

Electronic Wagering Systems For Table Games

Electronic Table Game Systems

Electronic Gaming Tables

Electronic Poker

Accounting And Internal Controls

Gaming Equipment

Rules of the Games

Temporary Amendments: N.J.A.C. 19:40-1.2; 19:45-1.8, 1.10, 1.11, 1.15, 1.16, 1.18 and 1.20; 19:46-1.5, 1.20 and 1.28; and 19:51-1.1 and 1.2

Temporary New Rules: N.J.A.C. 19:45-1.18A, 1.33B and 1.56; 19:46-1.30; and 19:47-14.19

Temporary Recodification: N.J.A.C. 19:45-1.18B

Authority: N.J.S.A. 5:12-5, 69a, 69e, 70f and 100

The temporary rules follow:

Summary

The temporary amendments, new rules and recodification authorize wagering at table games through the use of an electronic wagering system rather than gaming chips. They also authorize electronic table game systems, electronic gaming tables and electronic poker.

Temporary new rule N.J.A.C. 19:45-1.56 sets forth the requirements for an electronic wagering system. All aspects of the electronic wagering system, including the central computer or server and any related hardware, software or related devices shall be approved by the Commission after testing by the Division pursuant to N.J.A.C. 19:46-1.28.

An electronic wagering system shall credit funds to the “game account” of a patron when the patron buys in to a particular gaming table, and debit funds from the game account when the player cashes out of the game. N.J.A.C. 19:45-1.56(c)1. The system shall permit a

player to wager from the game account, collect losing wagers from the account and pay winning wagers by crediting the amount of the winnings and corresponding wager to the game account. N.J.A.C. 19:45-1.56(c)2, 3 and 4.

An electronic wagering system shall at all times disclose to each player at the gaming table the current balance in his or her game account, which balance (table stakes) shall be visible to all players in the game of poker. N.J.A.C. 19:45-1.56(c)5. The system shall depict all of the described transactions in one or more electronic fund displays that are visible to each player and the dealer or boxperson. "Electronic fund display" is defined at N.J.A.C. 19:40-1.2.

If an electronic wagering system operates through the use of player accounts instead of a chip inventory container and drop box at the gaming table, a patron shall make deposits into, and withdrawals from, his or her player account at an approved cashiering location. N.J.A.C. 19:45-1.18A(a). A general cashier shall, working out of a dedicated drawer, accept the funds, credit the player account in the amount of the deposit, and provide the patron with a written receipt confirming the deposit, retaining a copy of the receipt in the dedicated drawer. N.J.A.C. 19:45-1.18A(a)2.

Upon arriving at a gaming table, a patron shall transfer funds from his or her player account into a game account for wagering as discussed hereinabove. When a patron has completed play at a gaming table, any funds remaining in the game account shall be transferred to his or her player account, and the dealer or boxperson shall confirm that the electronic fund display of the patron has been reset to zero. N.J.A.C. 19:45-1.18A(a)3 and 4. A patron may leave funds in his or her player account for future play or withdraw funds from the account by requesting the funds from a general cashier working out of a dedicated drawer. N.J.A.C. 19:45-1.18A(a)5.

If an electronic wagering system does not include player accounts and the gaming table is equipped with a bill validator, a patron shall buy in to the game by inserting currency and/or coupons into the bill validator or presenting chips to the dealer or boxperson, which funds shall be displayed in an electronic fund display from which the patron may wager. If the gaming table is not equipped with a bill validator, a patron shall buy in to a game by presenting currency and/or coupons and gaming chips to the dealer or boxperson, who shall credit the patron's game account in an equivalent amount of funds.

If the gaming table does not include player accounts, the dealer or boxperson shall cash a patron out of a game by issuing an amount of chips and/or coin from the table inventory container equal in value to the balance in the patron's game account, after which the dealer or boxperson shall zero out the amount on the electronic fund display of the patron.

An electronic wagering system shall be capable of accurately reporting and auditing table game win or loss and poker revenue and generating enumerated reports in that regard. N.J.A.C. 19:45-1.56(c)7 and 8. The procedures for reporting gross revenue from a table game with an electronic wagering system are set forth in temporary new rule N.J.A.C. 19:45-1.33B.

Gross revenue from a gaming table using an electronic wagering system that does not include player accounts shall be reported as the greater of: (a) table game win or loss or poker revenue as reported by the electronic wagering system; or (b) the total value of all currency and coupons deposited into the drop box or inserted into bill validators at the gaming table, as adjusted for any increase or decrease in the total value of the chips in the table inventory container and the outstanding balances of all game accounts.

