

shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an ace, a 2 and a 4 has a Point Count of 7;
2. A hand composed of an ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

Amended by R.1998 d.441, effective September 8, 1998.  
See: 30 N.J.R. 1772(b), 30 N.J.R. 3259(b).

In (a), deleted "(6)" preceding "decks of cards", deleted "solid yellow or green" preceding "cutting card" in the first sentence and added a new last sentence.

### 19:47-3.2 Wagers

(a) The following wagers shall be permitted to be made by a participant at the game of Baccarat-Punto Banco:

1. A wager on the "Banker's Hand" which shall:
  - i. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";
  - ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand";
  - iii. Be void if the Point Count of the "Banker's Hand" and the "Player's Hand" are equal.
2. A wager on the "Player's Hand" which shall:
  - i. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";
  - ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand";
  - iii. Be void if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal.
3. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.
4. At the discretion of the casino licensee, three separate wagers on whether the total number of cards dealt during the round of play will be four, five or six, which wagers shall win or lose based upon the actual number of cards required to be dealt.

5. A casino licensee may, in its discretion, offer each player at the table the opportunity to make an optional bonus wager on either or both the Player's Hand and Banker's Hand. The optional bonus wager shall:

- i. Win if the selected hand is a "natural" as defined at N.J.A.C. 19:47-3.9(a) and the other hand is not a "natural," the selected hand is a "natural" nine and the other hand is a "natural" eight, or the selected hand is not a "natural" and has a Point Count that exceeds the Point Count of the other hand by four or more points;

ii. Lose if the selected hand is a "natural" eight and the other hand is a "natural" nine, 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.

(b) Unless otherwise approved by the Commission, 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 that they are confirmed by the dealer and casino supervisor at the table and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) No wager at Baccarat-Punto Banco shall be made, increased or withdrawn after the dealer calling the game has announced "No More Bets."

Amended by R.1980 d.132, effective March 31, 1980.

See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).

Amended by R.1980 d.186, effective April 29, 1980.

See: 12 N.J.R. 357(a).

Amended by R.1991 d.551, effective November 4, 1991.

See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).

Added N.J.A.C. 19:47-8.3 reference for wager requirements.

Amended by R.1993 d.630, effective December 6, 1993.

See: 25 N.J.R. 3953(a), 25 N.J.R. 5521(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.2007 d.318, effective October 15, 2007.

See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

Added (a)4.

Amended by R.2008 d.61, effective March 17, 2008.

See: 39 N.J.R. 5072(a), 40 N.J.R. 1705(a).

Added (a)5; and in (b), deleted "his employees or agents" preceding "shall accept", substituted "(a) above" for "subsection (a) of this section" and added the last sentence.

### 19:47-3.3 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) 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 licensee's approved internal controls, which internal controls shall, at a minimum, require:

i. The preparation by the pit clerk of a serially pre-numbered 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. Compliance with all relevant provisions of N.J.A.C. 19:45-1.9 and 1.9B;

vi. 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

vii. 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. 19:47-8.3. 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. 19:47-8.3:

1. Any winning wager on a "Banker's Hand" that 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. 19:47-3.2(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. 19:47-3.2(a)4, winning wagers shall be paid by a casino licensee at the following odds:

Total Cards Dealt	Payout
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 nine points	30 to 1
Win by eight points	10 to 1
Win by seven points	6 to 1
Win by six points	4 to 1
Win by five points	2 to 1
Win by four points	1 to 1
Natural winner	1 to 1

## PAYTABLE B

Win by nine points	20 to 1
Win by eight points	8 to 1
Win by seven points	7 to 1
Win by six points	4 to 1
Win by five points	3 to 1
Win by four points	1 to 1
Natural winner	1 to 1

## PAYTABLE C

Win by nine points	30 to 1
Win by eight points	10 to 1
Win by six or seven points	4 to 1
Win by four or five points	2 to 1
Natural winner	1 to 1

Amended by R.1989 d.97, effective February 21, 1989.

See: 20 N.J.R. 2647(b), 21 N.J.R. 460(a).

Added "a coin" to (b).

Amended by R.1991 d.616, effective December 16, 1991.

See: 23 N.J.R. 2926(a), 23 N.J.R. 3824(a).

Added new (b); deleted (c); redesignated existing (b) to (c) with changes; added new (d), codified the practice of charging either a four or five percent vigorish.

Amended by R.1998 d.474, effective September 21, 1998.

See: 30 N.J.R. 1774(a), 30 N.J.R. 3514(a).

In (c), added an exception at the beginning; and added (e).

Amended by R.1999 d.43, effective February 1, 1999.

See: 30 N.J.R. 3173(a), 31 N.J.R. 455(a).

Rewrote (c).

Amended by R.1999 d.174, effective June 7, 1999.

See: 31 N.J.R. 595(a), 31 N.J.R. 1505(a).

In (c)3i, added provisions relating to patrons' signatures at the end.

Amended by R.2007 d.318, effective October 15, 2007.

See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

Rewrote the introductory paragraph of (e); and added (e)1, (e)2 and (f).

Amended by R.2008 d.61, effective March 17, 2008.

See: 39 N.J.R. 5072(a), 40 N.J.R. 1705(a).

Added (g).

## Case Notes

When casino seeks to enforce marker debt against patron, patron may raise all common-law defenses to contract, including that his capacity was impaired by voluntary intoxication. *Hakimoglu v. Trump Taj Mahal Associates*, D.N.J.1994, 876 F.Supp. 625.

## 19:47-3.4 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. 19:46-1.18, the dealer calling

the game shall, as applicable, comply with the requirements of either N.J.A.C. 19:46-1.18(e)1 and (b) through (c) below or the requirements of N.J.A.C. 19:46-1.18(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.

Amended by R.1980 d.132, effective March 31, 1980.

See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).

Amended by R.1980 d.186, effective April 29, 1980.

See: 12 N.J.R. 357(a).

Amended by R.1985 d.228, effective May 20, 1985.

See: 17 N.J.R. 61(a), 17 N.J.R. 1341(a).

Deleted "a floorman" and substituted "the verification by the floorperson".

Amended by R.2007 d.86, effective March 19, 2007.

See: 38 N.J.R. 3149(a), 39 N.J.R. 940(a).

Rewrote (a).

## 19:47-3.5 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. 19:46-1.18(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 licensee provides its surveillance department and the Commission with at least 30 minutes prior written notice; or

2. One or more of the dealers shall "wash" and stack the cards, after which each of the three dealers shall shuffle the stack of cards independently.

