

## 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.

## CHAPTER TABLE OF CONTENTS

### SUBCHAPTER 1. GENERAL PROVISIONS

19:46-1.1	Gaming chips; physical characteristics applicable to all gaming chips; issuance and use; promotional non-gaming chips
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 impressionment
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
19:46-1.10B	Spanish 21 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 and layout; 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
19:46-1.13J	Fast action hold 'em table; physical characteristics
19:46-1.13K	Casino war table; 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	Inspection and approval of gaming and simulcast wagering equipment and related devices and software; retention by Commission or Division; evidence of tampering
19:46-1.21	Expiration of slot machine and slot machine program approvals issued pursuant to N.J.A.C. 19:46-1.20; re-submission
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
19:46-1.26A	Bill changers with electrically erasable/programmable storage media
19:46-1.27	Slot machine areas; density; arrangement; floor plans
19:46-1.28	Testing of designated gaming or simulcast wagering equipment or related devices or software by the Division
19:46-1.29	Operation of gaming and simulcast wagering equipment and related devices and software in conformance with Commission approval
19:46-1.30	(Reserved)
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; promotional non-gaming tokens
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; promotional non-gaming chips

(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.

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

1. Be unique in terms of size or color;
2. Have no edge designs unique to gaming chips; and

3. Bear the name of the casino licensee issuing them and language on both faces stating that they have no redeemable value.

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).

Amended by R.1999 d.221, effective July 19, 1999.

See: 30 N.J.R. 3171(a), 31 N.J.R. 1943(a).

Added (f).

Amended by R.2000 d.106, effective March 20, 2000.

See: 31 N.J.R. 3941(a), 32 N.J.R. 1052(a).

In (f)1., deleted "weight and" following "of size".

### 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 \$1.00, \$2.50, \$5.00, \$10.00, \$20.00, \$25.00, \$100.00, \$500.00, \$1,000, \$5,000 and \$20,000 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 manufac-

tured 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:

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.

(e) If a casino licensee offers the optional bonus wager authorized by N.J.A.C. 19:47-18.6A, the let it ride poker table shall also include the following equipment or devices, which shall be submitted to and approved by the Commission, together with the procedures for their operation and use:

1. A wagering device at each betting position that acknowledges or accepts the placement of the bonus wager;
2. A control device that controls or monitors the placement of bonus wagers at the gaming table, including a mechanism that prevents the recognition of any bonus wager that a player attempts to place after the dealer has announced "No more bets;" and
3. Any other equipment or device that contributes to the efficient operation or integrity of the game.

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.

Amended by R.1998 d.554, effective November 16, 1998.

See: 30 N.J.R. 3176(a), 30 N.J.R. 4068(a).

In (b), rewrote 5; and added (e).

**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;

3. A separate betting area, known as "the field," located directly in front of the dealer for the placement of field wagers of 2, 3, 4, 9, 10, 11 and 12; and

4. The payout odds for all authorized wagers.

(c) Each mini-dice 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.

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

1. Have a transparent compartment to secure the two dice required by N.J.A.C. 19:47-13.3, and a separate opaque cover that conceals the dice while the dealer or player is shaking the shaker;
2. Have the capability of being sealed or locked to ensure the integrity of the dice contained therein; and
3. Have the name or trade name of the casino licensee or its identifying logo imprinted or impressed thereon.

New Rule, R.1997 d.427, effective October 6, 1997.

See: 28 N.J.R. 5060(a), 29 N.J.R. 4307(b).

Inserted references to mini-dice throughout.

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.

**19:46-1.13J Fast action hold'em table; physical characteristics**

(a) Fast action hold'em 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 cloth covering the fast action hold'em table (the layout) shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or tradename of the casino licensee;
2. A separate designated betting area at each betting position;
3. A separate area located immediately to the right of each betting area designated for the placement of cards to be discarded by a player pursuant to N.J.A.C. 19:47-21.8;
4. Five separate areas aligned in a row in the center of the layout for placement of the five community cards; and

5. An inscription indicating that a "natural" pays five to one.

(c) Each fast action hold'em 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.1998 d.371, effective July 20, 1998.  
See: 29 N.J.R. 4672(a), 30 N.J.R. 2639(b).

#### 19:46-1.13K Casino war table; physical characteristics

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

(b) The layout for a casino war table shall be approved by the Commission and shall have imprinted thereon, at a minimum, the following:

1. The name or trade name of the casino licensee;
2. A separate designated betting area at each betting position for the placement of initial and war wagers;
3. A separate designated betting area for the placement of tie wagers; and
4. The payout odds for a tie wager and war wager.

(c) Each casino war 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.1999 d.29, effective January 19, 1999.  
See: 30 N.J.R. 30(a), 31 N.J.R. 144(a).

#### 19:46-1.14 Red dog table; physical characteristics

(a) Red dog shall be played at a table having on one side places for no more than seven players and on the opposite side a place for the dealer.