Gross revenue from gaming tables using an electronic wagering system that includes player accounts shall be reported in the aggregate

as the greater of: (a) table game win or loss or poker revenue as reported by the electronic wagering system for all gaming tables using electronic wagering systems; or (b) the total value of all deposits into player accounts minus the total value of all withdrawals from player accounts, as adjusted for any increase or decrease in the total value of the outstanding balances of all player accounts and game accounts.

Temporary new rule N.J.A.C. 19:46-1.30 sets forth the requirements for an electronic table game system. An electronic table game system shall be a dedicated casino computer system subject to the provisions of N.J.A.C. 19:45-2.1 and 2.2. The computer or server controlling the system shall be under dual key control by the casino licensee and the Commission. N.J.A.C. 19:46-1.30(a).

An electronic table game system shall display a signal visible to the surveillance department whenever a door or cabinet at an electronic gaming table is open, whenever there is a malfunction in the operation of the electronic table game system, or any component thereof including, without limitation, an electronic gaming table and, if applicable, whenever a printer or currency jam occurs. N.J.A.C. 19:46-1.30(c).

The internal controls of any casino licensee that offers an electronic table game system shall address, without limitation: (1) procedures to ensure the physical security of the central computer or server and any related hardware, software and other devices; (2) procedures to ensure the integrity and security of all sensitive data and software; (3) procedures to ensure that access to sensitive data and software is limited to appropriate personnel; (4) procedures to ensure the logging of events and the availability of records to permit an effective audit of the conduct of the system and the reporting of revenue; and (5) procedures to authenticate the transmission of data between the various components of the electronic table game system. N.J.A.C. 19:46-1.30(e).

“Electronic gaming table” is defined in N.J.A.C. 19:40-1.2 as a gaming table at which an electronic table game display, dealer console,

player terminals or wagering stations and an electronic wagering system are used as part of an electronic table game system. “Electronic table game display” is a visual representation at an electronic gaming table of the gaming table layout and equipment used to play the game including, without limitation and, as applicable, gaming devices, wagering areas, and cards, dice or tiles. N.J.A.C. 19:40-1.2.

The rules governing electronic poker are set forth in temporary new rule N.J.A.C. 19:47-14.19. Electronic poker shall be played on an electronic gaming table as part of an electronic table game system. Except as otherwise provided, electronic poker shall be conducted in accordance with the rules of one of the variations of poker authorized in N.J.A.C. 19:47-14 or a gaming tournament authorized by the Commission pursuant to N.J.S.A. 5:12-5 that is based upon one of those poker variations. N.J.A.C. 19:47-14.19(a). Electronic poker shall be conducted with an electronic wagering system that complies with the requirements of N.J.A.C. 19:45-1.56, as discussed hereinabove.

In accordance with temporary new rule N.J.A.C. 19:47-14.19(c), an electronic poker game operated by a casino licensee shall: (1) perform the functions required of the poker dealer pursuant to the rules of the variation of poker being played; (2) ensure, in conjunction with the electronic wagering system, the accurate reporting and collection of poker revenue; (3) produce such records and reports to permit the Commission and Division to audit the conduct of the game of electronic poker and the reporting and collection of gross revenue; and (4) permit authorized casino personnel to recall, at a minimum, the last ten rounds of play, including all wagering decisions.

Full text of the temporary adoption follows (additions indicated in boldface thus; deletions indicated in brackets [thus]):

19:40-1.2 Definitions

The following words and terms, when used in these rules, shall have the following meanings, unless the context clearly indicates otherwise:

. . . .

“Electronic fund display” means a visual representation at a gaming table of transactions being conducted with and recorded by an electronic wagering system including, without limitation, the following:

- 1. A deposit into a game account by a patron;**
- 2. A withdrawal from a game account by a patron;**
- 3. The placement of a wager from a game account;**
- 4. In games other than poker, the collection of a losing wager and the payment of a winning wager;**
- 5. In poker, the collection of the rake and the distribution of the pot to the player(s) with the winning hand(s); and**
- 6. The current game account balance of each player which, in the game of poker (table stakes), shall be visible to all players at the table.**

“Electronic gaming table” means a gaming table at which an electronic table game display, dealer console, player terminals or wagering stations and an electronic wagering system are used as part of an electronic table game system.

“Electronic table game display” means a visual representation at an electronic gaming table of the gaming table layout and equipment used to play the game including, without limitation and as applicable, gaming devices, wagering areas, chips, and cards, dice or tiles.

“Electronic table game system” means a computer or server and any related hardware, software or other devices including, without limitation, an electronic gaming table and electronic

wagering system that are used to conduct gaming at a fully automated version of one of the table games authorized by N.J.A.C. 19:47.

