

13. "1 to 18" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18".

14. "19 to 36" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36".

(f) Notwithstanding (e) above, a casino licensee may, in its discretion, offer to every player at a roulette table the option to make a "seven numbers" wager. "Seven numbers" is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33".

1. Any casino licensee offering the "seven numbers" option shall use a roulette table layout approved by the Commission.

2. The player shall bet on "seven numbers" by placing a wager within the area on the roulette layout that is designated for such wager.

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

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

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

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

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

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

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

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

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

Simulcasting added.

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

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

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

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

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

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

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

**Case Notes**

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

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

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

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1
Four Numbers	8 to 1

Bets	Payout Odds
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

(b) When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), wagers on red, black, odd, even, 1 to 18, and 19 to 36 shall not be lost but each player having such a wager shall surrender half the amount on such bet and remove the remaining half. Each casino licensee offering double zero roulette shall provide notice of this rule pursuant to N.J.A.C. 19:47-8.3.

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

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

1. Notice shall be provided, in accordance with N.J.A.C. 19:47-8.3;

2. The dealer shall announce "no spin," declare the spin void and respin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and

3. Wagers on red, black, odd, even, 1 to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

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

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

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

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

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

Added (d).

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

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

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

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

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

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

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

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

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

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

Amended by R.1995 d.167, effective March 20, 1995.  
See: 27 N.J.R. 57(b), 27 N.J.R. 1202(a).

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

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

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

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

Amended by R.1995 d.167, effective March 20, 1995.  
See: 27 N.J.R. 57(b), 27 N.J.R. 1202(a).

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

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

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

Amended by R.1979 d.429, eff. October 18, 1979.  
See: 11 N.J.R. 478(a), 11 N.J.R. 600(b).

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

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

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

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

1. Declare the winning number to be that number previously passed; or
2. Declare the spin void and re-spin the wheel.

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

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

Public Notice: Petition for Rulemaking.

See: 18 N.J.R. 1206(a).

Amended by R.1989 d.232, effective May 1, 1989.

See: 21 N.J.R. 131(a), 21 N.J.R. 1156(a).

Replaced section title "minimum and maximum wagers" with "wagers and rotation of the wheel."

Added (b)-(f) providing specific guidelines for licensees and dealers regarding game rules for the Big Six Wheel.

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

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

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

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

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

Simulcast provisions added.

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

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

Administrative correction.

See: 29 N.J.R. 1401(c).

In (d), amended subsection reference.

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

**SUBCHAPTER 6. RED DOG**

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

(a) Red dog shall be played with at least one deck of cards with backs of the same color and design and two additional solid yellow or green cutting cards.

(b) The "value" (from lowest to highest) of the cards in each deck shall be as follows:

1. Any card from 2 to 10 shall have its face value;
2. Any jack shall have a value of 11;
3. Any queen shall have a value of 12;
4. Any king shall have a value of 13; and
5. Any ace shall have a value of 14.