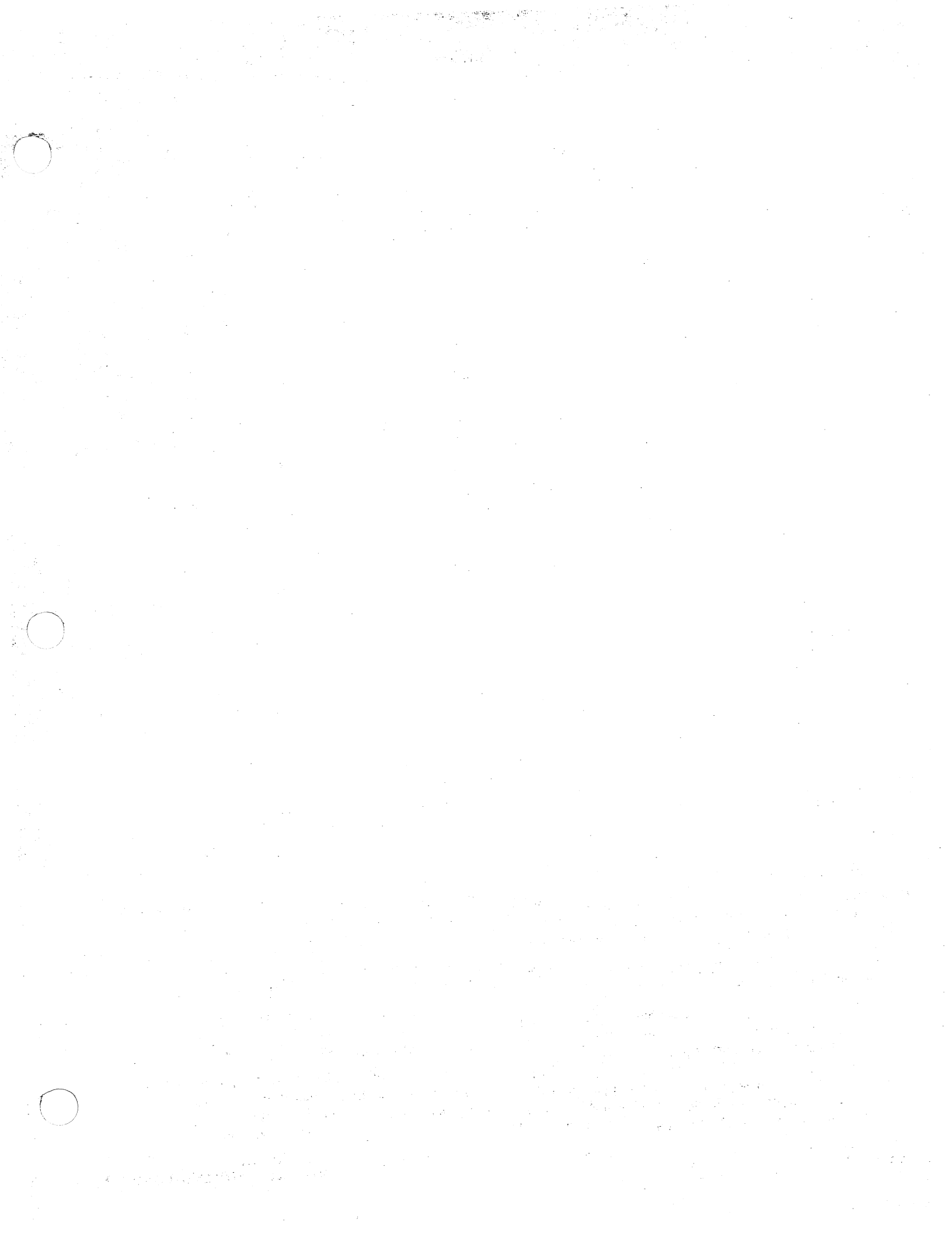
(b) Any shuffling or lacing option chosen for use by a casino licensee pursuant to (a) above shall be implemented at all tables within a pit.

(c) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer calling the game shall offer

the stack of cards, with backs facing away from the dealer, to the participants to be cut. The dealer shall begin with the participant seated in the highest number position at the table or, in the case of reshuffle the last curator and working clockwise around a table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(d) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(e) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then in-



sert one cutting card in a position at least 14 cards in from the back of the stack and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard bucket after all cards have been shown to the players. Face cards and tens count as tens. Aces count as one.

(f) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) above.

As amended, R.1980 d.132, effective March 31, 1980.

See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).

As amended, R.1980 d.186, effective April 29, 1980.

See: 12 N.J.R. 357(a).

Petition for Rulemaking: To eliminate the lacing of the cards from the shuffle and cut procedures required in Baccarat-Punto Banco and minibaccarat.

See: 17 N.J.R. 1750(c).

Amended by R.1994 d.283, effective June 6, 1994.

See: 26 N.J.R. 1210(a), 26 N.J.R. 2477(a).

Amended by R.1995 d.429, effective August 7, 1995.

See: 27 N.J.R. 1176(a), 27 N.J.R. 2974(a).

At (b) added notification requirement for initiation or termination of reshuffle option.

Amended by R.1996 d.223, effective May 20, 1996.

See: 28 N.J.R. 1362(b), 28 N.J.R. 2572(b).

Added recut provisions.

Amended by R.1996 d.478, effective October 7, 1996.

See: 28 N.J.R. 3522(a), 28 N.J.R. 4518(b).

Amended by R.2007 d.86, effective March 19, 2007.

See: 38 N.J.R. 3149(a), 39 N.J.R. 940(a).

In (a), inserted “, unless the cards were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r),”.

#### 19:47-3.6 Dealing shoe; selection of player to deal cards

(a) All cards used to game at Baccarat-Punto Banco shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

(b) At the commencement of play, the dealer calling the game shall offer the shoe to the participant in seat number one at the table. If such participant rejects the shoe or if there is no one in seat number one, the dealer shall offer the shoe to each of the other participants in turn counterclockwise around the table until one of the participants accepts it.

(c) The participant to accept the shoe (hereinafter called the “curator”) shall be responsible for dealing the cards in accordance with these regulations and the instructions of the dealer calling the game.

(d) Notwithstanding (b) and (c) above, the dealer may act as the curator upon either of the following:

1. A participant who accepts the shoe and any other participant to whom the shoe is relinquished pursuant to N.J.A.C. 19:47-3.11 designates the dealer as the curator; or

2. No participant to whom the shoe is offered accepts the shoe.

Amended by R.1998 d.442, effective September 8, 1998.

See: 30 N.J.R. 1775(a), 30 N.J.R. 3260(a).

Added a new (d).

#### 19:47-3.7 Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of Baccarat-Punto Banco, one of which shall be denominated the “Player’s Hand” and the other denominated the “Banker’s Hand”.

(b) At the commencement of each round of play, the dealer calling the game shall announce “No More Bets” after which he shall instruct the curator to commence dealing the cards by announcing “Cards”.

(c) The curator shall deal an initial four cards from the shoe. The first and third card dealt shall constitute the first and second cards of the “Player’s Hand”. The second and fourth card dealt shall constitute the first and second cards of the “Banker’s Hand”. After the cards are dealt to each hand, the dealer calling the game shall place them face upwards in front of himself.

(d) In lieu of the procedure in (c) above, the first and third cards dealt shall be placed face down on the area designated for the “Player’s Hand” and the second and fourth card dealt shall be placed face down on the area designated for the “Banker’s Hand.” After all four cards have been dealt, the dealer shall place the “Banker’s Hand” underneath the right corner of the dealing shoe until the “Player’s Hand” is called in accordance with N.J.A.C. 19:47-3.8(a).

1. The dealer shall then hand the two cards of the Players Hand, face down, to the player with the highest wager on the Players Hand. After viewing the Players Hand, the player shall return the two cards, face up, to the dealer who shall place the cards face up on the area of the layout designated for the Players Hand and announce the point count of the Players Hand in accordance with N.J.A.C. 19:47-3.8(a).

2. The dealer shall then hand the two cards of the “Bankers Hand”, face down, to the player with the highest wager on the “Banker’s Hand.” After viewing the “Banker’s Hand,” the player shall return the two cards, face up, to the dealer who shall place the cards face up on the areas of the layout designated for the “Banker’s Hand” and announce the point count of the “Banker’s Hand” in accordance with N.J.A.C. 19:47-3.8(a).

3. Any third card required to be dealt to the “Players Hand” shall be placed face down on the area of the layout designated for the “Players Hand”. The dealer shall then hand the card, face down, to the player who was handed and returned the “Players Hand”. After viewing the card,

the player shall return the card face up to the dealer who shall place the card face up on the area on the layout designated for the "Players Hand".

