

## CHAPTER 46

## GAMING EQUIPMENT

## Authority

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

## Source and Effective Date

R.1998 d.232, effective April 15, 1998.  
See: 30 N.J.R. 618(a), 30 N.J.R. 1853(a).

## Executive Order No. 66(1978) Expiration Date

Chapter 46, Gaming Equipment, expires on April 15, 2003.

## Chapter Historical Note

Chapter 46, Gaming Equipment, was adopted as R.1978 d.187, effective June 5, 1978. See: 10 N.J.R. 4(a), 10 N.J.R. 306(f). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1983 d.163, effective May 4, 1983. See: 15 N.J.R. 429(b), 15 N.J.R. 932(a). Pursuant to Executive Order No. 66(1978), Chapter 46 was readopted as R.1988 d.232, effective April 28, 1988. See: 20 N.J.R. 638(a), 20 N.J.R. 1209(c). Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1993 d.204, effective April 15, 1993. See: 25 N.J.R. 918(a), 25 N.J.R. 1999(c).

Pursuant to Executive Order No. 66(1978), Chapter 46, Gaming Equipment, was readopted as R.1998 d.232, effective April 15, 1998. See: Source and Effective Date. See, also, section annotations.

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## SUBCHAPTER 1. GENERAL PROVISIONS

## 19:46-1.1 Gaming chips; physical characteristics applicable to all gaming chips; issuance and use

(a) Each gaming chip issued by a casino licensee shall be in the form of a disk and, except as otherwise provided in N.J.A.C. 19:46-1.1A, shall have a uniform diameter of one and  $\frac{1}{16}$ ths inches. Each of the two surfaces of a gaming chip across which the diameter of the chip can be measured shall be known as a "face." The surface of a gaming chip across which its thickness can be measured in a perpendicular line from one face to the other shall be known as its "edge."

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

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

- i. Each face, including any indentations or impressions;
- ii. The edge; and
- iii. Any colors, words, designs, graphics or security measures contained on the gaming chip; and

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

(c) Each gaming chip issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures, including, at a minimum, those items specifically required to appear on the face or edge of a gaming chip pursuant to N.J.A.C. 19:46-1.1A or 1.1B, so as to prevent, to the greatest extent possible, the counterfeiting of the gaming chip.

(d) No casino licensee shall issue, use or allow a patron to use in its casino or casino simulcasting facility any gaming chip that it knows, or reasonably should know, is materially different from the sample of that gaming chip approved by the Commission pursuant to this section.

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

Amended by R.1979 d.358, effective September 11, 1979.  
See: 11 N.J.R. 419(a), 11 N.J.R. 531(a).

Amended by R.1983 d.539, effective November 21, 1983.  
See: 15 N.J.R. 1239(a), 15 N.J.R. 1957(c).

Substantially amended and recodified text.

Amended by R.1992 d.110, effective March 2, 1992.  
See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

In subsection (l), recodified 1.i. and 1., deleting 1.ii. regarding the cage cashier; added new subparagraphs 2. and 3., deleting 2.i. Stylistic revisions through (l). Added new text regarding one-half hour prior notice for a roulette table impressment. In (m), deleted (m)5 and added specific signature requirements.

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

Added new (h); redesignated existing (h) through (p) as (i) through (q). In (i), (j), and (l), added references to pokette.  
Amended by R.1993 d.37, effective January 19, 1993.  
See: 24 N.J.R. 3695(a), 25 N.J.R. 348(b).

Simulcast provisions added.

Amended by R.1996 d.13, effective January 2, 1996.  
See: 27 N.J.R. 3771(b), 28 N.J.R. 180(c).

In (m) deleted provision for notice to the commission prior to impressment.

Repeal and New Rule, R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

Section was "Gaming chips; value and non-value; physical characteristics".

Administrative correction.

See: 29 N.J.R. 2847(a).

#### 19:46-1.1A Value chips; denominations; physical characteristics

(a) Each gaming chip which contains a denomination on each face thereof shall be known as a "value chip."

