

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

#### 13:69E-1.11 Craps and mini-craps tables; physical characteristics

(a) – (d) (No change.)

(e) In addition to the requirements of (b) above, if a casino licensee offers bonus craps wagers (All Small, All Tall, and All or Nothing at All) in the game of craps, the table shall include designated betting areas for the placement of the All Small, All Tall, and All or Nothing at All wagers. The table layout shall also contain an inscription setting forth the payout odds for bonus craps wagers.

#### 13:69F-1.2 Permissible wagers

(a) The following shall constitute the permissible wagers at the games of craps, mini-craps and automated craps[, except that the fire bet in (a)<sup>40</sup> below shall only be permitted at the game of craps]:

1. – 39. (No change.)

[<sup>40</sup>. “Fire bet” is a wager that may only be made prior to the come out roll of a new shooter, which wager shall win if at least four

different (unique) point totals (either 4, 5, 6, 8, 9, or 10) are made

by the shooter before a loser 7 is thrown, and shall lose if fewer

than four different (unique) point totals are made before a loser 7

is thrown.]

(b) In addition to [Only] the wagers listed in subsection (a), the following wagers shall be permissible at the [games] game of craps[, mini-craps and automated craps.]:

1. “Fire bet” is a wager that may only be made prior to the come out roll of a new shooter, which wager shall win if at least four

different (unique) point totals (either 4, 5, 6, 8, 9, or 10) are made

by the shooter before a loser 7 is thrown, and shall lose if fewer

than four different (unique) point totals are made before a loser 7

is thrown.

2. “All Small” is a bonus craps wager that may only be made prior to the come out roll of a new shooter, which wager shall win if each of the numbers 2, 3, 4, 5, and 6 is thrown before any 7 is thrown, and shall lose if any 7 is thrown before all such other numbers are thrown.

3. “All Tall” is a bonus craps that may only be made prior to the come out roll of a new shooter, which wager shall win if each of the numbers 8, 9, 10, 11, and 12 is thrown before any 7 is thrown, and shall lose if any 7 is thrown before all such other numbers are thrown.

4. “All or Nothing at All” is a bonus craps wager that may

only be made prior to the come out roll of a new shooter, which wager shall win if each of the numbers 2, 3, 4, 5, 6, 8, 9, 10, 11, and 12 is thrown before any 7 is thrown, and shall lose if any 7 is thrown before all such other numbers are thrown.

#### 13:6F-1.3 Making and removal of wager

(a) – (b) (No change.)

(c) A wager made on any bet may be removed or reduced at any time prior to a roll that decides the outcome of such wager except that:

1. – 2. (No change.)

3. A bonus craps wager, once made, shall not be reduced or

increased at any time, and shall not be removed prior to such wager winning or the shooter throwing any 7.

(d) – (f) (No change.)

#### 13:69F-1.4 Payout odds

(a) - (e) (No change.)

(f) Winning bonus craps wagers shall be paid in accordance with the following pay table:

Wager Payout Odds

All Small 34 to 1

All Tall 34 to 1

All or Nothing at All 175 to 1

[(f)] (g) (No change in text.)

#### 13:69F-1.12 Additional procedures and rules for the fire bet

(a) (No change.)

(b) If a casino licensee elects to offer the fire bet in the game of craps as permitted by N.J.A.C. [13:69F-1.2(a)40] 13:69F-1.2(b)1, the following additional rules shall apply:

1. – 3. (No change.)

#### 13:69F-1.13 Additional procedures and rules for bonus craps wagers

(a) If a casino licensee elects to offer the bonus craps wagers as permitted by N.J.A.C. 13:69F-1.2(b)2, (b) 3 and (b)4, the following additional procedures shall be observed:

1. Each player shall, prior to an initial come out roll,

place a wager on one or more of the bonus craps wagers by indicating to the dealer which bonus crap wager or wagers the player wishes to place and by specifying the amount of each such wager. The dealer shall mark the player's wager or wagers accordingly on the designated area of the layout.

2. Whenever there is a voluntary or compulsory surrender of the dice by a shooter pursuant to N.J.A.C. 13:69F-1.11(a) prior to the throwing of any 7, any pending bonus craps wager shall be settled upon such wager winning or the successor shooter throwing any 7.

3. With each individual number thrown by a shooter, a dealer shall place a marker (lammer) bearing the corresponding number thrown by the shooter on the corresponding number inscribed on the layout for bonus craps numbers. Each marker shall be visually distinguishable from any authorized gaming chip and contain no edge spots. Bonus craps markers shall be maintained by games personnel at the craps table.

4. Upon payment of any winning bonus craps wager in

accordance with the payout odds set forth in N.J.A.C. 13:69F-1.4(f) and return of the bonus craps wager to the player, no player may place that bonus craps wager until a new shooter's come out roll. Upon the shooter throwing any 7, any remaining bonus craps wagers shall be collected and placed in the table inventory.

(b) If a casino licensee elects to offer the bonus craps wagers in the game of craps as permitted by N.J.A.C. 13:69F-1.2(b)2, (b)3 and (b)4, the following additional rules shall apply:

1. The minimum wager shall be \$1.00 **or another amount approved by the Division upon good cause shown** and the maximum wager

shall be established by posted table limits. All wagers shall be made in increments of one dollar.

2. The five different numbers required to win the All Small

wager, the five different numbers required to win the All Tall wager, and the ten different numbers required to win the All or Nothing at All wager are not required to be made in any specific order or combination.