

Table Game Wager Coupon

Accounting and Internal Controls

Gaming Equipment

Rules of the Games

Persons Doing Business With Casino Licensees

Temporary Amendments: N.J.A.C. 19:40-1.2; 19:45-1.1, 1.8, 1.9B, 1.16, 1.18, 1.33, 1.46; N.J.A.C. 19:46-1.5; N.J.A.C. 19:47-1.3, 1.9, 2.3, 2.17, 2.23, 2.24, 3.2, 5.1, 6.5, 7.2, 10.5, 11.7, 11.13, 13.4, 16.6, 17.6, 18.6, 19.5, 19.6, 20.6, 22.6, 23.6, 24.6, 25.6, 26.5, 26.6, 27.6, 28.6, 29.6, 30.6, 31.7, 32.6, 33.6 and 34.7; N.J.A.C. 19:51-1.1 and 1.2A

Authority: N.J.S.A. 5:12-63, 69, 70, 99 and 100

The temporary rules follow:

Summary

These rule amendments enable a casino licensee to issue a coupon known as a “table game wager coupon” which has no cash value and may be redeemed only by wagering it at a table game. See temporary N.J.A.C. 19:45-1.1.

The coupon shall be treated as a cash complimentary pursuant to N.J.A.C. 19:45-1.9B(a)6 and shall be included in the complimentary distribution programs governed by N.J.A.C. 19:45-1.46. See temporary N.J.A.C. 19:45-1.46(a) and (c). Such a coupon must be clearly and readily distinguishable from any other type of coupon, must include any material conditions of use and must contain the words “No Cash Value.” The coupon shall also indicate that it is only redeemable for wagering at a table game and may only be wagered once, regardless of the outcome. See temporary N.J.A.C. 19:45-1.46(d) and (i).

A sample of each such coupon must be submitted to the Commission for approval prior to use. See temporary N.J.A.C. 19:46-1.5(a). Such coupons can be redeemed only at authorized table games in which patrons wager only against the house and which include individual betting areas for each player on the gaming table layout

(except for “Pass” and “Don’t Pass” wagers in craps and the “Red,” “Black,” “Odd,” “Even,” “1-18,” “19-36,” “1st 12,” “2nd 12” and “3rd 12” wagers in roulette). See temporary N.J.A.C. 19:45-1.46(j)7.

Unlike a wager of gaming chips or cash, a patron using a table game wager coupon that results in a winning wager would receive only the value of the wager, and not the value of the coupon. For example, the payout odds on a “Red” wager at roulette are 1-to-1. See N.J.A.C. 19:47-5.2(a). A patron making a \$10 cash wager on “Red” in roulette receives a total payment of \$20, which includes the \$10 payout on the wager as well the return of the \$10 wager itself. However, a patron using a \$10 table game wager coupon that results in a winning wager on “Red” in roulette would receive only the \$10 payout on the wager, which is the value of the wager. Whether the wager wins or loses, the table game wager coupon must be deposited by the dealer into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is confirmed, and is considered to be gross revenue. See temporary N.J.A.C. 19:40-1.2(b) and N.J.A.C. 19:45-1.16(a) and 1.18(d)6. However, because the coupon is placed in the drop box whether the patron’s wager wins or loses, only 50 percent of the value of the coupon is included in gross revenue. See, amended definitions of “table game drop” and “table game win or loss” in N.J.A.C. 19:45-1.1 and 19:45-1.33(h)11x and xi. This is similar to the treatment accorded match play coupons. See N.J.A.C. 19:45-1.33(h)11viii and ix. Like other gross revenue-related coupons, table game wager coupons must be retained by the casino licensee for a minimum of six months after redemption. See temporary N.J.A.C. 19:45-1.8(c)6i.