(b) The layout for a red dog 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. Two separate designated betting areas for each player, clearly marked to distinguish between the original wager and the raise wager in a manner approved by the Commission, and situated so that the betting area for the raise wager is closer to the player than the betting area for the original wager;
3. An area designated for the placement of the first, second and third card; and
4. The payout odds currently being offered in accordance with N.J.A.C. 19:47-6.5.

(c) Each red dog table shall have a drop box and a tip box attached to it with the location of said boxes on the same side of the gaming table but on opposite sides of the dealer, as approved by the Commission.

Repeal and New Rule, R.1991 d.532, effective November 4, 1991.

See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Section was "Maximum and minimum wagers."

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 the section.

#### 19:46-1.15 Dice; physical characteristics

(a) Except as otherwise provided below, each die used in gaming shall:

1. Be formed in the shape of a perfect cube and of a size no smaller than 0.750 of an inch on each side nor any larger than 0.775 of an inch on each side;
2. Be transparent and made exclusively of cellulose except for the spots, name or trade name of the casino licensee and serial numbers or letters contained thereon;
3. Have the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;
4. Have all edges and corners perfectly square and forming perfect 90 degree angles;
5. Have the texture and finish of each side exactly identical to the texture and finish of all other sides;
6. Have its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;
7. Have its six sides bearing what circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;
8. Have spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of an inch;
9. Have the name or trade name of the casino licensee in which the die is being used imprinted or impressed thereon.

(b) Each die used in gaming at pai gow or pai gow poker shall comply with the requirements of (a) above except as follows:

1. Each die shall be formed in the shape of a perfect cube and of a size no smaller than .637 of an inch on each side nor any larger than .643 of an inch on each side;
2. Instead of the name of the casino, a casino licensee may, with the approval of the Commission, have an identifying mark or logo imprinted or impressed on each die; and
3. The spots on each die do not have to be equal in diameter.

(c) Each die used in gaming at mini-dice shall comply with the requirements of (a) or (b) above.

Amended by R.1991 d.615, effective December 16, 1991.

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

Revised (b) by adding sic bo.

Amended by 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).

Accuracy tolerance of .0002 inch deleted at (a)2; pai gow requirements differentiated.

Amended by R.1992 d.411, effective October 19, 1992.

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

Pai gow requirements added.

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

2. A reconciliation on a daily basis of the dice distributed, the dice destroyed and canceled, the dice returned to the primary storage area and, if any, the dice in dice reserve; and

3. A physical inventory of the dice at least once every three months.

i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of dice on hand required in (k)1i above.

ii. Any discrepancies shall immediately be reported to the Commission and Division.

(l) All destruction and cancellation of dice, other than those retained for Commission or Division inspections, shall be completed within 48 hours of collection.

1. Cancellation shall occur by drilling a circular hole of at least one fourth inch in diameter through the center of each dice.

2. Destruction shall occur by shredding.

3. The destruction and cancellation of dice shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.

Amended by R.1983 d.308, effective August 1, 1983.

See: 14 N.J.R. 829(a), 15 N.J.R. 1259(a).

Text substantially amended.

Amended by R.1983 d.540, effective November 21, 1983.

See: 15 N.J.R. 1368(a), 15 N.J.R. 1958(a).

Substantially amended and recodified text.

Amended by R.1987 d.336, effective August 17, 1987.

See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added "immediately" and "and delivery" to (g).

Amended by R.1991 d.615, effective December 16, 1991.

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

Revised (e) and (g), added provisions for sic bo.

Amended by R.1992 d.110, effective March 2, 1992.

See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

Revised procedures for handling dice in dice reserve. Stylistic revisions throughout section. Added new (h), recodifying (h)-(k) as (i)-(l). Added text in new (i) regarding dice in dice reserve. In (j): added new (j)2, subsuming existing (j)2 as (j)1. In (k), specified reconciliation procedures.

Amended by 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).

Dice inspection and handling requirements specified by game type.

Amended by R.1992 d.411, effective October 19, 1992.

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

Inspection specified.

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.86, effective February 16, 1993.

See: 24 N.J.R. 4339(a), 25 N.J.R. 719(a).

In (a), deleted language that primary storage area be "in or immediately adjacent to the casino floor". In (i) and (j), added alternative provision for collection of dice.

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.192, effective April 15, 1996.

See: 28 N.J.R. 810(a), 28 N.J.R. 2081(c).

Amended by R.1996 d.317, effective July 15, 1996.

See: 28 N.J.R. 1362(a), 28 N.J.R. 3627(a).

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.1997 d.133, effective March 17, 1997.

See: 29 N.J.R. 110(a), 29 N.J.R. 921(a).

Amended by R.1997 d.427, effective October 6, 1997.

See: 28 N.J.R. 5060(a), 29 N.J.R. 4307(b).

Inserted references to mini-dice throughout (e) and (g); and in (e)1iii(3) and (e)2iv(2), deleted provision relating to maximum time a sic bo shaker may be secured to a table and inserted provision relating to security of a mini-dice shaker.

Amended by R.1998 d.18, effective January 5, 1998.