(b) Each casino licensee shall be authorized to issue and use value chips in denominations of \$.50, \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000 and \$5,000, and in such quantities as the casino licensee may deem appropriate to conduct gaming or simulcast wagering in its casino or casino simulcasting facility.

(c) Each denomination of value chip issued by a casino licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a value chip is any color, other than that chip's primary color, that the Commission authorizes a casino licensee to include on the face or edge of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a value chip of another denomination where such use on the edge is reasonably likely to cause confusion as to the chip's denomination when the edge alone is visible.

(d) Each gaming chip manufacturer shall submit sample color disks to the Commission that identify all primary and secondary colors to be used for the manufacture of gaming chips for casino licensees in Atlantic City. Once a gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the colors set forth below or such other similar colors as approved by the Commission:

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

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

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

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

3. \$2.50—"Pink" which shall mean that color classified as 2.5R 6/10 on the Munsell System of Color Coding

which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 6/10	H- 1.25R 6/10
Value	V+ 2.5R 6.75/10	V- 2.5R 5.75/10
Chroma	C+ 2.5R 6/12	C- 2.5R 6/8

4. \$5.00—"Red" which shall mean that color classified as 2.5R 4/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75R 4/12	H- 1.25R 4/12
Value	V+ 2.5R 4.5/12	V- 2.5R 3.5/12
Chroma	C+ 2.5R 4/14	C- 2.5R 4/10

5. \$10.00—"Blue" which shall mean that color classified as 2.5PB4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 5PB4/10	H- 10B4/10
Value	V+ 2/5PB4.5/10	V- 2.5PB3.5/10
Chroma	C+ None	C- 2.5PB4/9

6. \$20.00—"Yellow" which shall mean that color classified as 5Y 8.5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 7.5Y 8.5/12	H- 2.5Y 8.5/12
Value	V+ 5Y 8.75/12	V- 5Y 8/12
Chroma	C+ 5Y 8.5/14	C- 5Y 8.5/10

7. \$25.00—"Green" which shall mean that color classified as 2.5G 5/12 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>	<u>Lower Limits</u>
Hue	H+ 3.75G 5/12	H- 1.25G 5/12
Value	V+ 2.5G 5.5/12	V- 2.5G 4.5/12
Chroma	C+ None	C- 2.5G 5/9

8. \$100.00—"Black" which shall mean that color classified as N2/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

	<u>Upper Limits</u>		<u>Lower Limits</u>
Value	V+ N2.3/	to	V- N1.5/
Chroma	5R 2/0.5		5B 2/0.5
	5Y 2/0.5		5P 2/0.5
	5G 2/0.5		

9. \$500.00—"Purple" which shall mean that color classified as 2.5P 4/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

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

10. \$1,000.00—"Fire Orange" which shall mean that color classified as 8.9R 5.9/18.5 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

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

11. \$5,000.00—"Gray" which shall mean that color classified as N5/ on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

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

(e) Each value chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and are applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. These characteristics shall, at a minimum, include:

1. The denomination of the value chip, expressed in numbers;
2. The name, trade name, or other approved identification of the casino licensee issuing the value chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;
3. The words "Atlantic City" or "New Jersey" if the casino licensee has casino properties in other gaming jurisdictions; and
4. The primary color of the value chip.

(f) In addition to the characteristics specified in (e) above, each value chip in a denomination of \$25.00 or more shall contain a design or other identifying characteristic that is unique to the gaming chip manufacturer that makes the chip. Upon approval of a particular design or characteristic by the Commission, the gaming chip manufacturer shall thereafter have the exclusive right to use that design or characteristic on that denomination of value chip and shall be precluded from using that same design or characteristic on any other denomination of value chip that it manufactures. The approved unique design or characteristic may only be changed upon a showing by the gaming chip manufacturer that, despite the change, each value chip in a denomination of \$25.00 or more shall nonetheless be readily

identifiable to the manufacturer. An example of the application of this subsection is as follows:

1. If a hexagon is approved for use by Manufacturer A on a \$100.00 value chip, a hexagon can be used by Manufacturer A on any \$100.00 value chip that it makes for any casino licensee, but Manufacturer A cannot use a hexagon on any other denomination of value chip that it manufactures; but

2. Manufacturer B could use a hexagon on any value chip with a denomination of less than \$25.00 and on any value chip with a denomination of \$25.00 or more, other than a \$100.00 chip, provided that no other manufacturer has been granted approval by the Commission to use a hexagon on the same particular value chip with a denomination of \$25.00 or more.

