABLE A

Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 7 points	6 to 1
Win by 6 points	4 to 1
Win by 5 points	2 to 1
Win by 4 points	1 to 1
Natural winner	1 to 1

PAYTABLE B

Win by 9 points	20 to 1
Win by 8 points	8 to 1
Win by 7 points	7 to 1
Win by 6 points	4 to 1
Win by 5 points	3 to 1
Win by 4 points	1 to 1
Natural winner	1 to 1

PAYTABLE C

Win by 9 points	30 to 1
Win by 8 points	10 to 1
Win by 6 or 7 points	4 to 1
Win by 4 or 5 points	2 to 1
Natural winner	1 to 1

(i) A casino licensee may offer a variation of mini-baccarat in which vigorish otherwise required by (c) above shall not be collected; provided, however, that a three-card "Banker's Hand" with a point count of 7 that wins (dragon 7 hand) shall be deemed a push.

(j) If a casino licensee offers the variation of mini-baccarat in (i) above, a winning dragon 7 wager shall be paid by a casino licensee at odds not less than 40 to 1.

13:69F-7.4 Opening of table for gaming

(a) After receiving the six or more decks of cards at the table in accordance with N.J.A.C. 13:69E-1.18, the dealer calling the game shall, as applicable, comply with the requirements of either N.J.A.C. 13:69E-1.18(e)1 and (b) through (d) below or the requirements of N.J.A.C. 13:69E-1.18(e)2 and (r).

(b) Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face upwards on the table for visual inspection by the first participant or participants to arrive at the table. The cards shall be spread out in horizontal rows by deck according to suit and in sequence. The cards in each suit shall be laid out in sequence within the suit.

(c) After the first participant or participants are afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards and stacked.

(d) If an automated shuffling device is utilized, all the decks in one batch of cards shall be spread for inspection on the table separate from the decks in the other batch of cards. After the player or players is afforded an opportunity to visually inspect the cards, each batch of cards shall separately be turned face downward on the table and stacked.

13:69F-7.5 Shuffle and cut of the cards

(a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to N.J.A.C. 13:69E-1.18(r), and after each shoe of cards is completed, the dealer shall shuffle the cards so that they are randomly intermixed.

(b) After the cards have been shuffled, the casino licensee shall require the dealer, at its option, to either:

(b) A casino licensee may offer:

1. Different maximum wagers at one gaming table for each permissible wager in an authorized game; and
2. Different maximum wagers at different gaming tables for each permissible wager in an authorized game.

(c) A casino licensee shall provide notice of the minimum and maximum wagers in effect at each gaming table, and any changes thereto, in accordance with N.J.A.C. 13:69F-8.3.

(d) Notwithstanding (c) above, a casino licensee may, in its discretion, permit a player to wager below the established minimum wager or above the established maximum wager at a gaming table.

(e) Any wager accepted by a dealer shall be paid or lost in its entirety in accordance with the rules of the game, notwithstanding that the wager exceeded the current table maximum or was lower than the current table minimum.

(f) Nothing in this subchapter shall preclude a casino licensee from establishing additional wagering requirements that are consistent with the rules of the game, such as a requirement that wagers be made in specified increments, provided that the casino licensee satisfies the notice requirements of N.J.A.C. 13:69F-8.3(c).

13:69F-8.3 Rules of the games; notice

(a) Whenever a casino licensee is required by regulation to provide notice of the rules pursuant to which a particular table game will be operated, the casino licensee shall post a sign at the gaming table advising patrons of the rules in effect at that table.

(b) Except as provided in (c) below, no casino licensee shall change the rules pursuant to which a particular table game is being operated unless, at least one-half hour in advance of such change, the casino licensee:

1. Posts a sign at the gaming table advising patrons of the rule change and the time that it will go into effect;
2. Announces the rule change to patrons who are at the table; and
3. Notifies the Division of the rule change, the gaming table where it will be implemented and the time that it will become effective.

(c) Notwithstanding (b) above, a casino licensee may at any time change the permissible minimum or maximum wager at a table game or add, change or delete any additional wagering requirement permitted by N.J.A.C. 13:69F-8.2(f), without notifying the Division of such change, addition or deletion, upon posting a sign at the gaming table advising patrons of the new permissible minimum or maximum wager or additional wagering requirement, and announcing the change to patrons who are at the table.

(d) The location, size and language of each sign required by this section shall be submitted to the Division prior to its use.