4. Any third card required to be dealt to the "Bankers Hand" shall be placed face down on the area of the layout designated for the "Banker's Hand." The dealer shall then hand the card, face down, to the player who was handed and returned the "Banker's Hand." After viewing the card, the player shall return the card face up to the dealer who shall place the card face up on the area of the layout designated for the "Banker's Hand."

5. If two or more players offer to wager an equally high amount on the "Players Hand", the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the "Players Hand" and any third card required to be dealt. If two or more players offer to wager an equally high amount on the "Banker's Hand," the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the "Banker's Hand" and any third card required to be dealt pursuant to N.J.A.C. 19:47-3.9.

6. In the event there are no wagers on the "Players Hand", any player with a wager on the "Bankers Hand" may be permitted at the discretion of the casino licensee to turn face up the "Players Hand" and any additional card required to be dealt. In the event there are no wagers on the "Bankers Hand", any player with a wager on the "Players Hand" may be permitted at the discretion of the casino licensee to turn face up the "Bankers Hand" and any additional card required to be dealt.

Petition for Rulemaking.  
See: 36 N.J.R. 4334(a), 5009(a).  
Amended by R.2005 d.102, effective April 4, 2005.  
See: 36 N.J.R. 4699(a), 37 N.J.R. 1087(a).  
Added (d).

**19:47-3.8 Procedure for dealing of additional cards**

(a) After the initial four cards have been dealt, the dealer calling the game shall announce the Point Count of the "Players Hand". After the dealer calling the game takes and positions the cards of the "Bankers Hand" in front of him, the dealer calling the game shall announce the Point Count of the "Banker's Hand." When the dealer is acting as curator, the casino licensee, at its discretion and upon the request of a player, may turn the cards of the "Banker's Hand" face up prior to turning the cards of the "Player's Hand" face up.

(b) Following the announcement of the Point Counts of each hand, the dealer calling the game shall instruct the curator whether to deal a third card to each hand which instructions shall be in conformity with the requirements of section 9 of this subchapter.

(c) Any third card required to be dealt by the dealer's instructions shall first be dealt face upwards to the "Player's Hand" and then to the "Banker's Hand" by the curator.

(d) In no event shall more than one additional card be dealt to either hand.

(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce "last hand". At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

As amended, R.1980 d.132, eff. March 31, 1980.  
See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).  
As amended, R.1980 d.186, eff. April 29, 1980.  
See: 12 N.J.R. 357(a).  
Petition for Rulemaking.  
See: 36 N.J.R. 5009(a).  
Amended by R.2005 d.102, effective April 4, 2005.  
See: 36 N.J.R. 4699(a), 37 N.J.R. 1087(a).  
In (a), added the second sentence.

**19:47-3.9 Rules for determining whether third card shall be dealt**

(a) If the Point Count of either the "Player's Hand" or the "Banker's Hand" after the initial two cards are dealt to each is an 8 or 9 (which shall be called a "natural") no more cards shall be dealt to either hand.

(b) If the Point Count of the "Banker's Hand" on the first two cards is 0 to 7 inclusive, the "Player's Hand" shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of Table 1 of this subsection.

TABLE 1

Player Having	THIRD CARD DETERMINATION
0 to 5	Draws
6 to 9	Stays

(c) The "Banker's Hand" shall draw (i.e. take a third card) or stay (i.e. not take a third card) in accordance with the requirements of Table 2 of this subsection.

TABLE 2

If No Third Card Drawn	Third Card Drawn by Player's Hand									
	0	1	2	3	4	5	6	7	8	9
0 (Point Count of Broker's Hand)	BANKER'S HAND DRAWS									
1										
2										
3	D	D	D	D	D	D	D	D	S	D
4	D	S	S	D	D	D	D	D	S	S
5	D	S	S	S	S	D	D	D	S	S
6	S	S	S	S	S	S	D	D	S	S
7										
8	BANKER'S HAND STAYS									
9										

(d) The first vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

(e) The first horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand".

(f) The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must stay (i.e. not draw a third card).

(g) The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand" is 4, the table shows that the "Banker's Hand" shall draw a third card.

**19:47-3.10 Announcement of result of round; payment and collection of wagers**

(a) After each hand has received all the cards to which it is entitled pursuant to N.J.A.C. 19:47-3.7, 3.8 and 3.9, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If the two hands have equal Point Counts, the dealer shall announce "Tie Hand." If the total card wagers authorized by N.J.A.C. 19:47-3.2(a)4 are offered, the dealer shall also announce the total number of cards dealt during the round of play.

(b) After the result of the round is announced, the dealer or dealers responsible for the wagers on the table shall first collect each losing wager. Thereafter, the dealer or dealers shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or commission owed pursuant to N.J.A.C. 19:47-3.3.

1. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player.

2. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player

position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager.

3. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected.

4. Starting at the highest numbered player position at which a winning wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) A casino licensee may, in its discretion, elect to use any of the procedures authorized in (b) above at any punto banco table in its establishment; provided, however, that:

1. The same procedure shall be used for all punto banco tables located within the same gaming pit; and

2. The Commission and the casino licensee's surveillance department shall be notified, in writing, at least 30 minutes prior to the implementation of or a change in the particular procedure to be used at a table or gaming pit.

Amended by R.1995 d.309, effective June 19, 1995.

See: 27 N.J.R. 1174(a), 27 N.J.R. 2461(a).

Amended by R.2007 d.318, effective October 15, 2007.

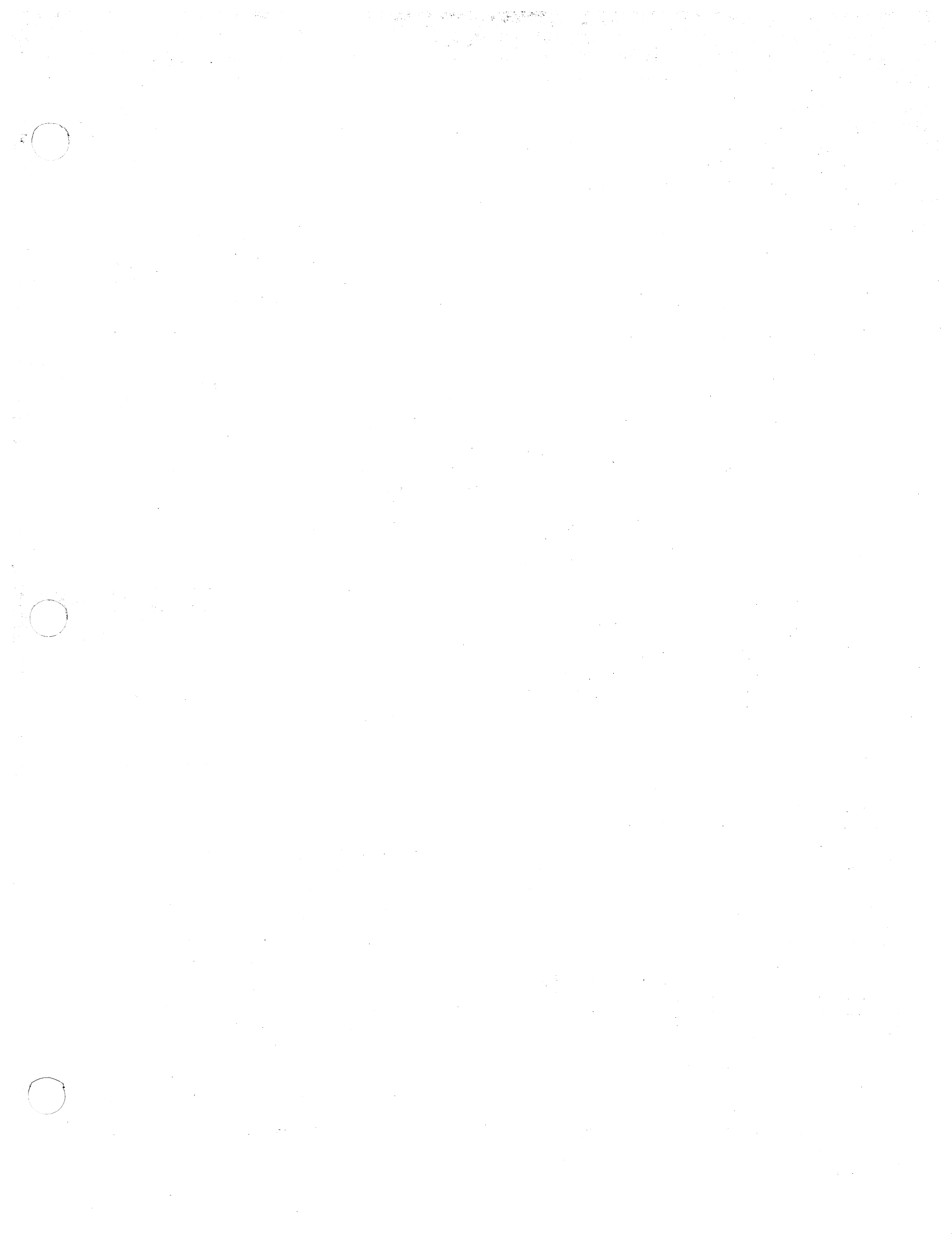
See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