(g) Each value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

1. Be applied in a manner which ensures that the edge spot shall:

i. Be clearly visible on the edge and, to the extent required by the Commission, on each face of the value chip; and

ii. Remain a permanent part of the value chip;

2. Be created by using:

i. The primary color of the chip; and

ii. One or more secondary colors; and

3. Include a design, pattern or other feature that a natural person with adequate training could readily use to identify, when viewed through the closed circuit television system of the casino licensee, the denomination of the particular value chip when placed in a stack of gaming chips, in the table inventory or in any other location where only the edge of the value chip is visible; provided, however, that the design, pattern or feature created by the primary and secondary colors required by (g)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Commission.

(h) When determining the secondary colors to be used to make the edge spot on a particular denomination of value chip, a casino licensee shall, unless otherwise approved by the Commission, use only those secondary colors that are reasonably likely to differentiate its value chip from the same denomination of value chip issued by any other casino licensee.

1. If an approved value chip uses a single secondary color, no other casino licensee shall use a similar secondary color as the sole secondary color on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

2. If an approved value chip uses a combination of two or more secondary colors, no other casino licensee shall use that identical combination of secondary colors on the same denomination of value chip unless it is used in a different pattern or design approved by the Commission pursuant to (g)3 above.

(i) Notwithstanding the provisions of N.J.A.C. 19:46-1.1(a) to the contrary, any value chip issued in a denomination of \$1,000 or \$5,000 shall have a uniform diameter of one and 11/16ths inches.

(j) Each value chip when a denomination below \$25.00 shall contain at least one anti-counterfeiting measure and each value chip with a denomination of \$25.00 or more shall contain at least three anti-counterfeiting measures in addition to those items specifically required to appear on the face or edge of a value chip by this section.

New Rule, R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

Administrative correction.

See: 29 N.J.R. 2847(a).

#### 19:46-1.1B Non-value chips; physical characteristics

(a) Each gaming chip which does not contain a denomination on either face thereof shall be known as a "non-value" chip.

(b) Each non-value chip utilized in a casino or casino simulcasting facility shall be issued solely for the purpose of gaming at roulette. Notwithstanding the foregoing, nothing in this section shall preclude a casino licensee from using non-value chips approved for use in roulette at the game of pokette.

(c) Each non-value chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the gaming chip and shall be applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the gaming chip. The characteristics required by (c)1 and 2 below shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system. The identifying characteristics of a non-value chip, at a minimum, shall include:

1. The name, trade name, or other approved identification of the casino licensee issuing the non-value chip;

2. A design, insert or symbol that will permit a set of non-value chips being used at a particular gaming table to be distinguished from the non-value chips being used at every other gaming table in the casino or casino simulcasting facility;

3. The word "Roulette"; and

4. Such color and/or design combinations as the Commission may approve so as to readily distinguish the non-value chips of each player at a particular gaming table from:

- i. The non-value chips of every other player at the same gaming table; and
- ii. The value chips issued by any casino licensee.

(d) Each non-value chip issued by a casino licensee shall contain an identifying characteristic, to be known as an "edge spot," which shall:

1. Be applied in a manner which ensures that the edge spot shall:

- i. Be clearly visible on the edge and, to the extent required by the Commission, on each face of the non-value chip; and
- ii. Remain a permanent part of the non-value chip;

2. Be created by using the colors approved for the face of the particular non-value chip pursuant to (c)4 above in combination with one or more other colors that provide a contrast with the color on the face of the chip and that enable it to be distinguished from the non-value chips issued by any other casino licensee; and

3. Include a design, pattern or other feature approved by the Commission that a natural person with adequate training could readily use to identify, when viewing the non-value chip through the closed circuit television system of the casino licensee, the player to whom the non-value chip has been assigned when the non-value chip is placed in a stack of gaming chips or in any other location where only the edge of the non-value chip is visible; provided, however, that the design, pattern or feature created by the colors required by (d)2 above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Commission.