“Electronic wagering system” means a central computer or server and any related hardware, software or other devices that permits wagering to be conducted at a gaming table in accordance with the provisions of N.J.A.C. 19:45-1.56.

. . . .

“Game account” means a secure account established to permit a patron to wager at a particular gaming table using an electronic wagering system. If the electronic wagering system operates through the use of player accounts, a game account shall be funded in accordance with the provisions of N.J.A.C. 19:45-1.18A(a) If the electronic wagering system does not include player accounts, a game account shall be funded in accordance with the provisions of N.J.A.C. 19:45-1.18A(b). All funds remaining in a game account shall be paid to a patron when the patron has completed play at a gaming table by either transferring the funds to the player account of the patron if the electronic wagering system includes player accounts, or issuing gaming chips and/or coin to the patron from the table inventory container if the system does not include player accounts.

. . . .

“Layout” means the cloth covering of a gaming table, **or an electronic display on a gaming table equipped with an electronic wagering system**, containing designated areas for patrons to place the various wagers of the game, and such rules of the game, payoff odds and other information or graphics as the Commission shall require.

. . . .

“Patron access control” means a system or device used by a casino licensee to uniquely identify and grant a patron exclusive authority to

initiate the transmission of electronic credits to the electronic transfer credit meter of a slot machine in accordance with the provisions of N.J.A.C. 19:45-1.37A **or funds between a player account and a game account in accordance with the provisions of N.J.A.C. 19:45-1.18A**, and may include, without limitation, the use of a patron access card with a magnetically coded strip, a coded key pad system or any other means of patron access control approved by the Commission.

. . . .

“Player account” means a secure account established to permit a patron to participate in an electronic wagering system at a gaming table that does not contain a chip inventory container and drop box. All deposits into, and withdrawals from, a player account shall be transacted by a general cashier working out of a dedicated drawer in a cashiering location approved by the Commission.

. . . .

“Table game win or loss” means the value of gaming chips and plaques and cash won from patrons at gaming tables less the value of gaming chips, plaques and coins won by patrons at gaming tables other than poker tables and the value paid to patrons in cash or by casino check for progressive payout wagers in accordance with N.J.A.C. 19:45-1.39B and 1.52. [The] **Except for gaming tables using an electronic wagering system**, table game win or loss is determined by adding the value of cash, total value of coupons other than match play coupons and 50 percent of the total value of match play coupons, the amount recorded on the Closer, the totals of amounts recorded on the Credits and the issuance copies of Counter Checks removed from a drop box, the total of the amounts recorded on documents that evidence the exchange of gaming chips or plaques as part of credit or debit card chip transactions, and the total of the amounts recorded on Complimentary Vigorish Forms that document uncollected baccarat or minibaccarat vigorish, subtracting the amount recorded on the Opener and the total of

amounts recorded on Fills removed from a drop box, and making any adjustments required by the internal controls of the casino licensee to account for the value of any progressive payout wagers paid pursuant to N.J.A.C. 19:45-1.39B and 1.52. **Table game win or loss at a gaming table using an electronic wagering system shall be calculated in accordance with the provisions of N.J.A.C. 19:45-1.33B.**

. . . .

19:45-1.8 Retention, storage and destruction of books, records and documents

(a) – (b) (No change.)

(c) All original books, records and documents shall be retained by a casino licensee in accordance with the following schedules. For purposes of this subsection, "original books, records or documents" shall not include copies of originals, except for copies which contain original comments or notations or parts of multi-part forms.

1. - 4. (No change.)

5. The following original books, records and documents shall be retained by a casino licensee for a minimum of one year:

i. - xxii. (No change.)

xiii. Logs of all multi-casino progressive slot system events and problems; [and]

xiv. With the exception of cashed pari-mutuel tickets and credit vouchers, the original books, records and documents related to the revenues and expenses of casino simulcasting, including, but not limited, to all reports generated by the totalisator and all records maintained in accordance with N.J.A.C. 19:45-1.2(c)10, shall be retained by a casino licensee or a hub facility for a minimum of one year[.];

xv. Daily operating reports and event logs generated by an electronic wagering system; and

xvi. Daily operating reports and event logs generated by an electronic table game system.

6. – 10. (No change.)

(d) – (i) (No change.)

19:45-1.10 Closed circuit television system; surveillance department control; surveillance department restrictions

(a) (No change.)