In a related matter, manufacturers, suppliers and distributors of the new table game wager coupons and match play coupons are considered to be non-gaming related casino service industry (csi) enterprises subject to the requirements of Section 92c of the Casino Control Act. See temporary N.J.A.C. 19:51-1.2A(b)4. However, because

of the nature of these business products, which ultimately affect gross revenue, such vendors are also be required to obtain enterprise licensure before conducting business with a casino licensee (commonly known as a “super c licensee”). See temporary N.J.A.C. 19:51-1.2(f)3. Such vendors may therefore need to obtain permission to conduct business prior to licensure (commonly known as a “transactional waiver”). See temporary N.J.A.C. 19:51-1.2B.

Manufacturers, suppliers and distributors of match play coupons were originally considered to be gaming-related csi enterprises because such coupons were considered to be gaming equipment. See N.J.A.C. 19:51-1.1. This classification was based upon the fact that, unlike coupons which are exchanged for gaming chips, a match play coupon is actually wagered by the patron. But after reviewing this issue, and in connection with the temporary adoption of the rules governing table game wager coupons, the Commission determined to remove match play coupons from the “gaming equipment” classification. See temporary N.J.A.C. 19:51-1.1(a). Since these coupons still require pre-approval from the Commission prior to distribution and use, classifying the manufacturers, suppliers and distributors of them as non-gaming related csi enterprises and requiring such vendors to obtain csi licensure or transactional waivers before conducting business with a casino licensee should be sufficient to protect the public interest in this matter.

In light of the addition of table game wager coupons to the present types of authorized coupons, and the possible inclusion of other types of coupons in the future, the various specific references to “match play coupon” in the Rules of the Games, N.J.A.C. 19:47-1 through 47-34, have been deleted, leaving a general reference to “a ‘coupon’, if applicable.” See temporary N.J.A.C. 19:47-1.3, 1.9, 2.3, 2.17, 2.23, 2.24, 3.2, 5.1, 6.5, 7.2, 10.5, 11.7, 11.13, 13.4, 16.6, 17.6, 18.6, 19.5, 19.6, 20.6, 22.6, 23.6, 24.6, 25.6, 26.5, 26.6, 27.6, 28.6, 29.6, 30.6, 31.7, 32.6, 33.6 and 34.7.

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

19:40-1.2 Definitions

(a) (No change.)

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

. . .

"Coupons considered in the calculation of gross revenue" shall include, without limitation, match play coupons, **table game wager coupons**, chip coupons, keno coupons and coupons accepted by bill validators.

. . .

19:45-1.1 Definitions

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

. . .

"Coupon" means a document which is issued in accordance with the coupon redemption and complimentary distribution programs in N.J.A.C. 19:45-1.46(a), and includes a match play coupon, **table game wager coupon** and a progressive wager coupon.

. . .

"Table game drop" means the sum of the total value of currency, coin, coupons other than match play coupons and 50 percent of the total value of match play coupons, **50 percent of the total value of table game wager coupons**, the total amounts recorded on issuance copies of Counter Checks removed from a drop box, and 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.

“Table game wager coupon” means a coupon with a fixed, stated value that is issued, utilized and redeemed pursuant to N.J.A.C. 19:45-1.18 and 19:45-1.46, has no cash value and may be redeemed only by wagering it at an authorized table game. The stated value of such a coupon, when presented by a patron with additional gaming chips, if any, shall be included in the amount of the patron's wager in determining the payout on any winning bet at an authorized game.

“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 table game win or loss is determined by adding the value of cash, total value of coupons other than match play coupons and **table game wager coupons**, 50 percent of the total value of match play coupons, **50 percent of the total value of table game wager 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.

. . .

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. – 5. (No change.)

6. The following original books, records and documents shall be retained by a casino licensee for a minimum of six months:

i. Except as provided in (c)11xxiv below, coupons entitling patrons to cash, slot tokens, gaming chips or plaques or simulcasting wagers, progressive wager coupons , **table game wager coupons** or match play coupons, including unused, voided and redeemed coupons;

ii. – xiv. (No change.)

7. – 11. (No change.)

(d) – (i) (No change.)