New Rule, R.1997 d.132, effective March 17, 1997.  
See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

#### **19:46-1.2 Non-value chips; permitted uses; inventory and impressment**

(a) Each non-value chip shall be assigned to a particular gaming table and shall be issued and used for gaming at that table only. All non-value chips utilized at a particular gaming table shall have the same design, insert or symbol as required by N.J.A.C. 19:46-1.1B(c)2. No casino licensee or any employee thereof shall allow any patron to remove a non-value chip from the gaming table at which it was issued.

(b) No patron at a gaming table shall be issued or permitted to game with non-value chips that are identical in color and design to any non-value chip issued to any other patron at the same table. When a patron purchases non-value chips, a non-value chip of the same color and design shall be placed in a slot or receptacle attached to the outer

rim of the roulette wheel or, for pokette, in such other device as approved by the Commission. At that time, a marker button denoting the value of a stack of 20 non-value chips of the same color and design shall be placed in the slot, receptacle or other device (for example, a marker button with "100" imprinted on it would be placed in the receptacle to designate that, during the patron's play on that occasion only, the non-value chips of that color and design are each worth \$5.00).

(c) An impressment of the non-value chips assigned to each gaming table shall be completed at least once every 30 days. The casino licensee shall record the results of the impressment in the chip inventory ledger required pursuant to N.J.A.C. 19:46-1.6 and shall perform the impressment as follows:

1. A casino department supervisor shall complete a "Non-Value Chip Impressment" form to record missing or excess chips and shall deliver the form and any excess chips to the main bank or chip bank;

2. Upon receipt of the "Non-Value Chip Impressment" form, a main bank cashier or chip bank cashier shall, if appropriate, immediately prepare any chips needed to impress the table; and

3. The casino department supervisor shall then, if applicable, deliver the non-value chips needed to restore the impress to the appropriate gaming table.

(d) The completed "Non-Value Chip Impressment" form shall be maintained by the accounting department and shall contain, at a minimum, the following:

1. The date and time of preparation;

2. The design schematic of the chip including its primary color and the applicable table number;

3. The signature of the casino department supervisor who completes the "Non-Value Chip Impressment" form and the impressment for such table; and

4. The signature of the main bank cashier or chip bank cashier who reviewed the form and, if necessary, prepared the chips to restore the impressment.

(e) Each casino licensee shall record in the chip inventory ledger required by N.J.A.C. 19:46-1.6 and submit to the Commission and Division, a monthly summary of the non-value chip inventory for each gaming table. This monthly summary shall include, at a minimum, the following information for each non-value chip color and design:

1. The balance on hand at the beginning of the month;

2. The number of non-value chips distributed to the gaming table during the month;

3. The number of non-value chips returned to inventory during the month; and

4. The balance on hand at the end of the month.

New Rule, R.1997 d.132, effective March 17, 1997.  
 See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).  
 Former section recodified to N.J.A.C. 19:46-1.4.

### 19:46-1.3 Additional sets of gaming chips

(a) Unless otherwise authorized by the Commission, for each denomination of value gaming chip that a casino licensee elects to issue pursuant to N.J.A.C. 19:46-1.1A(b), it shall also have at least one approved set of gaming chips that may be used as a back-up for the gaming chips in active use, except that a separate back-up set shall not be required for any denomination of \$10.00 or less or for the \$1,000 or \$5,000 chip. Each set of value chips maintained for use by a casino licensee shall have different secondary colors. All sets of value and non-value gaming chips shall conform with the color and design requirements contained in this chapter.

