

### 13:69D-1.1 Definitions

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"Electronic table game drop" is:

1. The same calculation as table game drop for an electronic gaming table which accepts only cash, chip coupons, **promotional gaming chips** or gaming chips or plaques;
2. - 3. (No Change.)

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"Table game drop" means the total value of currency, coin, chip coupons, 50 percent of the value of table wager coupons **or promotional gaming chips**, amounts recorded on issuance copies of Counter Checks and front money withdrawals removed from a drop box, amounts recorded on documents that evidence the exchange of gaming chips or plaques as part of credit or debit card transaction, and, if applicable, the value of electronic counter check transactions issued at a gaming table.

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### 13:69D-1.2 Accounting records

(a) – (b) (No change.)

(c) The detailed, supporting and subsidiary records shall include, at a minimum:

1. - 7. (No change.)
8. Records which identify the purchase, receipt, and destruction of gaming chips, **promotional gaming chips** and plaques;
9. – 10. (No change.)

### 13:69D-1.9 Complimentary services or items

(a) – (j) (No change.)

(k) All coupons issued pursuant to a complimentary distribution program shall be printed with a description of what is being offered, the locations where it may be redeemed, and either a statement specifying the date on which the coupon expires or some other means to indicate the expiration date. **For all promotional gaming chips issued to patrons, the casino licensee shall provide in writing a description of the complimentary distribution program, the locations where they may be wagered, and a disclaimer that the program may be discontinued. A casino licensee may choose not to accept a promotional gaming chip as a wager.**

(l) No casino licensee shall issue a revenue related coupon **or promotional gaming chip** unless the coupon **or promotional gaming chip** is designed and printed **or manufactured** so that the denomination and type of the coupon **or promotional gaming chips** is clearly visible from the closed circuit television system when accepted or wagered at a gaming table or a slot machine. 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.

(m) – (o) (No change.)

(p) **Whenever a promotional gaming chip is distributed to a patron, the casino licensee shall maintain documentation which shall include the following:**

- 1. Date of issuance;**
- 2. Name of patron receiving the chip(s);**
- 3. Denomination(s) of the chip(s) issued;**
- 4. Total value of the chip(s) issued; and**
- 5. Name, signature and the department of the issuer.**

13:69D-1.10

(a) (No change.)

(b) The CCTV system shall be approved by the Division and shall include, at a minimum, the following:

i. – vii. (No change.)

viii. The movement and storage of cash, **promotional gaming chips**, gaming chips and plaques, drop boxes, bill validator boxes, slot cash storage boxes, slot drop boxes and slot drop buckets in the establishment;

ix. – xiii. (No change.)

2. – 7. (No change.)

(c) – (l) (No change.)

13:69D-1.15

(a) – (i) (No change.)

(j) Main bank cashiers' functions shall include, but are not limited to, the following:

1. (No change.)

2. Receive cash, **gaming chips, plaques and promotional gaming chips** from the [coin and currency] count rooms;

3. – 22. (No change.)

**23. Transfer the promotional gaming chips to a cage supervisor with a promotional summary/transfer form immediately upon receipt from the count room.**

(k) – (u) (No change.)

**13:69D-1.15A Accounting controls and functions for Promotional gaming chips within the Main Cage**

(b) **Promotional gaming chips authorized by the Division in accordance with N.J.A.C. 13:69E-1.5A shall be maintained in a locked cabinet, the key to which is under the control of a cage supervisor when the promotional gaming chips are not distributed for use.**

(c) **When promotional gaming chips are received from the manufacturer or distributor thereof, they shall be opened and verified to the receiving**

**documentation by at least two casino accounting employees, one of whom shall be a cage supervisor. Any deviation between the documentation accompanying the promotional gaming chips and the actual promotional gaming chips, or any defects found in such chips, shall be reported promptly to the Division.**

**(d) Upon verification of the promotional gaming chips received, the cage supervisor shall record the following on a Promotional gaming chip Inventory Log:**