(b) The CCTV system shall be approved by the Commission in consultation with the Division and shall include, but need not be limited to, the following:

1. Light sensitive cameras, with lenses of sufficient magnification to allow the operator to read information on gaming chips, playing cards, dice, tiles, slot machine reel symbols and slot machine credit meters, and with 360 degree pan, tilt and zoom capabilities without camera stops or, until such time as they are replaced by cameras without camera stops, with camera stops as currently operating on the casino floor or in inventory as of the effective date of this amendment, to effectively and clandestinely monitor in detail and from various vantage points, the following:

i. - xi. (No change.)

xii. The operation of all equipment associated with an electronic wagering system;

xiii. The operation of all equipment associated with an electronic table game system;

Recodify existing xii. – xiii. as **xiv. – xv.** (No change in text.)

2. - 7. (No change.)

(c) – (m) (No change.)

19:45-1.11 Casino licensee's organization

(a) (No change.)

(b) In addition to satisfying the requirements of (a) above, each casino licensee's system of internal controls shall include, at a minimum, the following departments and supervisory positions. Each of the departments and supervisors required or authorized by this section (a "mandatory" department or supervisor) shall cooperate with, yet perform independently of, all other mandatory departments and supervisors of the casino licensee. Notwithstanding the foregoing, a department or supervisor of a casino licensee that is not required or authorized by this section may operate under or in conjunction with a mandatory department or supervisor unless the Commission subsequently disapproves such operation as being inconsistent with the standards contained within N.J.S.A. 5:12-99a(3) and (a) above. Mandatory departments and supervisory positions are as follows:

1. A surveillance department supervised by a person referred herein as the director of surveillance. The director of surveillance shall be subject to the reporting requirements specified in (c) below. The surveillance department monitoring room shall be supervised by a casino key employee who shall be present in the room at all times or, if not present, be within immediate contact and at a known location on the premises. The surveillance department shall be responsible for, without limitation, the following:

i. The clandestine surveillance of the operation and conduct of the table games and bill changers, **including the operation of electronic wagering systems, electronic table game systems and related equipment;**

ii. - xviii. (No change.)

2. - 7. (No change.)

(c) - (h) (No change.)

19:45-1.15 Accounting controls for the cashiers' cage, satellite cages, master coin bank and coin vaults

(a) - (b) (No change.)

(c) Except as otherwise authorized by N.J.A.C. 19:45-1.14(i), the cashiers' cage and any satellite cage shall be physically segregated by personnel and function as follows:

1. General cashiers shall operate with individual imprest inventories of cash and, at the discretion of the casino licensee, slot tokens and gaming chips, and such cashiers' functions shall include, but are not limited to the following:

i. - xxii. (No change.)

xxiii. Receive cash and gaming chips from patrons for gaming chips, if operating with an imprest inventory of gaming chips; [and]

xxiv. Receive gaming chips from the chip bank in exchanges supported by proper documentation, if operating with an imprest inventory of gaming chips[.];

xxv. Receive cash, cash equivalents, casino checks, casino affiliate checks, annuity jackpot trust checks, slot tokens, prize tokens, gaming chips or coupons from a patron for deposit into his or her player account; and

xxvi. Issue cash, gaming chips or a casino check to a patron as a withdrawal from his or her player account.

2. - 5. (No change.)

(d) - (i) (No change.)

19:45-1.16 Drop boxes and slot cash storage boxes

(a) Each gaming table in a casino or casino simulcasting facility **other than a gaming table using an electronic wagering system that includes player accounts** shall have attached to it a secure tamper-resistant container approved by the Commission known as a "drop box"

in which shall be deposited all cash, coupons exchanged at the gaming table for gaming chips and plaques, match play coupons, progressive wager coupons, issuance copies of Counter Checks exchanged at the gaming table for gaming chips and plaques, documents that evidence the exchange of gaming chips or plaques as part of credit or debit card chip transactions, duplicate Fill and Credit Slips, Requests for Credit forms, Requests for Fill forms, and Table Inventory forms. In addition, each drop box shall have:

1. – 4. (No change.)

5. Permanently imprinted or impressed thereon, and clearly visible from a distance of 20 feet, a number corresponding to a permanent number on the gaming table to which it is attached and a marking to indicate game and shift, except that emergency drop boxes may be maintained without such number or marking, provided the word “emergency” is permanently imprinted or impressed thereon and, when put into use, are temporarily marked with the number of the gaming table and identification of the game and shift, and provided further, that the casino licensee obtains the express written approval of the Commission before placing an emergency drop box into use. In addition to bearing a gaming table number, each drop box may also be identified by a bar code label that is securely affixed thereto. Each bar code label affixed to a drop box shall be:

i. Encoded, at a minimum, with the gaming table number and game type of the gaming table to which drop box is attached, **and specification, if applicable, that the gaming table uses an electronic wagering system;** and

ii. (No change.)