13:69F-8.4 New games; requirements and procedures for application, declaratory ruling, test or experiment, and final approval of new authorized game

(a) Interested persons such as casino licensees, casino service industries, and owners, licensees, lessees or franchisees of the rights to a proposed new game, may petition the Division for approval of the game.

(b) A petition for approval of a proposed new game must include as a petitioner at least one casino licensee who has agreed in writing to participate in a test or experiment of the game in its casino. All petitioners shall be jointly and severally liable for payment of all regulatory review costs and other related expenses incurred by the Division of Gaming Enforcement in the review, testing and approval of the game.

(c) A proposed new game may be a variation of an authorized game, a composite of authorized games, or any other game compatible with the public interest and suitable for casino use, pursuant to N.J.S.A. 5:12-5.

(d) A petition for a proposed new game shall be in writing, signed by the petitioners and addressed to the Division of Gaming Enforcement's Intake Unit. The petition shall include the following information:

1. The names and addresses of petitioners;
2. Whether the game is a variation of an authorized game, a composite of authorized games, or another game which is compatible with the public interest and is suitable for casino use;
3. A complete and detailed description of the game for which approval is sought, including:
 - i. A summary of the game, including the objectives of the game, the method of play and the wagers offered;
 - ii. The draft of proposed rules describing the equipment used to play the game, and the proposed rules of the game, drafted in a format similar to that found in this chapter and in accordance with the N.J.A.C. 1:30, Rules for Agency Rulemaking;
 - iii. The true odds, the payout odds, and the house advantage for each wager;
 - iv. A sketch or picture of the game layout, if any; and
 - v. Sketches or pictures of the equipment used to play the game;
4. Whether the game, its name, or any of the equipment used to play it is covered by any copyrights, trademarks or patents, either issued or pending;

5. An assurance that the game has been offered initially to all casino licensees;

6. An agreement, satisfactory in form and content to the Division, releasing and indemnifying the Division and the State of New Jersey from all copyright, trademark, patent or other claims of petitioners and any other persons;

7. A request for a declaratory ruling that the proposed new game is a variation of an authorized game, a composite of authorized games or is compatible with the public interest, as required by N.J.S.A. 5:12-5;

8. A request for a test or experiment of the game, if approved, under N.J.S.A. 5:12-5 and 69e; and

9. Any other pertinent information or material requested of specific petitioners by the Division of Gaming Enforcement.

(e) In making a determination whether a proposed new game is an acceptable variation of an authorized game or a composite of authorized games, or is compatible with the public interest, the Division may consider rules and method of play; true and payout odds; wagers offered; layout; equipment used to play the game; personnel requirements; game security and integrity; similarity to other authorized games or other games of chance; and other variations or composites of the game previously approved as authorized games; as well as any other relevant factors. Any such determination shall be subject to a condition that the game must undergo a successful test for suitability of casino use under N.J.S.A. 5:12-5 and 69e, as provided in (f) and (g) below.

(f) If the proposed new game is preliminarily approved by the Division in accordance with (e) above, petitioners shall submit the following in connection with any proposed test of the game pursuant to N.J.S.A. 5:12-5 and 69e:

1. For any petitioner that is not a casino licensee or a casino service industry (CSI) licensee:

i. A completed application for the appropriate type of CSI license, together with the applicable nonrefundable license application fee; and

ii. An application for a transactional waiver, pursuant to the Act and rules of the Division, if required; and

2. A test submission, which shall include, at a minimum:

i. The names of the casinos where the test of the proposed new game will take place;

ii. The dates and times when the test will take place, and the gaming tables or other gaming equipment that will be involved;

iii. The proposed signage to be posted at the entrances to the casinos where the test is to be conducted;

iv. The criteria proposed for use in determining the success of the test, and the methods proposed for documenting it, including any necessary forms; and

v. Any other materials or information requested of specific petitioners by the Division of Gaming Enforcement.

(g) A test of the new game pursuant to N.J.S.A. 5:12-5 and 69e shall take place at such times and places, and under such conditions as the Division may require. The rules of the game and the test may be modified at any time during the test period if the Division deems it necessary to do so. No final approval of a new game shall be granted until:

1. The Division has determined that the game is suitable for casino use pursuant to N.J.S.A. 5:12-5 and 69e;

2. Any necessary regulatory amendments have been adopted pursuant to the Administrative Procedure Act, N.J.S.A. 52:14B-1 et seq., and have become effective;

3. All necessary CSI license applications have been filed, and all necessary transactional waivers have been issued; and

4. All regulatory review costs and other related expenses incurred by the Division of Gaming Enforcement in the review, testing and approval of the game, have been paid in full.