19:45-1.9B Procedures for complimentary cash and noncash gifts

(a) No casino licensee shall offer or provide, either directly or indirectly, any complimentary cash or noncash gift to any person or his or her guests except in accordance with the provisions of N.J.S.A. 5:12-102m and this section. For the purposes of this section, "complimentary cash or noncash gift" does not refer to any complimentary service or item which is provided pursuant to N.J.S.A. 5:12-102m(1) through (3), N.J.A.C. 19:45-1.9(f), 19:45-1.9(h) or 19:45-1.46. Complimentary cash gifts shall include, without limitation:

1. – 5. (No change.)

6. [Match] **Table game wager coupons and match** play coupons;

7. - 8. (No change.)

(b) – (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 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, **all other coupons such as** match play coupons, **table game wager coupons and** 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. - 5. (No change.)

(b) – (e) (No change.)

19:45-1.18 Procedure for accepting cash and coupons at gaming tables

(a) – (c) No change.

(d) Whenever a table game wager coupon is presented by a patron pursuant to N.J.A.C. 19:45-1.46(j)7 at an authorized game in which a table game coupon may be used:

1. The coupon shall be wagered by the patron and positioned as follows:

i. For all games other than craps or roulette, in the patron's betting area;

ii. For craps, only on the Pass or Don't Pass Line; or

iii. For roulette, only in the boxes marked “Black,” “Red,” “Odd,” “Even,” “1-18,” “19-36,” “1st 12,” “2nd 12,” or “3rd 12.”

2. If a patron elects to increase the amount of his or her wager above the amount stated on the table game wager coupon by simultaneously wagering additional gaming chips in addition to the coupon, the chips shall be placed on a corner of the coupon so that the type and value of the coupon remains visible at all times.

3. A patron shall be permitted to use only one table game wager coupon per betting position for each round of play.

4. When a table game wager coupon is wagered, the dealer shall verify that the coupon has not expired or is otherwise void on its face, and shall also verbalize the acceptance and use of all table game wager coupons over \$100.00.

5. If the wager wins, it shall be paid in accordance with the stated value of such a coupon, the terms and conditions of the coupon and the applicable rules of the game.

6. Whether the wager wins or loses, the coupon shall be deposited by the dealer into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is confirmed.

[(d) (e) A casino licensee may, in its discretion, require a coupon to be cancelled upon acceptance by the dealer or boxperson, in a manner approved by the Commission, so as to preclude its subsequent use.

19:45-1.33 Procedure for opening, counting and recording contents of drop boxes and slot cash storage boxes and the recording of keno revenue

(a) – (g) (No change.)

(h) Procedures and requirements for conducting the count shall be as follows:

1. - 10. (No change.)

11. The Master Game Report shall be, at a minimum, a two-part form consisting of an original and a duplicate copy unless the casino licensee chooses, pursuant to (i)3 below, to make copies of the original Master Game Report, in which case only an original shall be required. Each additional copy of a multi-part Master Game Report shall be clearly labeled as a copy. As the contents of each drop box are counted, a count team member shall manually record or cause a computer system to record, in a manner approved by the Commission, the following information on the Master Game Report or other supporting documentation by game and table number:

i. - ix. (No change.)

x. The value of each denomination of table game wager coupons;

xi. Fifty percent of the total value of all denominations of table game wager coupons;

Recodify x. - xxv. as **xii. - xsvii.** (No change in existing text.)

12. - 17. (No change.)

(i) - (n) (No change.)

19:45-1.46 Procedure for control of coupon redemption and other complimentary distribution programs

(a) For the purposes of this chapter, a complimentary distribution program is a contest or promotion pursuant to which complimentary services or items are provided directly or indirectly by a casino licensee to the public without regard to the identity or level of gaming activity of the individual recipients. The procedures contained in (c) through (t) below shall apply to casino licensees offering coupon redemption complimentary distribution programs which entitle patrons to use match play coupons, **table game wager coupons** or progressive wager coupons or to redeem coupons for complimentary cash, gaming chips, slot tokens, slot credits or simulcast wagers issued in connection with bus and other

complimentary distribution programs. No match play coupons, **table game wager coupons**, progressive wager coupons, complimentary cash, gaming chips, slot tokens or slot credits may be distributed, or complimentary simulcast wagers accepted, by a casino licensee under any coupon redemption complimentary distribution program that does not comply with the requirements of this section. Detailed procedures controlling complimentary distribution programs regulated by (c) through (t) below shall be prepared prior to implementation and maintained by the casino accounting department. A coupon redemption complimentary distribution program may also allow patrons to use or redeem electronic transfer credits through the use of a coupon inserted into an electronic transfer credit system approved pursuant to N.J.A.C. 19:45-1.37A, provided that the storage, issuance, verification, redemption and reconciliation of such coupons is accomplished in a manner approved by the Commission.