See: 29 N.J.R. 3432(b), 30 N.J.R. 112(b).

Amended by R.1998 d.561, effective December 7, 1998.

See: 30 N.J.R. 3002(b), 30 N.J.R. 4258(b).

Rewrote (d), (e) and (g).

#### 19:46-1.16A Sic bo shaker and mini-dice shaker; security procedures

(a) Sic bo shakers and mini-dice shakers which have been filled with dice in accordance with N.J.A.C. 19:46-1.16(e)3iii may only be stored in a locked compartment in the primary storage area. Sic bo shakers and mini-dice shakers which have not been filled with dice may be stored in a locked compartment in the pit stand.

(b) At the end of each gaming day a pit boss shall inspect all sic bo shakers and mini-dice shakers that have been placed in use for gaming for evidence of tampering. Such evidence discovered at this time shall be immediately reported to the Commission and the Division. At a minimum, such reports shall include:

1. The date and time when the tampering was discovered;
2. The table number where the sic bo shaker or mini-dice shaker was used; and
3. The name and license number of the individuals discovering the tampering.

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.1997 d.427, effective October 6, 1997.

See: 28 N.J.R. 5060(a), 29 N.J.R. 4307(b).

Inserted references to mini-dice shakers throughout.

#### 19:46-1.17 Cards; physical characteristics

(a) Cards used to play blackjack, spanish 21, baccarat, minibaccarat, pai gow poker, pokette, red dog, casino war, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold 'em and double down stud shall be in decks of 52 cards with each card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play the following games shall be modified as follows:

1. A pai gow poker deck shall include one additional joker card, which shall be identical in size and shape to every other card in such deck;
2. A spanish 21 deck shall consist of 48 cards, created by the removal of the 10 of each of the four suits in the deck.

(b) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts.

(c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2. The face of the ace, king, queen, jack and 10 value cards may contain an additional marking, as approved by the Commission, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

(d) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.

(e) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.

(f) The design to be placed on the backs of cards used by casino licensees shall contain the name or trade name of the casino licensee and shall be submitted to the Commission for approval prior to use of such cards in gaming activity.

(g) Each deck of cards shall be packaged separately and shall contain a seal affixed to the opening of such package. Notwithstanding this requirement, cards used at poker may be packaged and sealed in sets containing two decks of cards in accordance with the provisions of N.J.A.C. 19:47-14.2.

(h) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the casino licensee in the play of any games other than pai gow poker in accordance with the provisions of N.J.A.C. 19:47-11.

(i) In addition to satisfying the requirements of this section, the cards used by a casino licensee at poker must:

1. Be visually distinguishable from the cards used by that casino licensee to play any other table game; and
2. Be made of plastic.

(j) Each casino licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least six visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

Amended by R.1991 d.532, effective November 4, 1991.  
See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Added "red dog" game to subsection (a).  
Amended by 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).  
Pai gow provisions moved from (a) to (h).

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

In (a), added reference 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).

Revised (f) and (h).  
Amended by R.1993 d.38, effective January 19, 1993.  
See: 25 N.J.R. 2351(a), 25 N.J.R. 367(a).

Additional marking permitted on certain cards, at (c).  
Administrative correction to subsection (a).  
See: 25 N.J.R. 1778(b).

Amended by R.1994 d.141, effective March 21, 1994.  
See: 25 N.J.R. 5906(a), 26 N.J.R. 1380(a).

Temporary Amendment: Double Down Stud.  
See: 26 N.J.R. 1390(a).

Temporary Amendment: Caribbean Stud Poker.  
See: 26 N.J.R. 3464(a).

Temporary Amendment: Double Down Stud.  
See: 26 N.J.R. 4445(b).

Amended by R.1994 d.593, effective December 5, 1994.  
See: 26 N.J.R. 1323(a), 26 N.J.R. 4790(a).

Amended by R.1995 d.430, effective August 7, 1995.  
See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).

Added caribbean stud poker.  
Amended by R.1995 d.534, effective October 2, 1995.  
See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Amended by R.1997 d.134, effective March 17, 1997.  
See: 28 N.J.R. 2531(a), 29 N.J.R. 928(a).

In (a), added reference to three card poker.  
Amended by R.1998 d.371, effective July 20, 1998.  
See: 29 N.J.R. 4672(a), 30 N.J.R. 2639(b).

In (a), inserted a reference to fast action hold 'em.  
Amended by R.1999 d.29, effective January 19, 1999.  
See: 30 N.J.R. 30(a), 31 N.J.R. 144(a).

In (a), inserted references to casino war and fast action hold 'em.  
Amended by R.2000 d.2, effective January 3, 2000.  
See: 30 N.J.R. 4149(a), 32 N.J.R. 71(a).

Rewrote (a).