In (a), added the last sentence.

**19:47-3.11 Continuation of curator as such; selection of new curator**

(a) It shall be the option of the curator, after any round of play, either to pass the shoe or remain as curator except that:

1. The curator shall pass the shoe whenever the banker's hand loses; and



placing a wager within the area on the roulette layout designated for the color wager being selected.

7. "Seven numbers color wager" is a wager on a single-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the seven numbers color wager being selected.

8. "Eight numbers color wager" is a wager on a double-zero roulette wheel that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to the single-zero compartment, the double-zero compartment or to any one of six numbers contained in a specific section of the roulette wheel of the matching color (black, blue, gold, red, purple or green) on the roulette layout selected by the player, who shall select a color by placing a wager within the area on the roulette layout designated for the eight numbers color wager being selected.

9. "Column" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected.

10. "Dozen" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24", or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36").

11. "Red" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on "red" by placing a wager within the red box on the roulette layout used for such wagers.

12. "Black" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on "black" by placing a wager within the black box on the roulette layout used for such wagers.

13. "Odd" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on "odd" by placing a wager within the box on the roulette layout that is labeled "Odd".

14. "Even" is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on "even" by placing a wager within the box on the roulette layout that is labeled "Even".

15. "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".

16. "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".

(f) Notwithstanding (e) above, a casino licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33". The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated for such wager and approved by the Commission.

(g) A casino licensee that offers the six numbers color wager in (e)6ii above, the seven numbers color wager in (e)7 above, or the eight numbers color wager in (e)8 above, shall not offer the dozen wager in (e)8 above or the red and black wagers in (e)9 and 10 above, respectively, at the same roulette table.

Amended by R.1980 d.132, effective March 31, 1980.

See: 11 N.J.R. 653(a), 12 N.J.R. 294(c).

Amended by R.1980 d.186, effective April 29, 1980.

See: 12 N.J.R. 357(a).

Amended by R.1991 d.551, effective November 4, 1991.

See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).

In (e): revised text to add reference to N.J.A.C. 19:47-8.3 regarding wager requirements.

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

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

Simulcasting added.

Amended by R.1993 d.630, effective December 6, 1993.

See: 25 N.J.R. 3953(a), 25 N.J.R. 5521(a).

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

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

Amended by R.1997 d.423, effective October 6, 1997.

See: 28 N.J.R. 4181(b), 29 N.J.R. 4304(b).

In (a), inserted "and, if applicable, a match play coupon"; and in (b), added the second sentence.

Amended by R.2009 d.200, effective June 15, 2009.

See: 41 N.J.R. 1003(a), 41 N.J.R. 2497(a).

Rewrote (e)6; added (e)7 and (e)8; recodified former (e)7 through (e)14 as (e)9 through (e)16; rewrote (f); and added (g).

Petition for Rulemaking.

See: 42 N.J.R. 677(b), 1098(a).

#### Case Notes

Providing gaming chips to casino patron did not violate the "rules of the game" regulations. *New Jersey, Dept. of Law & Public Safety, Div. of Gaming Enforcement v. GNOC, Corp.*, 92 N.J.A.R.2d (CCC) 31.

**19:47-5.2 Roulette: payout odds**

(a) No casino licensee, its employees or agents shall pay off winning wagers at the game or roulette at less than the odds listed below:

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Eight Numbers	3 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), a player shall lose, at the casino licensee's option, either one-half of each wager on red, black, odd, even, 1 to 18, and 19 to 36 or the entire wager. If the former option is chosen by a casino licensee, the remaining half of each such wager shall be returned to the player by the dealer. Each casino licensee offering double zero roulette shall provide notice of the option in effect at the table in accordance with the provisions of N.J.A.C. 19:47-8.3.

(c) When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall be lost.

(d) When roulette is played on a double zero wheel being used as a single zero roulette wheel, as provided in N.J.A.C. 19:46-1.7(c):

1. Notice shall be provided, in accordance with N.J.A.C. 19:47-8.3;
2. The dealer shall announce "no spin," declare the spin void and respin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and
3. 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).

Amended by R.1981 d.388, effective November 2, 1981.  
See: 13 N.J.R. 534(b), 13 N.J.R. 780(c).

(b): "When roulette is played on a double zero wheel and" added; "choose one of the following options" deleted. (b)1: recodified as part of (b) and "; or" deleted. (b)2 deleted. (c) added.

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

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

Added (d).

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.1995 d.167, effective March 20, 1995.

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

Amended by R.1998 d.414, effective August 17, 1998.

See: 30 N.J.R. 1219(a), 30 N.J.R. 3067(a).

Rewrote (b).

Amended by R.2009 d.200, effective June 15, 2009.

See: 41 N.J.R. 1003(a), 41 N.J.R. 2497(a).

In the table in (a), inserted the entry for "Eight Numbers".

**19:47-5.3 Roulette: rotation of wheel and ball**

(a) The roulette ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

(b) While the ball is still rotating in the track around the wheel, the dealer shall call "No More Bets".

(c) Upon the ball coming to rest in a compartment, the dealer shall announce the number of such compartment and shall place a point marker to be known as a "crown" or "dolly" on that number on the roulette layout.

(d) If a casino licensee offers the "five adjacent numbers" wagering option authorized by N.J.A.C. 19:47-5.1, the dealer shall then move one-fifth of each winning "five adjacent numbers" wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball came to rest.

(e) After placing the crown on the layout and, if applicable, complying with the provisions of (d) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

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

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

**19:47-5.4 Roulette: irregularities**

(a) If the ball is spun in the same direction as the wheel, the dealer shall announce "No Spin" and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments.

(b) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

(c) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce "No Spin" and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

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

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

**19:47-5.5 Big Six Wheel; payout odds**

(a) No casino licensee, his employees or agents shall pay off winning wagers made at Big Six at less than the odds listed below.