(b) - (e) (No change.)

19:45-1.18 Procedure for accepting cash and coupons at gaming tables
without an electronic wagering system

(a) Whenever cash or a coupon is presented by a patron at a gaming table **without an electronic wagering system** in exchange for gaming chips or plaques:

1. – 3. (No change.)

(b) – (d) (No change.)

19:45-1.18A Procedure for buying in to and cashing out of a table game using an electronic wagering system

(a) If a table game uses an electronic wagering system that includes player accounts instead of a chip inventory container and drop box at the gaming table, a patron shall buy in to and cash out of a game at a particular gaming table as follows:

1. A patron shall present cash, cash equivalents, casino checks, casino affiliate checks, annuity jackpot trust checks, slot tokens, prize tokens, gaming chips or coupons to a general cashier working from a dedicated drawer;

2. The general cashier shall credit the equivalent value of the cash, cash equivalents, casino checks, casino affiliate checks, annuity jackpot trust checks, slot tokens, prize tokens, gaming chips or coupons to the player account of the patron, and the patron shall be provided with a written receipt confirming the deposit of the funds into the player account. The general cashier shall maintain a copy of the receipt in his or her dedicated drawer;

3. Upon arriving at a gaming table using the electronic wagering system, the patron shall transfer funds to wager from his or her player account into a game account at the gaming table utilizing a patron access control, which funds shall be displayed in an electronic fund display;

4. When a patron has completed play at the gaming table, any funds remaining in the game account of the patron shall be transferred to the player account of the patron by the patron,

and the dealer or boxperson shall confirm that the electronic fund display of the patron has been reset to zero; and

5. A patron may leave funds in his or her player account for future play or withdraw funds from the player account by requesting such funds from a designated general cashier at a cashiering location.

(b) If a table game using an electronic wagering system does not include player accounts, a patron shall buy in to and cash out of a game at a particular gaming table as follows:

1. If the gaming table is equipped with a bill validator, a patron shall buy in to the game by either:

i. Inserting currency or coupons into the bill validator, and the electronic wagering system shall credit an equivalent amount of funds into the game account of the patron, which funds shall be displayed in an electronic fund display; or

ii. Presenting gaming chips to the dealer in accordance with (b)2 below;

2. If the gaming table is not equipped with a bill validator, a patron shall buy in to the game by presenting cash, gaming chips or a coupon to the dealer or boxperson;

i. The cash, gaming chips or coupon shall be spread on the top of the gaming table by the dealer or boxperson accepting it in full view of the patron who presented it and the casino supervisor assigned to such gaming table;

ii. The amount of the cash, gaming chips or coupon shall be verbalized by the dealer or boxperson accepting it in a tone of voice calculated to be heard by the patron who presented it and the casino supervisor assigned to such gaming table; and

iii. An equivalent amount of funds shall be credited to the game account of the patron, registered on the electronic fund display and acknowledged by the patron, after which the dealer or

boxperson shall place any gaming chips into the table inventory container, and any cash or coupons into the drop box attached to the gaming table; and

3. The dealer or boxperson shall cash a patron out of a game by issuing an amount of chips and/or coins from the table inventory container equal in value to the balance in the game account of the patron, after which the dealer or boxperson shall zero out the amount on the electronic fund display of the patron.

Recodify 19:45-1.18A as **19:45-1.18B** (No change in existing text)

19:45-1.20 Table inventories

(a) Whenever a gaming table in a casino or casino simulcasting facility is opened for gaming, operations shall commence with an amount of gaming chips, coins and plaques to be known as the "table inventory" and no casino licensee shall cause or permit gaming chips, coins or plaques to be added to, or removed from, such table inventory during the gaming day except:

1. - 2. (No change.)

3. In payment of the funds remaining in the game account of a patron who has completed play at a gaming table using an electronic wagering system that does not include player accounts;

Recodify 3. - 8. as 4. - 9. (No change in existing text.)

(b) - (c) (No change.)

19:45-1.33B Procedures for recording gross revenue from a gaming table using an electronic wagering system

(a) Table game win or loss for a gaming table using an electronic wagering system shall be reported in accordance with the provisions of N.J.A.C. 19:45-1.56(b)8xiv.