- 1. Date of receipt;**
- 2. Number of promotional gaming chips received by denomination;**
- 3. Total value of chips received by denomination;**
- 4. Total value of all promotional gaming chips; and**
- 5. Name and signature of the employees who verified the receipt.**

**(e) The cage supervisor shall disburse promotional gaming chips in exchange for proper documentation and record the disbursement on the Promotional gaming chip Inventory Log. The documentation shall include, at a minimum:**

- 1. Date of disbursement;**
- 2. Number of promotional gaming chips disbursed by denomination;**
- 3. Total value of chips disbursed by denomination;**
- 4. Total value of all promotional gaming chips disbursed;**
- 5. Reason for the disbursement;**
- 6. Name and signature of the cage supervisor; and**
- 7. Name, signature and department of the recipient.**

**(f) Promotional gaming chips may be returned to the cage supervisor in exchange for proper documentation who shall record the return of the promotional gaming chips on the Promotional gaming chip Inventory Log. The documentation shall include, at a minimum:**

- 1. Date of return;**
- 2. Number of promotional gaming chips returned by denomination;**
- 3. Total value of chips returned by denomination;**
- 4. Total value of all promotional gaming chips returned;**
- 5. Name, signature and department of the employee returning the chips; and**
- 6. Name and signature of the cage supervisor receiving the chips.**

**(g) At the beginning of each shift the incoming cage supervisor shall verify the number and value of promotional gaming chips in inventory to the number**

and value recorded on the Promotional gaming chip Inventory Log. The cage supervisor shall record the verification on a two part Promotional gaming chip Inventory form which shall include at a minimum the following:

1. Date;
2. Number and value of promotional gaming chips by denomination;
3. Total value of all promotional gaming chips; and
4. Name and signature of the cage supervisor who verified the inventory.

The original of the form shall be distributed to the main bank for recordation on the main bank summary and the duplicate shall be placed in the locked accounting box to be reconciled to the original and to the disbursement and return documentation.

13:69D-1.16 Drop boxes for table games and electronic table games; gaming table slot cash storage boxes

(a) A secure tamper-resistant container known as a "drop box" shall be attached to each gaming table and, as applicable, each electronic table game where cash, **promotional gaming chips** and coupons are accepted by a dealer or a boxperson in a casino or casino simulcasting facility. Each electronic table game where currency and coupons are inserted into a bill validator shall include a tamper-resistant container known as a "gaming table slot cash storage box." A casino licensee may also utilize a bill validator to accept gaming vouchers and coupons at an electronic gaming table provided that the bill validator is connected to an approved slot monitoring system

(b) - (d) (No change.)

13:69D-1.18 Procedure for accepting cash, **promotional gaming chips** and coupons at gaming tables.

(a) (No change.)

(b) A coupon authorized pursuant to this section may be either exchanged for gaming chips or plaques ("chip coupon") or accepted as a wager ("wager coupon") only at a gaming table. A dealer or boxperson shall verify that the coupon has not expired or is otherwise void on its face. A casino licensee may accept any coupon issued by a New Jersey affiliate of the issuing casino licensee in accordance with this section. **A casino licensee may accept their own promotional gaming chip as a valid wager on even money wagers at table games authorized to accept coupons. A casino licensee shall not accept a promotional gaming chip from any other casino, including an affiliated property.**

(c) – (d) (No change.)

(e) A wager coupon (for example, match play coupon or direct bet coupon) **or promotional gaming chip** shall only be accepted at a gaming table in which patrons wager against the house.

1. The coupon **or promotional gaming chip** shall be positioned as follows:

i. – iii. (No change.)

2. Only one wager coupon **or promotional gaming chip** may be used per betting position for each round of play;
  3. **Promotional gaming chip wagers may be supplemented by additional wagers which shall be placed adjacent to the promotional gaming chip wager;**
  4. If the wager wins, it shall be paid in accordance with the terms and conditions of the coupon **or promotional gaming chip** and the applicable rules of the game; and
  5. Whether the wager wins or loses, the coupon **or promotional gaming chip** shall be deposited by the dealer or boxperson into the drop box attached to the gaming table at the time the winning wager is paid or the losing wager is collected.
- (f) – (h) (No change.)