Bet On	Payout Odds
\$ 1 Insignia	1 to 1
\$ 2 Insignia	2 to 1
\$ 5 Insignia	5 to 1
\$10 Insignia	10 to 1
\$20 Insignia	20 to 1
Joker	45 to 1
Flag	45 to 1

(b) The payout odds for winning Big Six wagers printed on any Big Six Wheel or 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."

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.1998 d.553, effective November 16, 1998.  
See: 30 N.J.R. 3178(a), 30 N.J.R. 4070(a).  
Added (b).

**19:47-5.6 Big Six Wheel; wagers and rotation of the wheel**

(a) Prior to the spin of the wheel, the dealer shall call "No More Bets".

(b) The Big Six Wheel shall be spun by the dealer in either direction and shall complete at least three revolutions to constitute a valid spin.

(c) If the clapper comes to rest between two numbers upon completion of the spin of the Big Six Wheel, the casino licensee has the option to do one of the following:

1. Declare the winning number to be that number previously passed; or

2. Declare the spin void and re-spin the wheel.

(d) Upon a casino licensee choosing one of the options as outlined in (c) above, it shall conspicuously post a sign at each table stating which option is in effect.

(e) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay off all winning wagers.

Public Notice: Petition for Rulemaking.  
See: 18 N.J.R. 1206(a).  
Amended by R.1989 d.232, effective May 1, 1989.  
See: 21 N.J.R. 131(a), 21 N.J.R. 1156(a).  
Replaced section title "minimum and maximum wagers" with "wagers and rotation of the wheel."  
Added (b)-(f) providing specific guidelines for licensees and dealers regarding game rules for the Big Six Wheel.  
Amended by R.1991 d.551, effective November 4, 1991.  
See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).  
In (a): revised text to include reference to N.J.A.C. 19:47-8.3 regarding wager requirements.  
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.630, effective December 6, 1993.  
See: 25 N.J.R. 3953(a), 25 N.J.R. 5521(a).  
Administrative correction.  
See: 29 N.J.R. 1401(c).  
In (d), amended subsection reference.

**19:47-5.7 (Reserved)**

**SUBCHAPTER 6. RED DOG**

**19:47-6.1 Cards; number of decks; value of cards; dealing shoe**

(a) Red dog shall be played with at least one deck of cards with backs of the same color and design and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.



Amended by R.1999 d.53, effective February 16, 1999.  
See: 30 N.J.R. 4156(a), 31 N.J.R. 552(a).  
Rewrote the section.

### 19:47-6.9 Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in N.J.A.C. 19:47-6.3 and 6.4, a casino licensee may utilize a dealing shoe or other device designed to automatically re-shuffle the cards, provided that such shoe or device and the procedures for dealing and shuffling the cards through the use of this device are approved by the Commission.

## SUBCHAPTER 7. MINIBACCARAT

### Subchapter Historical Note

Petition for Rulemaking. See: 35 N.J.R. 2959(a), 4149(a).

### 19:47-7.1 Cards; number of decks; value; point count of hand

(a) Minibaccarat shall be played with at least six decks of cards and two additional cutting cards. The cutting cards shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards, as approved by the Commission.

(b) The "Value" of the cards in each deck shall be as follows:

1. Any card from 2 to 9 shall have its face value;
2. Any Ten, Jack, Queen or King shall have a value of zero; and
3. Any Ace shall have a value of one.

(c) The "Point Count" of a hand shall be a single digit number from 0 to 9 inclusive and shall be determined by totaling the value of the cards in the hand. If the total of the cards in a hand is a two-digit number, the left digit of such number shall be discarded having no value and the right digit shall constitute the Point Count of the hand. Examples of this rule are as follows:

1. A hand composed of an Ace, a 2 and a 4 has a Point Count of 7; and
2. A hand composed of an Ace, a 2 and a 9 has a total of 12 but only a Point Count of 2 since the digit 1 in the number 12 is discarded.

(d) If an automated card shuffling device is utilized, minibaccarat shall be played with at least 12 decks of cards in accordance with the following requirements:

1. Each deck of cards shall meet the requirements of N.J.A.C. 19:46-1.17;
2. The cards shall be separated into two batches, with an equal number of decks included in each batch;

3. The backs of the cards in each batch shall be of the same color and design, but of a different color than the cards included in the other batch;

4. One batch of cards shall be shuffled and stored in the automated card shuffling device while the other batch is being dealt or used to play the game;

5. Both batches of cards shall be continuously alternated in and out of play, with each batch being used for every other dealing shoe; and

6. The cards from only one batch shall be placed in the discard rack at any given time.

Amended by R.1998 d.441, effective September 8, 1998.  
See: 30 N.J.R. 1772(b), 30 N.J.R. 3259(b).

In (a), deleted "solid yellow or green" preceding "cutting cards" in the first sentence and added a new last sentence.

Amended by R.1999 d.208, effective July 6, 1999.

See: 31 N.J.R. 935(a), 31 N.J.R. 1819(a).

Added (d).

### 19:47-7.2 Wagers

(a) The following wagers shall be permitted to be made by a participant at the game of minibaccarat:

1. A wager on the "Banker's Hand" which shall:

i. Win if the "Banker's Hand" has a Point Count higher than that of the "Player's Hand";

ii. Lose if the "Banker's Hand" has a Point Count lower than that of the "Player's Hand"; and

iii. Either be void or, if the casino licensee charges vigorish in accordance with the provisions of N.J.A.C. 19:47-7.3(d), be charged a vigorish equal to 25 percent of the wager, if the Point Count of the "Banker's Hand" and the "Player's Hand" are equal.

2. A wager on the "Player's Hand" which shall:

i. Win if the "Player's Hand" has a Point Count higher than that of the "Banker's Hand";

ii. Lose if the "Player's Hand" has a Point Count lower than that of the "Banker's Hand"; and

iii. Be void if the Point Count of the "Banker's Hand" and the "Player's Hand" are equal.

3. A "Tie Bet" which shall win if the Point Counts of the "Banker's Hand" and the "Player's Hand" are equal and shall lose if such Point Counts are not equal.

4. At the discretion of the casino licensee, three separate wagers on whether the total number of cards dealt during the round of play will be four, five or six. Such wagers shall win or lose based upon the actual number of cards required to be dealt.

5. A casino licensee may, in its discretion, offer each player at the table the opportunity to make an optional

bonus wager on either or both the Player's Hand and Banker's Hand. The optional bonus wager shall:

i. Win if the selected hand is a "natural" as defined at N.J.A.C. 19:47-7.9(a) and the other hand is not a "natural," the selected hand is a "natural" nine and the other hand is a "natural" eight, or the selected hand is not a "natural" and has a Point Count that exceeds the Point Count of the other hand by four or more points;

ii. Lose if the selected hand is a "natural" eight and the other hand is a "natural" nine, 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;

iii. Be void if the selected hand is a "natural" and the other hand is a "natural" of equal Point Count.

(b) Unless otherwise approved by the Commission, no casino licensee shall accept any wager at the game of minibaccarat 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 minibaccarat 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 minibaccarat shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate areas of the minibaccarat 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 in accordance with N.J.A.C. 19:45-1.18.

(d) No wager at minibaccarat 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.

Amended by R.1991 d.551, effective November 4, 1991.

See: 23 N.J.R. 1784(b), 23 N.J.R. 3350(a).

In (e): added reference to N.J.A.C. 19:47-8.3 regarding wager requirements.

Amended by R.1993 d.630, effective December 6, 1993.

See: 25 N.J.R. 3953(a), 25 N.J.R. 5521(a).