#### 19:46-1.18 Cards; receipt, storage, inspections, and removal from use

(a) When decks of cards are received for use in the casino or casino simulcasting facility from the manufacturer or distributor thereof, they shall be placed for storage in a locked cabinet in the cashiers' cage or within a primary or secondary storage area by at least two individuals, one of whom shall be from the casino department and the other from the casino security department or casino accounting department. The cabinet or primary storage area shall be located in the cashiers' cage or in another secure place, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus cards. Cards maintained in secondary storage areas shall not be distributed to gaming pits or tables for use in gaming until the cards have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission. Nothing herein shall preclude a casino licensee from having a separate storage area for the cards to be used at the game of poker; provided, however, the location and physical characteristics of the separate storage area shall be approved by the Commission.

(b) All primary, secondary and poker storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organizational hierarchy shall have access to the casino department key for the primary and secondary storage areas and no person below the poker shift supervisor in the organizational hierarchy shall have access to the casino department key to the poker storage area. Cards stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a tables games shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at other times as may be necessary, the assistant shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of decks of cards for that gaming day from a primary storage area, and if applicable, the poker shift supervisor or supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of decks of cards to be used at poker for that gaming day from the poker storage area.

(d) If removed from the primary storage area, the table games shift manager or casino supervisor thereof and the casino security officer who removed the decks shall distribute sufficient decks to the poker shift supervisor and to the pit boss who shall then distribute the decks to the dealer at each table. If removed from the poker storage area, the decks shall be removed by the poker shift supervisor, in the presence of the casino security officer, and transported to the poker pit stand. Subsequently, the poker shift supervisor shall distribute the decks to the dealer at each poker table either directly or through the floorperson assigned to supervise the dealer. The distribution of the decks to the poker tables shall comply with the provisions of N.J.A.C. 19:47-14.2.

1. The poker shift supervisor or pit boss shall place extra decks for card reserve into the pit stand.

2. Prior to distributing the decks to each table, the poker shift supervisor or floorperson shall examine each package to determine if any replacement cards are necessary pursuant to (n)5 below. If needed, the poker shift supervisor or floorperson shall place the appropriate replacement cards into the deck from the cards held in reserve at the pit stand. Upon insertion of the replacement cards into the deck, the poker shift supervisor or floorperson shall re-examine the front of each card and the back of each card to ensure a consistent shading pattern and to ensure that the condition of the deck with the inclusion of the replacement cards has sufficient quality in order to maintain the integrity of gaming at poker. If the integrity of gaming at poker would in any way be compromised by the use of the deck with the

replacement cards, the entire deck of cards shall be placed in a sealed envelope or container, identified with the date and time and shall be signed by the poker shift supervisor. The poker shift supervisor shall maintain the envelope or container in a secure place within the pit stand until collection by a casino security officer.

3. Cards in the pit stand shall be placed in a locked compartment, keys to which shall be in the possession of the poker shift supervisor or supervisor thereof or the pit boss or casino supervisor thereof.

(e) With the exception of cards used to game at pokette, which are governed by the requirements of N.J.A.C. 19:47-12.3, prior to their use at a table, all decks shall be inspected by the dealer, and the inspection verified by a floorperson. Card inspection at the gaming table shall require each pack to be used to be sorted into sequence and into suit to assure that all cards are in the deck. The dealer shall also check the back of each card to assure that it is not flawed, scratched or marked in any way.

1. If, after checking the cards, the dealer finds that a card is unsuitable for use, a poker shift supervisor or casino supervisor shall bring a substitute card from the card reserve in the pit stand.

2. The unsuitable card shall be placed in a sealed envelope or container, identified by table number, date, and time and shall be signed by the dealer and floorperson assigned to that table. The poker shift supervisor or casino supervisor shall maintain the envelope or container in a secure place within the pit until collection by a casino security officer.

(f) All envelopes and containers used to hold or transport cards collected by security shall be transparent.

1. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.

(g) Any cards which have been opened and placed on a gaming table shall be changed at least every 24 hours. In addition:

1. Cards opened for use on a baccarat or fast action hold 'em table shall be changed at least once during the gaming day;

2. Cards opened for use on a pai gow poker table, caribbean stud poker, let it ride poker or three card poker table and dealt from a dealing shoe shall be changed at least every eight hours;

3. Cards opened for use on a pai gow poker table, caribbean stud poker, let it ride poker or three card poker table and dealt from the dealer's hand shall be changed at least every four hours; and

4. Cards opened for use on a poker table shall be changed at least every four hours.

(h) Cards damaged during course of play shall be replaced by the dealer who shall request a floorperson or supervisor thereof for the game of poker or casino supervisor for all other games to bring cards in substitution from the pit stand.

1. The damaged cards shall be placed in a sealed envelope, identified by table number, date and time and shall be signed by the dealer and the individual who brought the replacement card to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(i) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, the floorperson or supervisor thereof for the game of poker or casino supervisor for all other games shall collect all used cards.

1. These cards shall be placed in a sealed envelope or container. A label shall be attached to each envelope or container which shall identify the table number, date and time and shall be signed by the dealer and floorperson assigned to the table.

2. The poker shift supervisor or casino supervisor shall maintain the envelopes or containers in a secure place within the pit until collection by a casino security officer.