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

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

(d) Whenever the chips in active use are removed from play, the casino licensee shall notify immediately a representative of the Commission and Division of this fact and the reasons for such occurrence.

(e) Notwithstanding (a) above, a casino licensee may obtain Commission approval of two or more different samples within a single set of value chips from the same or different manufacturers for a particular denomination of value chip with a value of \$100.00 or less ("commingling"), provided that each sample of a particular denomination shall have the same secondary color and edge design. Any approved sample of a particular denomination of value chip within a single set of chips may be placed in or removed from active use by the casino licensee at any time.

(f) Each set of gaming chips that the Commission approves for use by a casino licensee shall receive a unique and permanent alphabetical designation. This designation shall be assigned by the casino licensee during the design schematic approval process and shall be used for all inventory procedures required by N.J.A.C. 19:46-1.6. If a casino licensee elects to commingle gaming chips pursuant to (e) above, in addition to the assigned alphabetical designation for that set of chips, each different sample within the set shall also be assigned an accompanying unique numeric designation.

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

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

(a) added "shall only be required for denominations over \$5.00 and".

Amended by R.1983 d.539, effective November 21, 1983.

See: 15 N.J.R. 1239(a), 15 N.J.R. 1957(c).

Substantially amended and recodified text.

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

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

Simulcast provisions added.

Amended by R.1997 d.132, effective March 17, 1997.

See: 28 N.J.R. 5160(a), 29 N.J.R. 923(a).

Substantially amended (a); deleted (b), relating to secondary sets of value chips; recodified (c) through (e) as (b) through (d); in (c), substituted references to gaming chips or to chips in active use for references to primary gaming chips and substituted reference to back-up chips for reference to secondary chips; in (d), substituted references to chips in active use for references to primary gaming chips; and added new (e) and (f).

Amended by R.1998 d.236, effective May 18, 1998.

See: 30 N.J.R. 619(a), 30 N.J.R. 1853(b).

In (a), substituted a reference to denominations of \$10.00 or less for a reference to denominations of \$5.00 or less in the first sentence.

### 19:46-1.4 Gaming plaques; issuance and use; denominations; physical characteristics

(a) Each gaming plaque issued by a casino licensee shall be a solid, one-piece object constructed entirely of plastic or any other substance approved by the Commission and shall have no more than six, and at least two, smooth, plane surfaces. At least two of the plane surfaces, each to be known as a "face," shall be opposite and parallel to each other and identical in shape, which shall be either a square, rectangle or ellipse. All other surfaces of a gaming plaque shall be known collectively as the "edge."

(b) No gaming plaque shall be issued by a casino licensee or utilized in a casino or casino simulcasting facility unless and until:

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

- i. Each face;

- ii. The edge; and

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

2. A sample gaming plaque, manufactured in accordance with its approved design specifications, is submitted to and approved by the Commission; and

3. A system of internal procedures and administrative and accounting controls, governing the distribution, redemption, receipt and inventory of gaming plaques, by serial number, is submitted and approved pursuant to N.J.A.C. 19:45-1.3.

6. A mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices referenced in (j)1 above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

Temporary amendment to (b).

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

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

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

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

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

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

Added new subsection (e).

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

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

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

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

Double exposure blackjack specifications added at (d).

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

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

"Trade name" and "licensee" added.

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

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

Card reader device provisions added at (f).

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

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

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

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

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

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

Amended by R.1996 d.315, effective July 15, 1996.

See: 28 N.J.R. 1947(a), 28 N.J.R. 3623(a).

Amended by R.1996 d.316, effective July 15, 1996.

See: 28 N.J.R. 1950(a), 28 N.J.R. 3625(a).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Substituted references to blackjack layouts for references to cloths covering blackjack tables throughout; and rewrote (b).

#### 19:46-1.10A Three card poker table; physical characteristics

(a) Three card poker shall be played at a table having betting positions for the players on one side of the table and a place for the dealer on the opposite side. Such betting positions shall not exceed nine in number depending on the size of the table.