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

See: 25 N.J.R. 4474(b), 25 N.J.R. 5944(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.2007 d.318, effective October 15, 2007.

See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

Added (a)4.

Amended by R.2008 d.61, effective March 17, 2008.

See: 39 N.J.R. 5072(a), 40 N.J.R. 1705(a).

Added (a)5; and in (b), deleted "his employees or agents" preceding "shall accept" and added the last sentence.

### 19:47-7.3 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) and (f) 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 licensee's approved internal controls, 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. Compliance with all relevant provisions of N.J.A.C. 19:45-1.9 and 1.9B;

vi. 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

vii. 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 minibaccarat 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 minibaccarat table, in accordance with N.J.A.C. 19:47-8.3. The type and percentage of vigorish charged at a minibaccarat 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. 19:47-8.3:

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. 19:47-7.2(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. 19:47-7.2(a)4, winning wagers shall be paid by a casino licensee at the following odds:

Total Cards Dealt	Payout
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 nine points	30 to 1
Win by eight points	10 to 1
Win by seven points	6 to 1
Win by six points	4 to 1
Win by five points	2 to 1
Win by four points	1 to 1
Natural winner	1 to 1

PAYTABLE B

Win by nine points	20 to 1
Win by eight points	8 to 1
Win by seven points	7 to 1
Win by six points	4 to 1
Win by five points	3 to 1
Win by four points	1 to 1
Natural winner	1 to 1

PAYTABLE C

Win by nine points	30 to 1
Win by eight points	10 to 1
Win by six or seven points	4 to 1
Win by four or five points	2 to 1
Natural winner	1 to 1

Amended by R.1991 d.616, effective December 16, 1991.  
See: 23 N.J.R. 2926(a), 23 N.J.R. 3824(a).

Added new (b); deleted (c); redesignated existing (b) to (c) with changes; added new (d), codified practice of collecting four or five percent vigorish.

Amended by R.1993 d.655, effective December 20, 1993.  
See: 25 N.J.R. 4474(b), 25 N.J.R. 5944(a).

Amended by R.1998 d.474, effective September 21, 1998.  
See: 30 N.J.R. 1774(a), 30 N.J.R. 3514(a).

In (c), inserted an exception relating to (d) and (f) in the first sentence; and added (f).

Amended by R.1999 d.43, effective February 1, 1999.  
See: 30 N.J.R. 3173(a), 31 N.J.R. 455(a).

Rewrote (c).  
Amended by R.1999 d.174, effective June 7, 1999.  
See: 31 N.J.R. 595(a), 31 N.J.R. 1505(a).

In (c)3i, added provisions relating to patrons' signatures at the end.  
Amended by R.2007 d.318, effective October 15, 2007.  
See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

Rewrote the introductory paragraph of (f); and added (f)1, (f)2 and (g).

Amended by R.2008 d.61, effective March 17, 2008.  
See: 39 N.J.R. 5072(a), 40 N.J.R. 1705(a).

Added (h).

**19:47-7.4 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. 19:46-1.18, the dealer calling the game shall, as applicable, comply with the requirements of either N.J.A.C. 19:46-1.18(e)1 and (b) through (d) below or the requirements of N.J.A.C. 19:46-1.18(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.

Amended by R.1999 d.208, effective July 6, 1999.  
See: 31 N.J.R. 935(a), 31 N.J.R. 1819(a).

Added (d).  
Amended by R.2007 d.86, effective March 19, 2007.  
See: 38 N.J.R. 3149(a), 39 N.J.R. 940(a).  
Rewrote (a).

**19:47-7.5 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. 19:46-1.18(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:

1. Leave the entire stack of cards intermixed but not entirely squared off ("feathered") so that the floorperson can verify that the shuffle did not result in any uneven distribution of cards; or
2. 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 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 licensee provides its surveillance department and the Commission with at least 30 minutes prior written notice.

(c) Any shuffling or lacing option chosen for use by a casino licensee pursuant to (b) above shall be implemented at all tables within a pit.

(d) After shuffling or lacing the cards and, where applicable, reshuffling them, the dealer shall offer the stack of cards, with backs facing away from the dealer, to the participants to be cut. The dealer shall begin with the participant seated in the highest number position at the table and, working clockwise around the table, shall offer the stack to each participant until a participant accepts the cut. If no participant accepts the cut, the dealer shall cut the cards.

(e) The cards shall be cut by placing the cutting card in the stack at least 10 cards in from either end.

(f) Once the cutting card has been inserted into the stack, the dealer shall take all cards in front of the cutting card and place them to the back of the stack. The dealer shall then insert one cutting card in a position at least 14 cards in from the back of the stack, and the second cutting card at the end of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play. Prior to commencement of play, the dealer shall remove the first card from the shoe and place it, and an additional amount of cards equal to the amount on the first card drawn, in the discard rack after all cards have been shown to the participants. Face cards and tens count as tens. Aces count as one.

(g) After the cards have been cut and before any cards have been dealt, a casino supervisor may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (d) above.

(h) If there is no gaming activity at a minibaccarat table which is open for gaming, the cards shall be removed from the dealing shoe and the discard rack, and spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the cards shall be turned face downward on the table.

1. If there is no automated shuffling device in use, the cards shall be mixed thoroughly by a washing or chemmy shuffle of the cards, stacked, then shuffled and cut in accordance with this section.

2. If an automated shuffling device is in use, the cards shall be stacked and placed into the automated shuffling device to be shuffled. The batch of cards already in the shuffler shall then be removed. Unless a player so requests, the batch of cards removed from the shuffler need not be spread for inspection and reshuffled prior to being dealt, if:

i. The automated card shuffling device stores a single batch of shuffled cards inside the shuffler in a secure manner approved by the Commission; and

ii. The shuffled cards have been secured, released and prepared for play in accordance with procedures approved by the Commission.

Petition for Rulemaking: To eliminate the lacing of the cards from the shuffle and cut procedures required in baccarat, punto banco and minibaccarat.

See: 17 N.J.R. 1750(c).

Amended by R.1994 d.283, effective June 6, 1994.

See: 26 N.J.R. 1210(a), 26 N.J.R. 2477(a).

Amended by R.1995 d.429, effective August 7, 1995.

See: 27 N.J.R. 1176(a), 27 N.J.R. 2974(a).

At (b) added notification requirement for initiation or termination of reshuffle option.

Amended by R.1996 d.223, effective May 20, 1996.

See: 28 N.J.R. 1362(b), 28 N.J.R. 2572(b).

Added recut provisions.

Amended by R.1996 d.478, effective October 7, 1996.

See: 28 N.J.R. 3522(a), 28 N.J.R. 4518(b).

Amended by R.1999 d.208, effective July 6, 1999.

See: 31 N.J.R. 935(a), 31 N.J.R. 1819(a).

Added (h).

Amended by R.2007 d.86, effective March 19, 2007.

See: 38 N.J.R. 3149(a), 39 N.J.R. 940(a).

In (a), inserted “, unless the cards were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r),”.

#### 19:47-7.6 Dealing shoe

All cards used to game at minibaccarat shall be of backs of the same color and design and shall be dealt from a dealing shoe specifically designed for such purpose.

Amended by R.1999 d.110, effective April 5, 1999.

See: 30 N.J.R. 4155(a), 31 N.J.R. 894(a).

Deleted (a) designation, and deleted “and located on the table to the left of the dealer” at the end.

#### 19:47-7.7 Hands of player and banker; procedure for dealing initial two cards to each hand

(a) There shall be two hands dealt in the game of minibaccarat one of which shall be denominated the “Player’s Hand” and the other denominated the “Banker’s Hand”.