(j) The casino licensee shall remove any cards at any time during the day if there is any indication of tampering, flaws, scratches, marks or other defects that might affect the integrity or fairness of the game, or at the request of the Commission or Division.

(k) All extra decks in card reserve with broken seals shall be placed in a sealed envelope or container, with a label attached to each envelope or container which identifies the date and time and is signed by the floorperson or supervisor thereof for poker and the pit boss for all other games.

(l) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a casino security officer shall collect and sign all envelopes or containers with damaged cards, cards used during the gaming day, and all extra decks in card reserve with broken seals and shall return the envelopes or containers to the casino security department.

(m) At the end of each gaming day or, in the alternative, at least once each gaming day at the same time each day, as designated by the casino licensee and approved by the Commission, and at such other times as may be necessary, a table games shift manager or casino supervisor thereof may collect all extra decks in card reserve. If the casino maintains a separate storage area for poker cards, a poker shift supervisor or supervisor thereof may collect all extra decks in card reserve for the game of poker. If collected, all sealed decks shall either be canceled or destroyed or returned to the storage area.

(n) When the envelopes or containers of used cards and reserve cards with broken seals are returned to the casino security department, they shall be inspected for tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play.

1. For cards used in blackjack, spanish 21, red dog, casino war, fast action hold 'em or minibaccarat using the dealing procedures in N.J.A.C. 19:47-7.7(c)1 or 2, the casino licensee shall cause to be inspected either:

i. All decks used during the day; or

ii. A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Commission. This sample shall be collected, stored and inspected separately from the sample required by (n)2ii below, and shall not be commingled with any cards from that sample.

2. For cards used in baccarat, or cards used in mini-baccarat using the dealing procedures in N.J.A.C. 19:47-7.7(c)3, the casino licensee shall cause to be inspected either:

i. All decks used during the day; or

ii. A sample of decks selected at random or in accordance with an approved stratification plan, provided that the procedures for selecting the sample size and for assuring a proper selection of the sample are submitted to and approved by the Commission. This sample shall be collected, stored and inspected separately from the sample required by (n)1ii above, and shall not be commingled with any cards from that sample.

3. The casino licensee shall also inspect:

i. Any cards which the Commission or Division requests the casino licensee to remove for the purpose of inspection;

ii. Any cards the casino licensee removed for indication of tampering;

iii. All cards used for pai gow poker, caribbean stud poker, let it ride poker or three card poker;

- iv. All cards used for pokette, which must be inspected by sorting the cards sequentially by suit; and
  - v. All cards used for poker.
4. The procedures for inspecting all decks required to be inspected under this subsection, with the exception of pokette cards, shall, at a minimum, include:
- i. The sorting of cards sequentially by suit;
  - ii. The inspection of the backs with an ultraviolet light;
  - iii. The inspection of the sides of the cards for crimps, bends, cuts and shaving; and
  - iv. The inspection of the front and back of all plastic cards for consistent shading and coloring.
5. If, during the inspection procedures required in (n)3 above, one or more plastic cards in a deck are determined to be unsuitable for continued use, those cards shall be placed in a sealed envelope or container and a three-part Card Discrepancy Report shall be completed in accordance with n(9) below.
6. Upon completion of the inspection procedures required in (n)3 above, each deck of plastic cards which is determined suitable for continued use shall be placed in sequential order, repackaged and returned to the primary or poker storage area for subsequent use. If a deck has any missing cards pursuant to n(4) above, the individual who repackages the cards shall indicate the need for the appropriate replacement card(s) in a manner approved by the Commission.
7. The casino licensee shall develop internal control procedures for returning the repackaged cards to the storage area.
8. The individuals performing said inspection shall complete a work order form which shall detail the procedures performed and list the tables from which the cards were removed and the results of the inspection. The individual shall sign the form upon completion of the inspection procedures.
9. The casino licensee shall submit the training procedures for those employees performing the inspection, which shall be approved by the Commission;
10. Evidence of tampering, marks, alterations, missing or additional cards or anything that might indicate unfair play discovered at this time, or at any other time, shall be immediately reported to the Commission and Division by the completion and delivery of a three-part Card Discrepancy Report.
- i. The report shall accompany the cards when delivered to the Commission.
  - ii. The cards shall be retained for further inspection by the Commission.
  - iii. The Commission inspector receiving the cards shall sign the original, duplicate and triplicate copy of the Card Discrepancy Report and retain the original at the Commission Booth. The duplicate copy shall be delivered to the Division office located within the casino hotel facility. The triplicate copy shall be retained by the casino licensee.
- (o) The casino licensee shall submit to the Commission for approval procedures for:
- 1. A card inventory system which shall include, at a minimum, the recordation of the following:
    - i. The balance of cards on hand;
    - ii. The cards removed from storage;
    - iii. The cards returned to storage or received from the manufacturer;
    - iv. The date of the transaction; and
    - v. The signatures of the individuals involved;
  - 2. A reconciliation on a daily basis of the cards distributed, the cards destroyed and canceled, the cards returned to the storage area and, if any, the cards in card reserve; and
  - 3. A physical inventory of the cards at least once every three months.
    - i. This inventory shall be performed by an individual with no incompatible functions and shall be verified to the balance of cards on hand required in (o)1i above.
    - ii. Any discrepancies shall immediately be reported to the Commission and Division.
- (p) Where cards in an envelope or container are inspected and found to be without any indication of tampering marks, alterations, missing or additional cards or anything that might indicate unfair play, those cards with the exception of plastic cards used at poker which are of sufficient quality for reuse, shall within 48 hours of collection be destroyed or canceled. Once released by the Commission and Division, the cards submitted as evidence shall immediately be destroyed or canceled.
- 1. Destruction of cards shall be by shredding.
  - 2. Cancellation of cards shall be by drilling a circular hole of at least one fourth of an inch in diameter through the center of each card in the deck.
  - 3. The destruction and cancellation of cards shall take place in a secure place, the location and physical characteristics of which shall be approved by the Commission.
- (q) If a deck of plastic cards has been reused 12 or more times and the deck has been determined to be suitable for reuse by the individual performing the inspection procedures required by (n)3 above, before that deck may be reused at a poker table, the deck must be inspected by a

