

CHAPTER 46
GAMING EQUIPMENT

Authority

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

Source and Effective Date

R.1993 d.204, effective April 15, 1993.
See: 25 N.J.R. 918(a), 25 N.J.R. 1999(c).

Executive Order No. 66(1978) Expiration Date

Chapter 46, Gaming Equipment, expires on April 15, 1998.

Chapter Historical Note

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

CHAPTER TABLE OF CONTENTS

SUBCHAPTER 1. GENERAL PROVISIONS

- 19:46-1.1 Gaming chips; physical characteristics applicable to all gaming chips; issuance and use
- 19:46-1.1A Value chips; denominations; physical characteristics
- 19:46-1.1B Non-value chips; physical characteristics
- 19:46-1.2 Non-value chips; permitted uses; inventory and impressment
- 19:46-1.3 Additional sets of gaming chips
- 19:46-1.4 Gaming plaques; issuance and use; denominations; physical characteristics
- 19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons
- 19:46-1.6 Receipt of gaming chips or plaques from manufacturer or distributor; inventory, security, storage and destruction of chips and plaques
- 19:46-1.7 Roulette table; physical characteristics; double zero roulette wheel used as a single zero roulette wheel
- 19:46-1.8 Roulette balls
- 19:46-1.9 Roulette; inspection procedures; security procedures
- 19:46-1.10 Blackjack table; card reader device; physical characteristics; inspection
- 19:46-1.10A Three card poker table; physical characteristics
- 19:46-1.11 Craps and mini-craps tables; physical characteristics
- 19:46-1.12 Baccarat and minibaccarat tables; physical characteristics
- 19:46-1.13 Big six wheel; physical characteristics
- 19:46-1.13A Sic bo table; sic bo shaker; physical characteristics
- 19:46-1.13B Pai gow poker table; pai gow poker shaker; physical characteristics; computerized random number generator
- 19:46-1.13C Pai gow table; pai gow shaker; physical characteristics
- 19:46-1.13D Pokette table; pokette wheel; physical characteristics
- 19:46-1.13E Poker table; physical characteristics
- 19:46-1.13F Double down stud table; physical characteristics
- 19:46-1.13G Caribbean stud poker table; physical characteristics
- 19:46-1.13H Let it ride poker table; physical characteristics
- 19:46-1.13I Mini-dice table; mini-dice dice shaker; physical characteristics
- 19:46-1.14 Red dog table; physical characteristics
- 19:46-1.15 Dice; physical characteristics
- 19:46-1.16 Dice; receipt; storage; inspections and removal from use

- 19:46-1.16A Sic bo shaker and mini-dice shaker; security procedures
- 19:46-1.17 Cards; physical characteristics
- 19:46-1.18 Cards; receipt, storage, inspections, and removal from use
- 19:46-1.19 Dealing shoes; automated shuffling devices
- 19:46-1.19A Pai gow tiles physical characteristics
- 19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use
- 19:46-1.20 Approval of gaming and simulcast wagering equipment; retention by Commission or Division; evidence of tampering
- 19:46-1.21 (Reserved)
- 19:46-1.22 Possession of slot machines
- 19:46-1.23 Transportation of slot machines into, within and out-of-State
- 19:46-1.24 Slot machine seals
- 19:46-1.25 (Reserved)
- 19:46-1.26 Slot machines and bill changers; identification; signs; meters; other devices
- 19:46-1.27 Slot machine areas; density; arrangement; floor plans
- 19:46-1.28 Testing and approval of slot machines
- 19:46-1.29 Operation of slot machine in conformance with approved model
- 19:46-1.30 Disciplinary procedures
- 19:46-1.31 Records and reports
- 19:46-1.32 (Reserved)
- 19:46-1.33 Issuance and use of slot tokens for gaming and simulcast wagering; prize tokens; slot token and prize token specifications
- 19:46-1.34 Wagering at slot machines; use of slot tokens and prize tokens
- 19:46-1.35 Redemption of slot tokens and prize tokens from non-patrons; duty of patrons to surrender slot tokens and prize tokens upon demand
- 19:46-1.36 Slot tokens and prize tokens; receipt, inventory, security, storage and destruction

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/	V- N8.75/
Chroma	5R 9/1 5 YR 9/1 5Y 9/1	5G 9/0.5 5B 9/0.5 5P 9/0.5

3. \$2.50—"Pink" which shall mean that color classified as 2.5R 6/10 on the Munsell System of Color Coding which shall be reproduced to within the following tolerances:

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 \$5.00 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).

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.

(c) Each face of a square gaming plaque shall measure no smaller than nine square inches. Each face of a rectangular or elliptical gaming plaque shall measure no smaller than three inches in length by two inches in width. In the case of an elliptical gaming plaque, the length and width of the plaque shall be measured at its axes.

(d) Each gaming plaque issued by a casino licensee shall be designed and manufactured with sufficient graphics or other security measures so as to prevent, to the greatest extent possible, the counterfeiting of such gaming plaque.