(b) No change.

(c) Each coupon or part thereof issued by a casino licensee directly or through an authorized vendor shall only be redeemable for a specific amount of cash, gaming chips, slot tokens, slot credits, **table game wagers** or simulcast wagers.

(d) All coupons issued pursuant to this section shall contain a serial number and each series of coupons shall be issued in sequential order. Each coupon shall be printed with a description of what is being offered, the location where which it may be redeemed, **any material conditions of use** and either a statement specifying the date on which the coupon becomes invalid or some other means to indicate the date when a coupon becomes invalid. If a coupon is of a type that is devisable into sections or is multipart, each such separate part or copy shall contain the information required by this subsection.

(e) – (h) No change.

(i) No casino licensee shall issue or use a match play coupon, a **table game wager coupon**, a progressive wager coupon or a coupon for slot credits for gaming purposes until a sample coupon has been submitted to and approved by the Commission.

1. A coupon redeemable for gaming chips, a match play coupon, a **table game wager coupon** and a progressive wager coupon shall **each** be designed and printed so **that each type of coupon is clearly and readily distinguishable from each other type of coupon, and** that the denomination and type of the coupon is clearly visible from the closed circuit television system when accepted or being wagered at a gaming table and when deposited in a drop box.

i. A match play coupon shall contain an area designated for the placement thereon of the required gaming chips, which area shall be located on the coupon so as not to obscure or interfere with visibility of the type and denomination of the coupon.

ii. **A table game wager coupon shall contain the words “No Cash Value” and shall also indicate that it is only redeemable for wagering at a table game and may only be wagered once, regardless of the outcome.**

2. No change.

(j) Coupons shall be redeemed in the following manner:

1. – 6. No change.

7. A table game wager coupon shall be redeemed only at a gaming table which offers an authorized game in which patrons wager only against the house and, except for the Pass and Don't Pass wagers in craps and the “Red,” “Black,” “Odd,” “Even,” “1-18,” “19-36,” “1st 12,” “2nd 12” and “3rd 12” wagers in roulette, which has an individual betting area on the gaming table layout. The dealer shall, in accordance with N.J.A.C. 19:45-1.18, accept the coupon as the patron's wager and deposit the coupon into the drop box after the wager is won or lost.

(k) – (t) No change.

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

(a) 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 **prior** approval to the Commission a sample of [its match play] **each type of** 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) – (d) No change.

(e) Each casino licensee shall have the discretion to permit, limit or prohibit the use of value chips in gaming at roulette and pokette, provided however, that:

1. No person shall be permitted to wager a value chip with a [match play] coupon at any roulette table at which [match play] **such** coupons are permitted to be used; and

2. No change.

(f) – (l) No change.

19:47-1.3 Making and removal of wager

(a) No change.

(b) All wagers shall be made by placing gaming chips, **a** [match play] coupon[s] (only for Pass or Don't Pass wagers) or plaques on the appropriate areas of the layout, except that verbal wagers accompanied

by cash may be accepted provided that they are confirmed by the dealer and that such cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(c) – (f) No change.

19:47-1.9 Invalid roll of the dice

(a) – (c) (No change.)

(d) A throw of the dice which results in the dice coming into contact with any [match play] coupons or chips on the table, other than the craps bank of chips located in front of the Boxman, shall not be a cause for a call of "No Roll".

(e) (No change.)

19:47-2.3 Wagers

(a) – (c) No change.

(d) All wagers at blackjack shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate areas of the blackjack layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and casino supervisor and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18. All wagers at the 6 to 5 blackjack variation shall be made in multiples of \$5.00.