(h) Nothing in this section shall be construed to restrict or limit the Division in any way from proposing new games or game variations on its own initiative, at any time.

13:69F-8.5 Patron access to the rules of the games; gaming guides

(a) Each casino licensee shall maintain at its security podium a printed copy of the complete text of the rules of all authorized games and all other information required to be made available to the public pursuant to N.J.S.A. 5:12-100f. This information shall be made available to the public for inspection upon request.

(b) Each casino licensee shall make available to patrons upon request an abridged version of the information required to be made available by N.J.S.A. 5:12-100f. Each such version, to be known as a "gaming guide," may be produced in a printed, video or other format.

(c) No gaming guide shall be issued, displayed or distributed by a casino licensee unless and until a sample thereof has been submitted to the Division.

(d) Each casino licensee may display a gaming guide at any location in its establishment. Such display shall not be considered to constitute advertising, nor does such display constitute the contract with or the use or employment of a barker for purposes of N.J.S.A. 5:12-100l.

13:69F-8.6 Gaming tournaments

(a) No gaming tournament shall be conducted unless the casino licensee files a written notice with the Division at the Division’s Regulatory Enforcement Bureau office in the establishment, at least five business days prior to the commencement of such tournament, which notice shall include, at a minimum, the following information:

1. The date and time of the scheduled gaming tournament;
2. A detailed description of the type of gaming tournament to be offered;
3. The number of patrons involved in the gaming tournament;
4. The exact location of the gaming tournament;
5. A description of any additional security measures that will be implemented for the gaming tournament;
6. A certification from the supervisors of the casino licensee’s security, casino gaming operations, and surveillance departments that the proposed gaming tournament will not adversely affect the security and integrity of gaming operations; and
7. A certification from the casino controller or designee if the tournament impacts gross revenue.

(b) The Division may at any time require the licensee to immediately cease any gaming tournament conducted, if the gaming tournament provided is in any material manner different from the description contained in the submission filed pursuant to (a) above or in any way compromises the security or integrity of gaming operations or the collection of gross revenue.

(c) Gaming tournaments involving games where the outcome depends on the skill of the participant are authorized provided that some element of chance is also part of the game.

SUBCHAPTER 9. SIC BO

13:69F-9.1 Dice; number of dice; sic bo shaker

Sic bo shall be played with three dice, which shall be sealed inside a sic bo shaker pursuant to N.J.A.C. 13:69E-1.16. The sic bo shaker while at the table shall be the responsibility of the dealer at all times. No dice that have been placed in a sic bo shaker for use in gaming shall remain on a table for more than 24 hours.

13:69F-9.2 Permissible wagers

(a) The following shall constitute the definitions of permissible wagers at the game of sic bo:

1. “Three of a kind” shall mean a wager which shall win if the same number is showing on all three dice and the player selected that number to appear on all three dice.

2. “Two of a kind” shall mean a wager which shall win if the same number is showing on two of the three dice and the player selected that number to appear on two out of the three dice.

3. “Any three of a kind” shall mean a wager which shall win if the numeric value on all three dice is the same and the player wagered that any of the number 1 through 6 would appear on all of the three dice.

4. “Total value bet” shall mean a wager which shall win if the numeric total of all three dice equals the total of the number wagered.

5. “Two dice combination” shall mean a wager which shall win when the player wagered that a combination of two specific but different numeric values would appear on at least two of the dice and the two numeric values chosen are showing.

6. “Small bet” shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 4, 5, 6, 7, 8, 9, or 10 and shall lose if any other numeric total is shown or if three of a kind appears.

7. “Big bet” shall mean a wager which shall win if the numeric total of all three dice equals any one of the following totals: 11, 12, 13, 14, 15, 16, or 17 and shall lose if any numeric total is shown or if three of a kind appears.

8. “One of a kind” shall mean a wager which shall win if one or more of the three dice shows a numeric value equal to the number wagered.

13:69F-9.3 Wagers

(a) All wagers at sic bo shall be made by placing gaming chips or plaques on the appropriate areas of the sic bo layout. No verbal wagers accompanied by cash may be accepted at the game of sic bo.