(b) The layout for a three card poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. A separate designated betting area at each betting position for the placement of "ante" wagers;

3. A separate designated betting area located immediately in front of each ante wager betting area for the placement of "play" wagers;

4. A separate designated betting area located immediately behind each ante wager betting area for the placement of "pair plus" wagers; and

5. Inscriptions which shall read:

- i. Ante plays 1 to 1.

Play pays 1 to 1.

Ante Bonus Pays	Hand Pair Flush Straight Three-of-a-Kind Straight Flush	Pair Plus Pays 1 to 1 4 to 1 6 to 1 30 to 1 40 to 1
1 to 1		
4 to 1		
5 to 1		

- ii. "Dealer Plays with Queen High or Better".

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

New Rule, R.1997 d.134, effective March 17, 1997.

See: 28 N.J.R. 2531(a), 29 N.J.R. 928(a).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

In (b), rewrote the introductory paragraph, and added "offering the game" at the end of 1; and rewrote (c).

#### 19:46-1.11 Craps and mini-craps tables; physical characteristics

(a) Craps and mini-craps shall be played on an oblong table with rounded corners and high walled sides.

1. A craps table shall be at least 12 feet in length, and shall not be larger than 14 feet in length.

2. A mini-craps table shall be no longer than 9 1/2 feet in length, and shall have seating locations for a maximum of nine players.

(b) The layout for a craps or mini-craps table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. Specific areas designated for the placement of wagers authorized by N.J.A.C. 19:47-1.2; and

3. The words "No call bets".

(c) Each craps and mini-craps table shall have a drop box and tip box attached to it on the same side of the gaming

table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

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

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

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

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

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

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

"Trade name" and "licensee" added.

Amended by R.1996 d.356, effective August 5, 1996.

See: 28 N.J.R. 2352(b), 28 N.J.R. 3818(b).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (b); and added (c).

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

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

(b) Baccarat-Chemin de Fer shall be played on a table having numbered places for 9 to 14 seated players.

(c) Minibaccarat shall be played at a table having on one side places for a maximum of nine seated players, and on the opposite side a place for the dealer. The dimensions of a minibaccarat table shall be approved by the Commission.

(d) The layout for a baccarat or minibaccarat table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;

2. For Baccarat-Punto Banco and minibaccarat layouts, specific areas designated for the placement of wagers on the "Banker's Hand," "Players Hand" and "Tie Hand";

3. For Baccarat-Chemin de Fer layouts, specific areas for the placement of the wagers authorized by N.J.A.C. 19:47-4.6 and 4.7;

4. For Baccarat-Punto Banco and minibaccarat layouts, the phrase "Tie Bets pay 8 to 1";

5. Numbered areas that correspond to the seat numbers for the purpose of marking vigorish; provided, however, that the numbered areas are not required if:

- i. For Baccarat-Punto Banco, the casino licensee offers a no vigorish variation of the game in accordance with N.J.A.C. 19:47-3.3(e);

- ii. For minibaccarat, the casino licensee only charges vigorish in accordance with the provisions of N.J.A.C. 19:47-7.3(d) or offers a no vigorish variation of the game in accordance with the provisions of N.J.A.C. 19:47-7.3(f); and

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

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

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

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

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

(c) added.

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

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

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

Petition for Rulemaking: Requests clarification of terms.

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

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

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

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

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

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

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

In (a): revised address for the Commission.

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

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

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

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

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

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

"Trade name" and "licensee" added.

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

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

Amended by R.1996 d.162, effective March 18, 1996.

See: 28 N.J.R. 77(b), 28 N.J.R. 1560(b).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote the section.

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

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

In (d)5, added i and ii.

### 19:46-1.13 Big six wheel; physical characteristics

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

(b) Each Big Six Wheel table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of, the dealer, and in locations approved by the Commission.

(c) The layout for a Big Six Wheel table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game; and

2. Insignias of the \$1.00 bill, a \$2.00 bill, a \$5.00 bill, a \$10.00 bill, a \$20.00 bill, a joker and a flag, which shall be used by patrons in placing bets at this game.