(e) – (k) No change.

19:47-2.17 Permissible additional wagers

(a) – (e) No change.

(f) An additional wager shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash

may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(g) – (i) No change.

19:47-2.23 Match-the-dealer wager

(a) – (c) No change.

(d) A match-the-dealer wager shall be made by placing gaming chips, plaques or, if applicable, a [match play] coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18(a).

(e) – (g) No change.

19:47-2.24 Twenty point bonus wager

(a) – (b) No change.

(c) Prior to the first card being dealt for each round of play, each player who has placed a blackjack wager in compliance with N.J.A.C. 19:47-2.3(a) may make a twenty point bonus wager by placing gaming chips, plaques or, if applicable, a [match play] coupon on the appropriate area of the blackjack layout, except that a verbal wager accompanied by cash may be accepted, provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18(a). The minimum and maximum twenty point bonus wagers permitted by a casino licensee shall be posted in accordance with N.J.A.C. 19:47-8.3.

(d) – (i) No change.

19:47-3.2 Wagers

(a) – (b) No change.

(c) All wagers at Baccarat-Punto Banco shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate areas of the Baccarat-Punto Banco layout, except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45- 1.18.

(d) No change.

19:47-5.1 Roulette: placement of wagers; permissible and optional wagers

(a) All wagers at roulette shall be made by placing gaming chips or plaques and if applicable, a [match play] coupon, on the appropriate areas of the roulette layout, except that verbal wagers accompanied by cash may be accepted provided that they are confirmed by the dealer and that the cash is expeditiously converted into gaming chips or plaques in accordance with the regulations governing the acceptance and conversion of such instruments.

(b) No person at a roulette table shall be issued or permitted to game with non-value chips that are identical in color and design to value chips or to non-value chips being used by another person at that same table. Additionally, no person shall be permitted to wager a value chip with a [match play] coupon at any roulette table at which [match play] **such** coupons are being accepted.

(c) – (g) No change.

19:47-6.5 Procedures for each round of play; wagers; payouts

(a) No change.

(b) All wagers at red dog shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate area of the red dog layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(c) – (k) No change.

19:47-7.2 Wagers

(a) – (b) No change.

(c) All wagers at minibaccarat shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate areas of the minibaccarat layout except that verbal wagers accompanied by cash may be accepted provided they are confirmed by the dealer and casino supervisor at the table, and such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) – (e) No change.

19:47-10.5 Wagers

(a) All wagers at pai gow shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting area of the pai gow layout. A verbal wager accompanied by cash shall not be accepted at the game of pai gow.

(b) – (c) No change.

19:47-11.7 Wagers

(a) All wagers at pai gow poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the

appropriate betting area of the pai gow poker layout. A verbal wager accompanied by cash shall not be accepted at the game of pai gow poker.

(b) – (e) No change.

19:47-11.13 Permissible additional wager

(a) No change.

(b) The following procedures shall be observed by any casino licensee offering the additional wager authorized by this section:

1. No change.

2. A player shall make an additional wager by placing gaming chips, and if permitted by the casino licensee, a [match play] coupon[,] on the number selected by the player in the area designated for additional wagers on the pai gow poker table layout. No verbal additional wagers or cash additional wagers shall be permitted.

3. – 6. No change.

(c) No change.

19:47-13.4 Making and removal of wagers

(a) All wagers at mini-dice shall be made by placing gaming chips, plaques or a coupon[s] on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-16.6 Wagers

(a) All wagers at caribbean stud poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (f) No change.

19:47-17.6 Wagers

(a) All wagers at double down stud shall be made by placing gaming chips, plaques or **a coupon[s]** on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (c) No change.

19:47-18.6 Wagers

(a) All wagers at let it ride poker shall be made by placing gaming chips or plaques and, if applicable, a **[match play]** coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-19.5 Wagers; payout odds

(a) – (b) No change.

(c) All wagers at spanish 21 shall be made by placing gaming chips or plaques and, if applicable, a **[match play]** coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) – (j) No change.