(b) Each player shall be responsible for the correct positioning of his wagers on the sic bo layout regardless of whether the player is assisted by the dealer. Each player shall ensure that any instructions given to the dealer regarding the placement of wagers are correctly carried out.

(c) Each wager shall be settled strictly in accordance with its position on the layout when the dice come to rest and the numeric value showing on each die has been entered into the electrical device and illuminated at the table.

13:69F-9.4 Payout odds

(a) Payout odds on any layout or in any brochure or other publication distributed by a casino licensee shall be stated through the use of the word “to” or “win” and no odds shall be stated through the use of the word “for.”

(b) Each casino licensee shall pay off winning wagers at the game of sic bo at no less than the odds listed below:

<u>Wager</u>	<u>Payout Odds</u>
Three of a kind	150 to 1
Two of a kind	8 to 1
Any three of a kind	24 to 1
Total value of 4	50 to 1
Total value of 5	18 to 1
Total value of 6	14 to 1
Total value of 7	12 to 1
Total value of 8	8 to 1
Total value of 9	6 to 1
Total value of 10	6 to 1
Total value of 11	6 to 1
Total value of 12	6 to 1
Total value of 13	8 to 1
Total value of 14	12 to 1
Total value of 15	14 to 1
Total value of 16	18 to 1
Total value of 17	50 to 1
Any two dice combination	5 to 1
Small bet	1 to 1
Big bet	1 to 1
One of a kind	1 to 10

(c) "One of a kind" shall be paid at 2 to 1, if two of the dice show the same numeric value, and at 3 to 1, if all three dice show the same numeric value.

13:69F-9.5 Procedures for opening and dealing the game

(a) Prior to opening the sic bo table for gaming activity, the floorperson assigned to the sic bo table shall inspect the following items to insure that each is in proper working order:

1. The electrical device; at a minimum, the inspection shall be completed by entering three numeric values into the electrical device and verifying that all winning combinations are properly illuminated; and

2. The automated dice shaker, if one is in use; at a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being properly tossed.

(b) At the beginning of each shift, the casino supervisor assigned to the sic bo table shall also inspect the automated dice shaker, if one is in use, to insure that it is in proper working order; at a minimum, the inspection shall be completed by operating the device three times and verifying that the dice are being properly tossed.

(c) Prior to shaking the manual sic bo shaker or activating the automated dice shaker, the dealer shall announce "No more bets."

(d) Once "No more bets" has been announced, the dealer shall either:

1. Place the cover on the manual sic bo shaker, and shake the sic bo shaker at least three times so as to cause a random mixture of the dice; or

2. Activate the automated dice shaker to permit and cause a random mixture of the dice.

(e) The dealer shall then remove the cover from the manual sic bo shaker, announce the numeric value of each die and enter the numeric value of each die into the electrical device on the table. The electrical device shall then cause the winning combinations to be illuminated on the sic bo layout.

(f) After the winning combinations have been illuminated, the dealer shall first collect all losing wagers and then pay off all winning wagers at the odds currently being offered in accordance with N.J.A.C. 13:69F-9.4. A manual sic bo shaker shall remain uncovered until all winning wagers have been paid; an automated sic bo dice shaker shall remain uncovered at all times.

(g) After all losing wagers have been collected and all winning wagers paid, the dealer shall clear the previously illuminated winning combinations from the table.

13:69F-9.6 Irregularities

(a) If all three dice do not land flat on the bottom of the sic bo shaker after being tossed, the dealer shall call a "No roll."

(b) If the electrical device malfunctions after the manual sic bo shaker has been uncovered or the automated sic bo dice shaker has tossed the dice, the dealer shall, in the presence of the casino supervisor, collect all losing wagers and pay all winning wagers. Once the wagers on the layout have been settled, all gaming at sic bo shall cease until the electrical device has been fixed.

(c) If the automated sic bo shaker fails to operate or malfunctions when activated, the round of play shall be void.

(d) An automated sic bo shaker shall be removed from a gaming table before a manual sic bo shaker may be utilized at that table.

SUBCHAPTER 10. PAI GOW

13:69F-10.1 Definitions

The following words and terms, when used in this subchapter, shall have the following meaning unless the context clearly indicates otherwise.

"Bank" shall mean the player who elects to have the other players and dealer play against him or her and accepts the responsibility to pay all winning wagers.

"Co-banking" is defined in N.J.A.C. 13:69F-10.8.