poker shift supervisor or floorperson. A satisfactory inspection shall be documented by the poker shift supervisor or floorperson. If the poker shift supervisor or floorperson determines that the deck may not be reused, the deck shall be placed in a sealed envelope or container, with a label attached which identifies the date and time and shall be signed by the poker shift supervisor or floorperson. At the end of the gaming day or at such other times as may be necessary, said envelope or container shall be collected by a casino security officer and be returned to the casino security department for destruction or cancellation pursuant to (p) above.

Amended by R.1983 d.308, effective August 1, 1983.  
See: 14 N.J.R. 829(a), 15 N.J.R. 1259(a).

Text substantially amended.

Amended by R.1983 d.538, effective November 21, 1983.  
See: 15 N.J.R. 1370(a), 15 N.J.R. 1958(b).

Substantially amended text.

Amended by R.1987 d.336, effective August 17, 1987.  
See: 19 N.J.R. 2121(a), 19 N.J.R. 1570(b).

Added "immediately" and "and delivery" to (l).  
Experimental 90-day implementation (N.J.A.C. 19:46-1.18(k) and (n)), pursuant to N.J.S.A. 5:12-69(e), 5:12-70(f) and 5:12-100(e), effective March 12, 1990 (expired June 10, 1990).

See: 22 N.J.R. 841(b).

Amended by R.1992 d.110, effective March 2, 1992.

See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

Revised text to modify procedures for handling extra cards in card reserve. Stylistic revisions throughout text. Restructured section through (g)-(p).

Amended by 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).

Added text, throughout section, regarding games of pai gow poker and pokette.

Amended by R.1992 d.453, effective November 16, 1992.

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

In (e) and (n), added text regarding cards used in pokette.  
Experimental implementation pursuant to N.J.S.A. 5:12-69(e), effective on or after November 24, 1992.

See: 24 N.J.R. 4283(a).

Dealing pai gow poker from the hand.

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

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

Revised (a).

Amended by R.1993 d.86, effective February 16, 1993.

See: 24 N.J.R. 4339(a), 25 N.J.R. 719(a).

In (a), deleted language stipulating that primary storage area be located "in or immediately adjacent to the casino floor". In (i), (l) and (m), added alternative provision for collection of cards.

Amended by R.1993 d.192, effective May 3, 1993.

See: 24 N.J.R. 4247(a), 25 N.J.R. 1887(b).

Revised (g)2 and added (g)3.

Amended by R.1994 d.141, effective March 21, 1994.

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

Amended by R.1995 d.430, effective August 7, 1995.

See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).

Added caribbean stud poker.

Amended by R.1995 d.534, effective October 2, 1995.

See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Amended by R.1996 d.317, effective July 15, 1996.

See: 28 N.J.R. 1362(a), 28 N.J.R. 3627(a).

Amended by R.1997 d.134, effective March 17, 1997.

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

In (g)2, (g)3 and (n)2iii, added reference to three card poker.

Petition for Rulemaking: Notice of Receipt of a Petition for Rulemaking.

See: 29 N.J.R. 2571(d).

Amended by R.1998 d.18, effective January 5, 1998.

See: 29 N.J.R. 3432(b), 30 N.J.R. 112(b).

Amended by R.1998 d.371, effective July 20, 1998.

See: 29 N.J.R. 4672(a), 30 N.J.R. 2639(b).

In (g)1 and (n)1, inserted references to fast action hold 'em.

Amended by R.1999 d.29, effective January 19, 1999.

See: 30 N.J.R. 30(a), 31 N.J.R. 144(a).

In (n)1, inserted references to casino war and fast action hold 'em.