(b) Gross revenue from a gaming table using an electronic wagering system that does not include player accounts shall be reported as the greater of the amount reported pursuant to (a) above or the total value of all buy-ins of currency and coupons deposited into the drop box or inserted into bill validators at the gaming table, adjusted as follows:

1. Plus any increase, or minus any decrease, during the gaming day in the total value of gaming chips in the table inventory container, as adjusted for fills and credits; and

2. Plus any decrease, or minus any increase, during the gaming day in the total value of the outstanding balance of game accounts at the gaming table.

(c) Gross revenue from gaming tables using an electronic wagering system that includes player accounts shall be reported in the aggregate as the greater of the amounts reported pursuant to (a) above for all gaming tables using such electronic wagering systems or the total value of all deposits into player accounts minus the total value of all withdrawals from player accounts during the gaming day, minus any increase, or plus any decrease, in the total value of the outstanding balances of all player accounts and game accounts during the gaming day.

19:45-1.56 Electronic wagering systems

(a) A casino licensee may conduct electronic wagering at a gaming table in accordance with the requirements of this section. Electronic wagering at a gaming table shall be conducted through the use of an electronic wagering system. If an electronic wagering system is in use at a gaming table, all wagers placed at that gaming table shall be made using the electronic wagering system.

(b) An electronic wagering system shall be a dedicated casino computer system subject to the provisions of N.J.A.C. 19:45-2.1 and

2.2. The computer or server controlling the system shall be under dual key control by the casino licensee and the Commission. All aspects of the electronic wagering system, including the central computer or server and any related hardware, software or related devices shall be approved by the Commission, after testing by the Division pursuant to N.J.A.C. 19:46-1.28, as complying with the requirements of this section.

(c) An electronic wagering system shall:

1. Credit funds to the game account of a patron when a patron buys in to the game at a particular gaming table and debit funds from a game account when a patron cashes out of the game, all in accordance with the provisions of N.J.A.C. 19:45-1.18A;

2. Permit a patron to wager from a game account;

3. In games other than poker, collect losing wagers and pay winning wagers by crediting or debiting the game accounts of patrons in the appropriate amount;

4. In the game of poker, debit game accounts and increment pots for wagers placed, and distribute winning pots by crediting the game account(s) of the winning patrons in the appropriate amount;

5. Extract rake from patrons or pots in accordance with the rake procedures established for the game and debit the game accounts of patrons in the appropriate amounts;

6. Depict the transactions described in (c)1 through 5 above through one or more electronic fund displays that are visible to each player and the dealer or boxperson;

7. Disclose to each player at all times the current balance in his or her game account, which balance (table stakes) shall be visible to all players in the game of poker;

8. Accurately report and audit table game win or loss or poker revenue;

9. Generate, without limitation, reports setting forth, by gaming day, for each gaming table using the electronic wagering system:

- i. The total amount deposited into game accounts by each patron;**
- ii. The total amount deposited into game accounts by all patrons;**
- iii. The total amount credited to the game account of each patron in payment of winnings;**
- iv. The total amount credited to the game accounts of all patrons in payment of winnings;**
- v. The total amount collected from each patron as losing wagers;**
- vi. The total amount collected from all patrons as losing wagers;**
- vii. If applicable, the total amount deducted from the game account of each patron in collection of poker rake time charges;**
- viii. If applicable, the total amount collected from the game accounts of all patrons in collection of poker rake time charges;**
- ix. If applicable, the total amount collected from poker pots in collection of poker rake;**
- x. The total amount withdrawn from game accounts by each patron;**
- xi. The total amount withdrawn from game accounts by all patrons;**
- xii. The current balance of the game account of each patron at the end of the gaming day;**
- xiii. The current balance of the game accounts of all patrons at the end of the gaming day;**

xiv. Table game win or loss or poker revenue; and

xv. If the electronic wagering system includes player accounts:

(1) The total amount deposited into player accounts by each patron;

(2) The total amount deposited into player accounts by all patrons;

(3) The total amount transferred from player accounts into game accounts by each patron;

(4) The total amount transferred from player accounts to game accounts by all patrons;

(5) The total amount transferred from game accounts into player accounts by each patron;

(6) The total amount transferred from game accounts into player accounts by all patrons;

(7) The total amount withdrawn from player accounts by each patron;

(8) The total amount withdrawn from player accounts by all patrons;

(9) The current balance of the player account of each patron at the end of the gaming day; and

(10) The current balance of the player accounts of all patrons at the end of the gaming day.