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

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

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

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

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

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (b) and (c).

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

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

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

(c) The layout for a sic bo table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee; and
2. Specific areas designated for the placement of the wagers authorized by N.J.A.C. 19:47-9.2; and
3. The payout odds currently being offered in accordance with N.J.A.C. 19:47-9.4.

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

1. The sic bo shaker shall have a compartment to secure the three dice required by N.J.A.C. 19:47-9.1 and a separate cover which conceals the dice while the dealer is shaking the sic bo shaker. The compartment to secure the three dice shall be transparent and the cover which conceals the dice shall be opaque;
2. The sic bo shaker shall have the capability of being sealed or locked in order to ensure the integrity of the dice contained therein;
3. The sic bo shaker shall have the name or trade name of the casino licensee or identifying logo imprinted or impressed thereon; and

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

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

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

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

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

"Trade name" and "licensee" added.

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (a) and (c).

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

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

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

1. Six separate designated betting areas for the players at the table with each area being numbered one through six;
2. Two separate areas located below each betting area which shall be designated for the placement of the high and second highest or low hands of that player;
3. If the casino licensee offers the additional wager authorized by N.J.A.C. 19:47-11.13, a separate area for each player, designated for the placement of that additional wager by each player, as well as the payout odds for the additional wager; and
4. Two separate areas designated for the placement of the high and second highest or low hands of the dealer.
5. The name or trade name of the casino licensee offering the game.

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

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

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

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

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

New Rule, R.1992 d.406, effective October 19, 1992.

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

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

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

Amended by R.1995 d.78, effective February 6, 1995.

See: 26 N.J.R. 4343(a), 27 N.J.R. 549(c).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

In (a), deleted a former second sentence; and in (b), substituted "The layout for a pai gow poker table" for "Each pai gow poker layout" at the beginning, and added 5.

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

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

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

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

2. A separate area, located to the left of the dealer, for the placement of four tiles which shall be referred to as the "dead hand"; and

3. The name or trade name of the casino licensee offering the game.

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

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

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

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

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

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

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

In (a), deleted a former second sentence; and in (b), substituted "The layout for a pai gow table" for "Each pai gow layout" at the beginning, and added 3.

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

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

(b) The layout for a pokette table shall be approved by the Commission and shall contain, at a minimum:

1. Depictions of each of the 52 playing cards contained within a deck as depicted on the pokette wheel;

2. Two jokers as depicted on the pokette wheel;

3. The following poker hand wagers:

i. Pair in two;

ii. Pair in three;

iii. Three of a kind;

iv. Straight;

v. Flush; and

vi. Straight Flush;

4. The following nonpoker hand wagers:

i. Black;

ii. Red;

iii. Ace-King-Queen rank;

iv. Jack-10-9 rank;

v. 8-7-6 rank;

vi. 5-4-3 rank; and

vii. Each suit; and

5. The name or trade name of the casino licensee offering the game.

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

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

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

New Rule, R.1992 d.453, effective November 16, 1992.

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

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (a); and in (b), rewrote the introductory paragraph, and added 5.

#### 19:46-1.13E Poker table; physical characteristics

(a) Poker shall be played on a table which is oval in shape and which has places for up to 11 players and a dealer. The design of each poker table shall be approved by the Commission. Each poker table shall be designed and constructed to contain any feature the Commission may require to maintain the integrity of the game.

(b) The layout for a poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game; and
2. A designated holding area located to the right of the dealer for the collection of the rake prior to final placement of the rake in the table inventory container.

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

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

New Rule, R.1994 d.141, effective March 21, 1994.

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

Amended by R.1996 d.122, effective March 4, 1996.

See: 27 N.J.R. 1775(a), 28 N.J.R. 1399(a).

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (a) and (b).

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

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

(b) The layout for a double down stud table shall be approved by the Commission, and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. Seven separate designated betting areas for the placement of wagers by the players;
3. A separate designated area located below each betting area for the placement of double down wagers; and
4. A separate designated area located directly in front of the table inventory container for the placement of the dealer's common cards.