19:47-19.6 Match-the-dealer wager

(a) – (b) No change.

(c) A match-the-dealer wager shall be made by placing gaming chips or plaques and, if applicable, a **[match play]** coupon on the appropriate area of the spanish 21 layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being

dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) – (f) No change.

19:47-20.6 Wagers

(a) No change.

(b) All wagers at three card poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) – (f) No change.

19:47-22.6 Wagers

(a) All wagers at casino war shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon[s] on the appropriate betting area of the casino war layout. A verbal wager accompanied by cash shall not be accepted at the game of casino war.

(b) No change.

19:47-23.6 Wagers

(a) All wagers at colorado hold 'em poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting area of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (f) No change.

19:47-24.6 Wagers

(a) All wagers at boston 5 stud poker shall be made by placing gaming chips or plaques, and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-25.6 Wagers

(a) All wagers at double cross shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-26.5 Wagers; payout odds

(a) – (b) No change.

(c) All wagers at double attack blackjack shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C.

19:45-1.18.

(d) – (h) No change.

19:47-26.6 Optional bonus wager

(a) – (b) No change.

(c) An optional bonus wager shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate area of the double attack blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino super-visor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) – (e) No change.

19:47-27.6 Wagers

(a) No change.

(b) All wagers at four card poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(c) – (e) No change.

19:47-28.6 Wagers

(a) All wagers at texas hold 'em bonus poker shall be made by placing gaming chips or plaques, and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-29.6 Wagers

(a) All wagers at flop poker shall be made by placing gaming chips or plaques, and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-30.6 Wagers

(a) All wagers at two card joker poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-31.7 Wagers

(a) All wagers at asia poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting area of the asia poker layout. A verbal wager accompanied by cash shall not be accepted at the game of asia poker.

(b) – (c) No change.

19:47-32.6 Wagers

(a) All wagers at ultimate texas hold ‘em shall be made by placing gaming chips or plaques, and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-33.6 Wagers

(a) All wagers at winner’s pot poker shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash shall not be accepted.

(b) – (e) No change.

19:47-34.7 Wagers

(a) All wagers at supreme pai gow shall be made by placing gaming chips or plaques and, if applicable, a [match play] coupon on the appropriate betting area of the supreme pai gow layout. A verbal wager accompanied by cash shall not be accepted at the game of supreme pai gow.

(b) – (d) No change.

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, 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.)

19:51-1.2A Nongaming-related casino service industry and junket enterprise license requirements

(a) (No change.)

(b) In determining whether an enterprise is subject to the requirements of this subsection, it shall not matter whether the casino licensee or applicant is a party to any agreement pursuant to which said goods or services are being provided. Enterprises required to be licensed in accordance with subsections 92c and d of the Act and (a) above shall include, without limitation, the following:

1. - 3. (No change.)

4. Manufacturers, suppliers and distributors of match play coupons, progressive wager coupons, table game wager coupons, and other gross revenue-related coupons;

Recodify 4. - 9. as **5. - 10.** (No change in existing text.)

(c) - (e) (No change.)

(f) Based upon an analysis of the factors contained in (d) above, the Commission may, in its discretion, require an enterprise which is otherwise governed by the provisions of N.J.S.A. 5:12-92c and (a) above to be licensed as a subsection 92c casino service industry enterprise prior to conducting any business whatsoever with a casino licensee or applicant if the Commission determines that such action is necessary in order to contribute to the public confidence and trust in the credibility and integrity of the gaming industry in New Jersey. Enterprises subject to this requirement shall include **[manufacturers]:**

1. Manufacturers, suppliers and distributors of non-value chip sorters[, licensors];

2. Licensors of authorized games to casino licensees and applicants[, manufacturers];

3. Manufacturers, suppliers and distributors of match play coupons and table game wager coupons; and [electronic]

4. Electronic funds transfer companies or debit card verification agencies engaging in transactions governed by N.J.A.C. 19:45-1.18A or 19:45-1.25(i).

(g) – (i) (No change.)