(d) An electronic wagering game system shall display a signal visible to the surveillance department whenever:

1. A door or cabinet required to secure the system or any component thereof is open;

2. There is a malfunction in the operation of the electronic wagering game system, or any component thereof; and

3. If applicable, a printer or currency jam occurs.

(e) The internal controls of any casino licensee that utilizes an electronic wagering system shall address, without limitation:

- 1. Procedures to ensure the physical security of the central computer or server and any related hardware, software or other device;**
- 2. Procedures to ensure the integrity and security of all sensitive data and software;**
- 3. Procedures to ensure that access to sensitive data and software is limited to appropriate personnel;**
- 4. Procedures to ensure the logging of events and the availability of records to permit an effective audit of the conduct of the game and the reporting of gross revenue;**
- 5. Procedures to authenticate the transmission of data between the various components of the electronic wagering system including, without limitation, the dealer console and each patron betting terminal;**
- 6. If the electronic wagering system operates through the use of player accounts:**
 - i. Procedures for establishing a player account, including the assignment of a patron access control;**
 - ii. Procedures for a general cashier to credit funds to a player account as a patron deposit;**
 - iii. Procedures for a general cashier to debit funds from a player account as a patron withdrawal;**
 - iv. Procedures for a patron to transfer funds from his or her player account into a game account;**
 - v. Procedures for a patron to transfer funds from a game account to his or her player account; and**
 - vi. Procedures to collect, count and document the contents of all dedicated drawers from the cashiering locations at which player account transactions are conducted;**

7. If the electronic wagering system does not use player accounts:

i. Procedures for a dealer or boxperson to credit funds to the game account of a patron when the patron buys in to a game;

ii. Procedures for a dealer or boxperson to zero out the game account of a patron when the patron cashes out of a game; and

iii. If the gaming table is equipped with bill validators, procedures to collect, count and document the contents of the table game cash storage boxes in the bill validators.

19:46-1.5 Nature, exchange and redemption of gaming chips, plaques and match play coupons

(a) [All] **With the exception of wagering on a table game that uses an electronic wagering system in accordance with N.J.A.C.**

19:45-1.56, all wagering on authorized games, other than slot machines or keno, in a casino or casino simulcasting facility shall be conducted with gaming chips or plaques; provided, however, that match play coupons shall be permitted for use in wagering at authorized games in accordance with N.J.A.C. 19:45-1.18 and 1.46. A casino licensee shall submit for approval to the Commission a sample of its match play coupon. Value chips previously issued by a casino licensee which are not in active use by that casino licensee shall not be used for wagering at authorized table games, keno or casino simulcasting, and shall not be accepted nor exchanged for any purpose at gaming table, keno work station or a casino simulcast counter. Such chips shall only be redeemed at the cashiers' cage pursuant to (g) below.

(b) Gaming chips or plaques shall be issued to a patron only at the request of such patron and shall not be given as change in any other but a gaming transaction. Gaming chips and plaques shall be issued only by

dealers to casino patrons at gaming tables. Gaming chips may be issued by chippersons to patrons seated at a poker table at which a game is in progress or by general cashiers. Gaming plaques and value chips shall only be redeemed by casino patrons at the cashiers' cage; provided, however, that value chips may be:

1. (No change.)

2. Issued to a patron who has completed play at a gaming table using an electronic wagering system that does not include player accounts, in payment of the funds remaining in his or her game account;

Recodify 2. – 4 as **3. – 5.** (No change in existing text.)

(c) – (l) (No change.)

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

(a) - (c) (No change.)

(d) Gaming and simulcast wagering equipment and related devices and software subject to the provisions of this section shall include, without limitation, gaming tables, **electronic gaming tables**, layouts, roulette wheels, pokette wheels, roulette balls, drop boxes, big six wheels, sic bo shakers, sic bo electrical devices, pai gow shakers, chip holders, racks and containers, scales, count room equipment and counting devices, trolleys, slip dispensers, dealing shoes, dice, cards, pai gow tiles, locking devices, card reader devices, all equipment required for a table game progressive wager, slot tokens, prize tokens, data processing equipment, slot machines and slot bases, automated jackpot payout machines, gaming voucher redemption machines, pari-mutuel machines, self-service pari-mutuel machines, credit voucher machines, totalisators and all equipment utilized in the operation of keno.

(e) - (g) (No change.)

19:46-1.28 Testing of designated gaming or simulcast wagering equipment or related devices or software by the Division

(a) The following items of gaming or simulcast wagering equipment or related devices or software shall not be utilized in a casino, casino simulcasting facility or hub facility unless they are identical in all mechanical, electrical, electronic and other aspects to a prototype thereof which has been specifically tested by the Division pursuant to this section and approved for use by the Commission in accordance with N.J.A.C. 19:46-1.20:

1. Slot machines;
2. Progressive slot machine and table game progressive payout wager systems;
3. Slot monitoring systems;
4. Bill changers;
5. Coin acceptors;
6. Keno systems;
- 7. Electronic wagering systems;**
- 8. Electronic table game systems and electronic gaming tables;**

[7.] **9.** Software related to (a)1 through [6] **8** above;
Recodify 8. – 10 as **10.** – **12.** (No change in existing text.)
(b) - (g) (No change.)

