

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 the hot roller wager in the game of craps, the table shall include designated betting areas for the placement of hot roller wagers. The table layout shall also contain an inscription setting forth the payout odds for the hot roller wager.

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)40 below shall only be permitted at the game of craps]:

1. - 39. (No change.)

[40. "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. "Hot roller wager" is a supplemental wager that may only be made prior to the come out roll of a new shooter, which wager shall win if all combinations for at least two of the numbers (points) 4, 5, 6, 8, 9 and 10 is thrown before any 7 is thrown, and shall lose if any 7 is thrown before all combinations of any two of the points 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 hot roller 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 hot roller wagers shall be paid in accordance with one of the following pay tables pre-selected by the casino licensee:

<u>Number of Point</u> <u>Combinations</u>	<u>Payout Odds</u>		
	<u>Paytable A</u>	<u>Paytable B</u>	<u>Paytable C</u>
Two points	4 to 1	5 to 1	5 to 1
Three points	10 to 1	10 to 1	10 to 1
Four points	20 to 1	20 to 1	20 to 1
Five points	50 to 1	50 to 1	50 to 1
All six points	200 to 1	200 to 1	300 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.)

4. **The fire bet may not be offered at a craps table that offers the hot roller wager.**

13:69F- 1.14 Additional procedures and rules for the hot roller wager

(a) If a casino licensee elects to offer the hot roller wager as permitted by N.J.A.C. 13:69F-1.2(b)2, the following additional procedures shall be observed:

1. Each player may, prior to an initial come out roll, place a hot roller wager at one of the designated areas on the layout for hot roller wagers.

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 hot roller wager shall be settled upon such wager winning or the successor shooter throwing any 7.

3. With each individual combination of dice thrown by a shooter that adds up to 4, 5, 6, 8, 9 or 10, a dealer shall place a marker (lammer) bearing the corresponding combination thrown by the shooter on the corresponding combination inscribed on the layout for hot roller points. Each marker shall be visually distinguishable from any authorized gaming chip and contain no edge spots. Hot roller wager markers shall be maintained by games personnel at the craps table.

4. Upon the shooter throwing any 7,

i. Each winning hot roller bonus wager shall be paid in accordance with the payout odds set forth in N.J.A.C. 13:69F-1.4(f);
or

ii. Each losing hot roller bonus wager shall be collected and placed in the table inventory.

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

1. A hot roller wager shall have no bearing on any other wager made by a player at the game of craps.

2. A hot roller wager shall be made in accordance with posted minimum and maximum wagers permitted by the casino licensee.

3. A hot roller 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.

4. Winning hot roller wagers are paid according to the number of points for which all combinations of dice are thrown by the shooter. The point combinations are as follows:

i. Point of 4: one and three, and two and two (2 combinations);

ii. Point of 5: one and four, and two and three (2 combinations);

iii. Point of 6: one and five, two and four, and three and three (3 combinations);

iv. Point of 8: two and six, three and five, and four and four (3 combinations);

v. Point of 9: three and six, and four and five (2 combinations); and

vi. Point of 10: four and six, and five and five (2 combinations).

For example: Prior to throwing a 7, the shooter throws the two combinations for a point of 4, the two combinations for point of 5, and the three combinations for the point of 6. All combinations have been made for three separate points, entitling the player to a payout of 10 to 1.

5. Points or dice combinations are not required to be made in any specific order.

6. High roller wagers may not be offered at a craps table that offers the fire bet.