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

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

In (n), inserted a reference to casino war, deleted "baccarat" preceding "fast action" and inserted "using the dealing procedures in N.J.A.C. 19:47-7.7(c)1 or (c)2" in the introductory paragraph of 1, added a new last sentence in lii, added a new 2, and recodified former 2 through 9 as 3 through 10.

Amended by R.2000 d.2, effective January 3, 2000.

See: 30 N.J.R. 4149(a), 32 N.J.R. 71(a).

In (n)1, rewrote the introductory paragraph.

### 19:46-1.19 Dealing shoes; automated shuffling devices

(a) The following words and terms when used in this section shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.

"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

(b) Cards used to game at blackjack, spanish 21, pai gow poker, minibaccarat, red dog, caribbean stud poker, let it ride poker, three card poker, fast action hold 'em, casino war and double down stud shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity. Cards used to game at baccarat shall be dealt from a dealing shoe which shall be secured in a locked compartment when the table is not open for gaming activity. Notwithstanding the foregoing, cards used to game at pai gow poker, double down stud and three card poker may be dealt from the dealer's hand in accordance with N.J.A.C. 19:47-11.8A, 17.8 and 20.8, respectively.

(c) A device which automatically shuffles cards may be utilized at the game of blackjack, spanish 21, pai gow poker, minibaccarat, red dog, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold 'em, casino war and double down stud in addition to a manual or automated dealing shoe, provided that:

1. The automated card shuffling device and the procedures for shuffling and dealing the cards through the use of the device are submitted to and approved by the Commission; and

2. The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant to (b) above.

(d) Each manual or automated dealing shoe shall be designed and constructed with such features as the Commission may require to maintain the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:

1. At least the first four inches of the base plate shall be white;

2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and

3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and

4. Each dealing shoe used in blackjack and spanish 21 shall have a mark on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe in accordance with N.J.A.C. 19:47-2.5(d), to insert the cutting card in such stack so that approximately one quarter of the stack is behind the cutting card.

(e) A baccarat dealing shoe, in addition to meeting the requirements of (d)1 through 3 above, shall also adhere to the following specifications:

1. A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;

2. The sides and back above the base plate shall be opaque; and

3. A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.

(f) A pai gow poker dealing shoe, in addition to meeting the requirements of (d) above, may, in the discretion of the casino licensee, also contain a device approved by the Commission on the front of the face plate so as to preclude the players from viewing the next card to be dealt.

(g) All dealing shoes and shuffling devices in the casino and casino simulcasting facility shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards being placed in them. The purpose of this inspection shall be to assure that there has been no tampering with the shoe or shuffling device.

(h) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the location of the automated device or shoe shall be approved by the Commission, and the discard rack shall be on the side of the gaming table opposite such device or shoe.

Amended by R.1983 d.238, effective June 20, 1983.

See: 14 N.J.R. 559(b), 15 N.J.R. 1040(c).

Added last sentence to (a). Added reference to "shuffling devices". Amended by R.1986 d.308, effective August 4, 1986.

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

Added text to (a) "Cards used to . . . during non-gaming hours." Amended by R.1988 d.468, effective October 3, 1988 (operative January 31, 1989).

See: 20 N.J.R. 1069(a), 20 N.J.R. 2468(a).

Added new (a) and renumbered old (a) to (b); Deleted text in (b) "A dealing shoe . . ."; Deleted old (b); added new (c)-(e) and renumbered old (c) to (f).

Amended by R.1991 d.532, effective November 4, 1991.

See: 23 N.J.R. 2231(a), 23 N.J.R. 3348(a).

Added "red dog" game to (b) and (c).

Amended by R.1992 d.110, effective March 2, 1992.

See: 23 N.J.R. 3243(a), 24 N.J.R. 858(c).

In (b): added text regarding specific times when and when not the table is open for gaming that the dealing shoe must be secured. Amended by 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).

Pai gow provisions added.

Experimental implementation pursuant to N.J.S.A. 5:12-69(e), effective on or after November 24, 1992.

See: 24 N.J.R. 4283(a).

Dealing pai gow poker from the hand.

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.192, effective May 3, 1993.

See: 24 N.J.R. 4247(a), 25 N.J.R. 1887(b).

In (b), added reference regarding pai gow poker.

Administrative Correction to subsection (b).

See: 26 N.J.R. 492(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 1390(a).

Amended by R.1994 d.172, effective April 4, 1994.

See: 26 N.J.R. 349(a), 26 N.J.R. 1539(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.1994 d.265, effective June 6, 1994.

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

Amended by R.1994 d.345, effective July 5, 1994.

See: 26 N.J.R. 1622(a), 26 N.J.R. 2805(a).

Temporary Amendment: Caribbean Stud Poker.

See: 26 N.J.R. 3464(a).

Temporary Amendment: Double Down Stud.

See: 26 N.J.R. 4445(a).

Amended by R.1994 d.593, effective December 5, 1994.

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

Amended by R.1995 d.430, effective August 7, 1995.

See: 27 N.J.R. 1767(b), 27 N.J.R. 2967(a).

Added caribbean stud poker.