(c) The following inscription shall be conspicuously printed on each double down stud layout: "Payout Limit of \$100,000 Per Hand." A casino licensee shall post a sign, approved by the Commission, at each double down stud table explaining the details and the ramifications of this payout limit.

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

New Rule, R.1994 d.593, effective December 5, 1994.

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

Amended by R.1998 d.147, effective March 16, 1998.

See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

Rewrote (b).

#### 19:46-1.13G Caribbean stud poker table; physical characteristics

(a) Caribbean stud poker shall be played on a table having betting positions for six or seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a caribbean stud poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of "ante" wagers;
3. A separate designated betting area located immediately behind each ante betting area for the placement of "bet" wagers; and
4. The inscriptions "Payout Limit of \$5,000 per Hand on Bet Wagers" and "Bet Wager Void Unless Dealer has Ace/King or Better."

(c) A sign shall be posted at each caribbean stud poker table that explains, in a manner approved by the Commission, the details of the \$5,000 payout limit authorized by N.J.A.C. 19:47-16.12.

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

(e) Each caribbean stud poker table shall have for each betting position a separate acceptor device for the placement of a progressive wager mounted directly in front of the respective "ante" betting area. Each acceptor device shall have a light which shall illuminate upon insertion and acceptance of a gaming chip.

(f) Each caribbean stud poker table shall have a table controller panel located in an area of the table as approved by the Commission. The table controller panel shall be equipped with a "lock-out" button which, once activated by the dealer as set forth in N.J.A.C. 19:47-16.7, will prevent any player from depositing a gaming chip in the acceptor device.

(g) Each caribbean stud poker table shall be equipped with a mechanical, electrical or electronic table inventory return device which shall permit all gaming chips deposited into the acceptor devices referenced in (e) above to be collected and immediately returned to a designated area within the table inventory container prior to the dealing of a hand. The table inventory return device shall be designed and constructed to contain any feature the Commission may require to maintain the security and integrity of the game. The procedures for the operation of all functions of the table inventory return device shall be submitted to and approved by the Commission.

New Rule, R.1995 d.430, effective August 7, 1995.  
See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).

In (b), rewrote the introductory paragraph.

#### **19:46-1.13H Let it ride poker table; physical characteristics**

(a) Let it ride poker shall be played on a table having betting positions for seven players on one side of the table and a place for the dealer on the opposite side.

(b) The layout for a let it ride poker table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee;
2. Three separate designated betting areas at each betting position for the placement of wagers in accordance with N.J.A.C. 19:47-18.6;
3. A separate designated area at each betting position for the placement of the cards of each player;
4. A separate designated area located directly in front of the table inventory container for the placement of the community cards;
5. The payout odds for all authorized wagers; and
6. The inscription indicating the payout limit per hand established by the casino licensee pursuant to N.J.A.C. 19:47-18.11 or a generic inscription indicating the game is subject to the posted payout limit.

(c) A sign shall be posted at each let it ride poker table that explains, in a manner approved by the Commission, the details of the payout limit established pursuant to N.J.A.C. 19:47-18.11 and if a generic inscription is used pursuant to (b) above, the sign shall also contain the established payout limit.

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

New Rule, R.1995, d.534, effective October 2, 1995.  
See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).  
Amended by R.1998 d.147, effective March 16, 1998.  
See: 30 N.J.R. 33(a), 30 N.J.R. 1057(a).  
In (b), rewrote the introductory paragraph.

#### **19:46-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics**

(a) Mini-dice shall be played on a table having betting positions for six or seven players on one side and a place for the dealer on the opposite side.

(b) The layout for a mini-dice table shall be approved by the Commission and shall contain, at a minimum:

1. The name or trade name of the casino licensee offering the game;
2. A separate designated betting area at each betting position for the placement of the following wagers:
  - i. Any 7;
  - ii. Over 7;
  - iii. Under 7; and
  - iv. Individual "place" wagers of 4, 5, 6, 8, 9 and 10;