19:46-1.30 [(Reserved)] Electronic table game systems

(a) An electronic table game system shall be a dedicated casino computer system subject to the provisions of N.J.A.C. 19:45-2.1 and 2.2. The computer or server controlling the system shall be under dual key control by the casino licensee and the Commission. All aspects of the electronic table game system, including the central computer or server and any related hardware, software or

related devices shall be approved by the Commission, after testing by the Division pursuant to N.J.A.C. 19:46-1.28, as complying with the requirements of this section.

(b) An electronic table game system shall display a signal visible to the surveillance department whenever:

1. A door or cabinet required to secure the system or any component thereof including, without limitation, an electronic gaming table, is open;

2. There is a malfunction in the operation of the electronic table game system, or any component thereof including, without limitation, an electronic gaming table; and

3. If applicable, a printer or currency jam occurs.

(e) The internal controls of any casino licensee that conducts gaming using an electronic table game system shall address, without limitation:

1. Procedures to ensure the physical security of the central computer or server and any related hardware, software and other devices;

2. Procedures to ensure the integrity and security of all sensitive data and software;

3. Procedures to ensure that access to sensitive data and software is limited to appropriate personnel;

4. Procedures to ensure the logging of events and the availability of records to permit an effective audit of the conduct of the system and the reporting of revenue; and

5. Procedures to authenticate the transmission of data between the various components of the electronic table game system.

19:47-14.19 [(Reserved)] Electronic poker

(a) Electronic poker shall be played on an electronic gaming table as part of an electronic table game system. Except as otherwise provided herein, electronic poker shall be conducted in accordance with the rules of one of the variations of poker authorized in this subchapter or a gaming tournament authorized by the Commission pursuant to N.J.S.A. 5:12-5 that is based upon one of these poker variations.

(b) Electronic poker shall be conducted with an electronic wagering system that complies with the provisions of N.J.A.C. 19:45-1.56.

(c) Any electronic poker game operated by a casino licensee shall:

1. Perform the functions required of the poker dealer pursuant to the rules of the variation of poker being played including, without limitation:

i. Dealing the cards and displaying them in an electronic card display that permits each player to view his or her hole cards without the cards being visible to any other player;

ii. Ensuring that all players follow the rules of the game;

iii. Collecting the poker rake;

iv. Determining winning and losing hands; and

v. Awarding the pot(s) to the player(s) with the winning hand(s);

2. Ensure, in conjunction with the electronic wagering system, the accurate reporting and collection of poker revenue;

3. Produce such records and reports to permit the Commission and Division to audit the conduct of the game of electronic poker and the reporting and collection of gross revenue; and

4. Permit authorized casino personnel to recall, at a minimum, the last ten rounds of play, including all wagering decisions.

19:51-1.1 Definitions

(a) The following words and terms, when used in this chapter, shall have the following meanings unless the context clearly indicates otherwise.

"Gaming equipment" means any mechanical, electrical or electronic contrivance or machine used in connection with gaming or any game and includes, without limitation, roulette wheels, big six wheels, slot machines, slot tokens, prize tokens, cards, dice, chips, plaques, match play coupons, card dealing shoes, drop boxes, automated jackpot payout machines, gaming voucher systems, **electronic wagering systems, electronic table game systems**, gaming voucher redemption machines and other devices, machines, equipment, items or articles determined by the Commission to be so utilized in gaming as to require licensing of the manufacturers, distributors or servicers, or as to require Commission approval in order to contribute to the integrity of the gaming industry or to facilitate the operation of the Commission or the Division.

. . . .

(b) (No change.)

19:51-1.2 Gaming-related casino service industry license requirements

(a) - (b) (No change.)

(c) Enterprises required to be licensed in accordance with subsections 92a and b of the Act and (a) above shall include, without limitation, the following:

1. Manufacturers, suppliers, distributors, servicers and repairers of roulette wheels, big six wheels, slot machines, cards, dice, gaming chips, gaming plaques, slot tokens, prize tokens, dealing shoes,

drop boxes, computerized gaming monitoring systems, automated jackpot payout machines, gaming voucher systems, **electronic wagering systems, electronic table game systems,** gaming voucher redemption machines, totalisators, pari-mutuel machines, self-service pari-mutuel machines and credit voucher machines;

2. - 3. (No change.)