Amended by R.1995 d.534, effective October 2, 1995.

See: 27 N.J.R. 2119(a), 27 N.J.R. 3795(b).

Administrative Correction to (b) and (c).

See: 28 N.J.R. 2404(a).

Administrative Correction to (b) and (c).

See: 28 N.J.R. 3976(a).

Amended by R.1997 d.134, effective March 17, 1997.

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

In (b) and (c), added reference to three card poker.

Amended by R.1997 d.519, effective December 1, 1997.

See: 29 N.J.R. 4082(a), 29 N.J.R. 5075(b).

In (c), added "poker".

Amended by R.1998 d.371, effective July 20, 1998.

See: 29 N.J.R. 4672(a), 30 N.J.R. 2639(b).

In (b), inserted a reference to fast action hold 'em; and in (c), inserted references to poker and fast action hold 'em.

Amended by R.1999 d.29, effective January 19, 1999.

See: 30 N.J.R. 30(a), 31 N.J.R. 144(a).

In (b) and (c), inserted references to casino war.  
Amended by R.1999 d.110, effective April 5, 1999.  
See: 30 N.J.R. 4155(a), 31 N.J.R. 894(a).

Rewrote (c); and added (h).  
Amended by R.2000 d.2, effective January 3, 2000.  
See: 30 N.J.R. 4149(a), 32 N.J.R. 71(a).

In (b) through (d), inserted references to spanish 21 throughout; in (b) and (c), inserted references to casino war; and in (c), inserted 1 designation and added 2.

Administrative correction.  
See: 32 N.J.R. 718(b).

#### 19:46-1.19A Pai gow tiles physical characteristics

(a) Pai gow shall be played with a set of 32 rectangular blocks to be known as tiles. Each tile in a set shall be identical in size and shading to every other tile in the set.

(b) Each tile used in gaming at pai gow shall:

1. Be made of a non-transparent black material, formed in the shape of a rectangle, and be of a size no smaller than 2.500 inches in length, 1.000 inch in width and .375 of an inch in thickness;

2. Have the surface of each of its sides perfectly flat, except that the front side of each tile shall contain spots which shall extend into the tile exactly the same distance as every other spot;

3. Have on the back of each tile an identifying feature unique to each casino;

4. Have the texture and finish of each side, with the exception of the front side, exactly identical to the texture and finish of all other sides;

5. Have the back and sides of each tile within a set be identical and no tile within a set shall contain any marking, symbol or design that will enable a person to know the identity of any element on the front side of the tile or that will distinguish any tile from any other tile within a set; and

6. Have identifying spots on the front of the tiles which are either red or white or both.

(c) Each set of tiles shall be composed of 32 tiles as set forth in N.J.A.C. 19:47-10.2(g).

(d) Each set of tiles shall be packaged separately and completely sealed in such a manner so that any tampering shall be evident.

New Rule, R.1992 d.411, effective October 19, 1992.  
See: 24 N.J.R. 558(a), 24 N.J.R. 3753(a).

#### 19:46-1.19B Pai gow tiles; receipt; storage; inspections and removal from use

(a) When sets of tiles to be used at pai gow are received from the manufacturer or distributor thereof, they shall immediately following receipt be inspected by a member of the casino security department and a casino supervisor to assure that the seals on each package are intact, unbroken and free from tampering. Packages that do not satisfy these criteria shall be inspected at this time to assure that the tiles conform to Commission standards and there is no evidence of tampering. Packages satisfying these criteria, together with packages having unbroken, intact and untampered seals shall then be placed for storage in a locked cabinet within a primary or secondary storage area. Sets of tiles which are to be distributed to gaming pits or tables for use in gaming shall be distributed from a locked cabinet in the cashiers' cage, or from another secure primary storage area, the location and physical characteristics of which shall be approved by the Commission. Secondary storage areas shall be used for the storage of surplus tiles. Tiles maintained in secondary storage areas shall be distributed to gaming pits or tables for use in gaming until the tiles have been moved to a primary storage area. All secondary storage areas shall be located in secure areas, the location and physical characteristics of which shall be approved by the Commission.

(b) All primary and secondary storage areas, other than the cashiers' cage, shall have two separate locks. The casino security department shall maintain one key and the casino department or cashiers' cage shall maintain the other key; provided, however, that no person employed by the casino department below the table games shift manager in the organization hierarchy shall have access to the casino department key. Tiles stored in a cabinet within the cashiers' cage shall be secured by a lock, the key to which shall be maintained by a table games shift manager or casino supervisor thereof.

(c) Immediately prior to the commencement of each gaming day and at such other times as may be necessary, the table games shift manager or casino supervisor thereof, in the presence of a casino security officer, shall remove the appropriate number of sets of tiles for that gaming day from a primary storage area.

(d) All envelopes and containers used to hold or transport tiles shall be transparent.

1. The envelopes or containers and the method used to seal them shall be designed or constructed so that any tampering shall be evident.

2. The envelopes or containers and seals shall be approved by the Commission.