(b) At the commencement of each round of play, the dealer calling the game shall announce “No More Bets”.

(c) The dealer shall deal an initial four cards from the shoe. The first and third cards dealt shall constitute the first

and second cards of the “Player’s Hand.” The second and fourth cards dealt shall constitute the first and second cards of the “Banker’s Hand.” The casino licensee may deal the initial four cards in accordance with one of the following options:

1. The dealer shall remove cards from the shoe with his or her left hand, turn them face up and then place them on the appropriate area of the layout with his or her right hand. The first and third cards dealt shall be placed on the area designated for the “Player’s Hand” and the second and fourth cards dealt shall be placed on the area designated for the “Banker’s Hand”;

2. The first and third cards dealt shall be placed face down on the area designated for the “Player’s Hand” and the second and fourth cards dealt shall be placed face down underneath the right corner of the dealing shoe until the “Player’s Hand” is called as provided for in N.J.A.C. 19:47-7.8(a), at which time the second and fourth cards shall be turned face up and placed on the area designated for the “Banker’s Hand”;

3. The first and third cards dealt shall be placed face down on the area designated for the “Player’s Hand” and the second and fourth cards dealt shall be placed face down on the area designated for the “Banker’s Hand.” After all four cards have been dealt, the dealer shall place the “Banker’s Hand” underneath the right corner of the dealing shoe until the “Player’s Hand” is called, as provided for in N.J.A.C. 19:47-7.8(a).

i. The dealer shall then hand the two cards of the “Player’s Hand,” face down, to the player with the highest wager on the “Player’s Hand.” After viewing the “Player’s Hand,” the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the “Player’s Hand” and announce the point count of the “Player’s Hand” in accordance with N.J.A.C. 19:47-7.8(a).

ii. The dealer shall then hand the two cards of the “Banker’s Hand,” face down, to the player with the highest wager on the “Banker’s Hand.” After viewing the “Banker’s Hand,” the player shall return the two cards, face up, to the dealer, who shall place the cards face up on the area designated for the “Banker’s Hand” and announce the point count of the “Banker’s Hand” in accordance with N.J.A.C. 19:47-7.8(a).



iii. Any third card required to be dealt to the “Player’s Hand” shall be placed face down on the area designated for the “Player’s Hand.” The dealer shall then hand the card, face down, to the player who was handed and returned the “Player’s Hand.” After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the “Player’s Hand.”

iv. Any third card required to be dealt to the “Banker’s Hand” shall be placed face down on the area designated for the “Banker’s Hand.” The dealer shall then hand the card, face down, to the player who was handed and returned the “Banker’s Hand.” After viewing the card, the player shall return the card face up to the dealer, who shall place the card face up on the area designated for the “Banker’s Hand.”

v. If two or more players offer to wager an equally high amount on the “Player’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Player’s Hand” and any third card required to be dealt. If two or more players offer to wager an equally high amount on the “Banker’s Hand,” the player making such wager who is closest to the dealer moving counterclockwise around the table shall be handed the “Banker’s Hand” and any third card required to be dealt pursuant to N.J.A.C. 19:47-7.9.

Amended by R.1987 d.395, effective October 5, 1987.  
See: 19 N.J.R. 54(b), 19 N.J.R. 1826(b).

(c) substantially amended.

Amended by R.1992 d.59, effective February 3, 1992.  
See: 23 N.J.R. 2927(a), 24 N.J.R. 489(a).

Provided for two optional ways of dealing.

Amended by R.1999 d.42, effective February 1, 1999.  
See: 30 N.J.R. 4034(a), 31 N.J.R. 454(a).

In (c), added 3.

**19:47-7.8 Procedure for dealing of additional cards**

(a) After the dealer positions the cards in accordance with either N.J.A.C. 19:47-7.7(c)1 or 2, the dealer shall announce the point count of the “Player’s Hand” and then the “Banker’s Hand.” If the dealer positions the cards in accordance with N.J.A.C. 19:47-7.7(c)3, the point counts of the “Player’s Hand” and “Banker’s Hand” shall be announced as provided therein. Notwithstanding the above and the procedures set forth at N.J.A.C. 19:47-7.7(c)2 and 3, if the initial two cards of the “Player’s Hand” and the “Banker’s Hand” are dealt face down, the casino licensee, at its discretion and upon request of a player, may turn the cards of the “Banker’s Hand” face up prior to turning the cards of the “Player’s Hand” face up.

(b) Following the announcement of the Point Counts of each hand, the dealer shall determine whether to deal a third card to each hand which instructions shall be in conformity with the requirements of N.J.A.C. 19:47-7.9.

(c) If the dealer positions the cards in accordance with N.J.A.C. 19:47-7.7(c)1 or 2, any third card required to be dealt shall first be dealt face upwards to the “Player’s Hand” and then to the “Banker’s Hand” by the dealer. If the dealer positions the cards in accordance with N.J.A.C. 19:47-7.7(c)3, any third cards required to be dealt shall be dealt as provided therein.

(d) In no event shall more than one additional card be dealt to either hand.

(e) Whenever the cutting card appears during play, the cutting card will be removed and placed to the side and the hand will be completed. Upon completion of that hand, the dealer calling the game shall announce “last hand”. At the completion of one more hand, no more cards will be dealt until the reshuffle occurs.

Amended by R.1992 d.59, effective February 3, 1992.  
See: 23 N.J.R. 2927(a), 24 N.J.R. 489(a).

Provided for two optional ways of dealing.

Amended by R.1999 d.42, effective February 1, 1999.  
See: 30 N.J.R. 4034(a), 31 N.J.R. 454(a).

In (a), added a new last sentence; and rewrote (c).

Amended by R.2008 d.198, effective July 21, 2008.  
See: 40 N.J.R. 1821(a), 40 N.J.R. 4345(c).

In (a), added the last sentence.

**19:47-7.9 Rules for determining whether third card shall be dealt**

(a) If the Point Count of either the “Player’s Hand” or the “Banker’s Hand” after the initial two cards are dealt to each is an 8 or 9 (which shall be called a “natural”) no more cards shall be dealt to either hand.

(b) If the Point Count of the “Banker’s Hand” on the first two cards is 0 to 7 inclusive, the “Player’s Hand” shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 1 below.

TABLE 1

Player Having	Third Card Determination
0 to 5	Draws
6 to 9	Stays

(c) The “Banker’s Hand” shall draw (that is, take a third card) or stay (that is, not take a third card) in accordance with the requirements of Table 2 below.

TABLE 2  
Third Card Drawn by Player's Hand

POINT COUNT OF BANKER'S HAND	If No Third Card Drawn										
	0	1	2	3	4	5	6	7	8	9	10
0	BANKER'S HAND STAYS										
1	BANKER'S HAND STAYS										
2	BANKER'S HAND STAYS										
3	D	D	D	D	D	D	D	D	D	S	D
4	D	D	D	D	D	D	D	D	D	S	D
5	D	D	D	D	D	D	D	D	D	S	D
6	S	S	S	S	S	S	S	S	S	S	S
7	BANKER'S HAND STAYS										
8	BANKER'S HAND STAYS										
9	BANKER'S HAND STAYS										

(d) The first vertical column in Table 2 labeled "Point Count of Banker's Hand" shall refer to the Point Count of the "Banker's Hand" after the first two cards have been dealt to it.

(e) The first horizontal column at the top of Table 2 labeled "Third Card Drawn by Player's Hand" shall refer to the value of the third card drawn by the "Player's Hand" as distinguished from the Point Count of the "Player's Hand".

(f) The letter "D" used in Table 2 shall mean that the "Banker's Hand" must draw a third card and the letter "S" used in Table 2 shall mean that the "Banker's Hand" must stay (that is, not draw a third card).

(g) The method of using Table 2 shall be to find the Point Count of the "Banker's Hand" in the first vertical column and trace that horizontally across the table until it intersects the third card drawn by the "Player's Hand". The box at which such intersection takes place will show whether the "Banker's Hand" shall draw a third card or stay. For example, if the Point Count of the "Banker's Hand" after two cards is 5 and the value of the third card drawn by the "Player's Hand" is 4, the table shows that the "Banker's Hand" shall draw a third card.

**19:47-7.10 Announcement of result of round; payment and collection of wagers**

(a) After each hand has received all the cards to which it is entitled pursuant to N.J.A.C. 19:47-7.7, 7.8 and 7.9, the dealer shall announce the final Point Count of each hand indicating which hand has won the round. If two hands have equal Point Counts, the dealer shall announce "Tie Hand." If the total card wagers authorized by N.J.A.C. 19:47-7.2(a)4 are offered, the dealer shall also announce the total number of cards dealt during the round of play.

(b) After the result of the round is announced, the dealer responsible for the wagers on the table shall first collect each losing wager. Thereafter, the dealer shall, in accordance with one of the following procedures, pay each winning wager and collect or mark any vigorish or commission owed pursuant to N.J.A.C. 19:47-7.3.

1. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player

position, the dealer shall first pay each winning wager and then, returning to the highest numbered player position at which a winning wager was located and proceeding in like order, mark or collect the vigorish owed by each player.

2. Starting at the highest numbered player position at which a winning wager is located and proceeding in descending order to each next highest numbered player position, the dealer shall first mark or collect the vigorish owed by each player and then, returning to the highest numbered player position at which a winning wager is located and proceeding in like order, pay each winning wager.

3. Starting at the highest numbered player position at which a winning wager is located, the dealer shall pay that player's winning wager and immediately thereafter mark or collect the vigorish owed by that player and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until each winning wager is paid and the vigorish owed by each player is either marked or collected.

4. Starting at the highest numbered player position at which a winning wager is located, the dealer shall mark or collect the vigorish owed by that player and immediately thereafter pay that player's winning wager and then, proceeding in descending order to the next highest numbered player position at which a winning wager is located, repeat this procedure until the vigorish owed by each player is either marked or collected and each winning wager is paid.

(c) A casino licensee may, in its discretion, elect to use any of the procedures authorized in (b) above at any minibaccarat table in its establishment; provided, however, that:

1. The same procedure shall be used for all minibaccarat tables located within the same gaming pit;

2. Any minibaccarat table located in a gaming pit that also contains a punto banco table shall use the same procedure that is to be used at the punto banco table pursuant to N.J.A.C. 19:47-3.10(c); and

3. The Commission and the casino licensee's surveillance department shall be notified, in writing, at least 30 minutes prior to the implementation of or a change in the particular procedure to be used at a table or gaming pit.

(d) At the conclusion of a round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack, in order and in such a way that they can be readily arranged to indicate the "Player's Hand" and the "Banker's Hand" in case of question or dispute.

(e) No participant or spectator shall handle, remove or alter any cards used to game at minibaccarat and no dealer or other casino employee or casino key employee shall permit a participant or spectator to engage in such activity.

Amended by R.1995 d.309, effective June 19, 1995.

See: 27 N.J.R. 1174(a), 27 N.J.R. 2461(a).

Amended by R.2007 d.318, effective October 15, 2007.

See: 39 N.J.R. 2340(a), 39 N.J.R. 4447(a).

In (a), added the last sentence.

### 19:47-7.11 Irregularities

(a) A third card dealt to the "Player's Hand", when no third card is authorized by these regulations, shall become the third card of the "Banker's Hand" if the "Banker's Hand" is obliged to draw by Table 2 of N.J.A.C. 19:47-7.9. If, in such circumstances, the "Banker's Hand" is required to stay, the card dealt in error shall become the first card of the next hand except as otherwise provided in (c) below.

(b) A card drawn in error from the shoe shall be used as the first card of the next hand of play except as otherwise provided in (c) below.

(c) If a card dealt in error pursuant to (a) or (b) above is disclosed at the time it is dealt, the dealer shall perform the procedure in (c)1 through 3 below that has been pre-selected by the casino licensee in its rules of the game submission.

1. The disclosed card and an additional number of cards equal to the value of the disclosed card shall be drawn face upwards from the shoe and placed in the discard rack; provided, however, that if a 10, jack, queen or king is disclosed in error, the disclosed card and either one or 10 additional cards, as pre-selected by the casino licensee, shall be drawn face upwards from the shoe and placed in the discard rack.

2. The disclosed card and one additional card drawn face downwards from the shoe shall be placed in the discard rack without disclosing the additional card.

3. The disclosed card shall be used as the first card of a simulated round of play in which no wagers shall be accepted, the cards shall be dealt in accordance with the rules of this subchapter and the cards shall be discarded upon completion of the dealing procedures.

(d) Any card found face upwards in the shoe shall not be used in the game and shall be placed in the discard rack, along with an additional number of cards, drawn face upwards, equal to the value of the card found face upwards in the shoe.

(e) If there are insufficient cards remaining in the shoe to complete a round of play, that round shall be void and a new round shall commence after the entire set of cards are reshuffled and placed in the shoe.

(f) The dealer or floorperson assigned to the table may require any player to relinquish the right to turn over the cards pursuant to N.J.A.C. 19:47-7.7(c)3, if the player unreasonably delays the game or violates either the Casino Control Act or the rules of the Commission. Whenever the voluntary or compulsory relinquishment of that right occurs, the dealer shall offer it to the player immediately to the right of the previous player, and, if he or she does not accept it or there is no player in that position, the dealer shall offer it to each of the other players in turn counterclockwise around the table for the remainder of that round of play. If no player accepts the cards, the dealer shall turn the cards over and place them on the designated areas of the layout.

Amended by R.1999 d.42, effective February 1, 1999.

See: 30 N.J.R. 4034(a), 31 N.J.R. 454(a).

Added (e).

Amended by R.2006 d.314, effective September 5, 2006.

See: 38 N.J.R. 1564(a), 38 N.J.R. 3670(a).

Rewrote (a) and (b); inserted new (c); recodified existing (c) through (e) as (d) through (f); and rewrote present (d).

Amended by R.2008 d.198, effective July 21, 2008.

See: 40 N.J.R. 1821(a), 40 N.J.R. 4345(c).

In (c)1, inserted the proviso at the end.

### 19:47-7.12 Continuous shuffling shoe or device

In lieu of the dealing and shuffling requirements set forth in N.J.A.C. 19:47-7.5 and 7.6, a casino licensee may utilize a dealing shoe or other device designed to automatically reshuffle the cards provided that such shoe or device and the procedures for dealing and shuffling the cards through use of this device are approved by the Commission or its authorized designee.

## SUBCHAPTER 8. REGULATIONS CONCERNING ALL GAMES

### 19:47-8.1 Electronic, electrical and mechanical devices prohibited

Except as specifically permitted by the Commission, no person shall possess with the intent to use, or actually use, at any table game, either by himself or in concert with others, any calculator, computer, or other electronic, electrical or mechanical device to assist in projecting an outcome at any table game or in keeping track of or analyzing the cards having been dealt, the changing probabilities of any table game, or the playing strategies to be utilized.

R.1983 d.551, effective December 5, 1983.

See: 15 N.J.R. 1572(a), 15 N.J.R. 2047(a).