#### 13:69D-1.32 Count rooms; physical characteristics; count protocols

(a) – (f) (No change.)

(g) A casino licensee shall file a workflow diagram with the Division that shall indicate, at a minimum, the location of all equipment in a count room, all equipment used in the counting process and the flow of all currency, coupons, **promotional gaming chips**, gaming vouchers and paperwork from the start of the count to the conclusion of the count.

(h) – (n) (No change.)

(o) Once all currency, gaming vouchers, coupons, **promotional gaming chips**, coin and/or slot tokens have been counted and the final count totals have been obtained, no employee shall be permitted to leave the count room, except in an emergency, until the recount and acceptance of the drop is completed by a cage cashier or cashier supervisor.

(p) (No change.)

#### 13:69D-1.33 Procedure for opening, counting, and recording contents of table drop boxes and slot cash storage boxes

(a) (No change.)

(b) A casino licensee shall open, count, and record the contents of each drop box or slot cash storage box in the soft count room except that an emergency slot cash storage box may be held and counted on the regularly scheduled count for the slot machine from which it originated. For currency, gaming vouchers, **promotional gaming chips** and coupons, a casino licensee shall perform a second count to obtain the aggregate total of each denomination of currency, **promotional gaming chips** and [coupon] **coupons**, and the total number of gaming vouchers counted. The counts shall be independent of each other and access to the result of the first count shall not be available to the employee performing the second count until completion of the second count. At the completion of the second count, a comparison of the two counts shall be made and any discrepancies resolved by the count team supervisor.

(c) A casino licensee shall use a counting machine approved by the Division to count currency, gaming vouchers, and coupons unless otherwise authorized by the Division. If a counting machine cannot be used due to mechanical failure, [or] other emergent

situation, the items shall be counted in a manner described in the casino licensee's internal control procedure **or in a manner approved by the Division.**

(d) (No change.)

(e) Procedures for the count of boxes shall be as follows:

1. (No change.)

2. A count team member shall segregate:

i. (No change.)

ii. Coin, tokens, **promotional gaming chips**, gaming chips, manual count coupons and any mutilated or torn items;

3. (No change.)

4. The value and number of coin, tokens, gaming chips, manual count coupons, **promotional gaming chips** (by denomination), and any mutilated or torn items shall be manually entered into the counting machine for each drop box or slot cash storage box.

5. **For each drop box, promotional gaming chips shall be recorded on the triplicate Promotional Gaming Chip Summary/Transfer Form. The form shall include, at a minimum:**

i. **Date;**

ii. **Table number;**

iii. **Value and number of promotional gaming chips by denomination;**

iv. **Designation that the chips are being transferred from the count room;**

v. **Signatures of the of the banker and count room supervisor (original, duplicate and triplicate) upon verification of the count;**

vi. **Signature of the of the main bank cashier (original, duplicate and triplicate) upon verification and acceptance of the count; and**

vii. **Signature of the of the cage supervisor (duplicate and triplicate) upon transfer of the promotional gaming chips from the main bank.**

5. Renumber as 6. (No change in text.)

7. Upon completion of the machine count:

i. (No change.)

ii. The currency, table game coupons, coin, tokens, **promotional gaming chips** and gaming chips counted shall be placed on the banking table; and

iii. (No change.)

7. - 8. Renumber as 8. – 9. (No change in text.)

(f) As the contents of each table drop box are counted, if not already recorded in the computer system used to create the Master Game Report or supporting documentation as authorized by the Division, a count team member shall manually record or cause a computer system to record, the following information by game and table number:

1. – 4. (No change.)

5. The value of each denomination and total value of match play coupons **promotional gaming chips** and table game wager coupons;

6. Fifty percent of the total value of match play coupons, **promotional gaming chips** and table game wager coupons;

7. – 16. (No change.)

(g) – (l) (No change.)

(m) A count team member designated as the banker shall count each denomination of currency, tokens, **promotional gaming chips** and gaming chips, and verbalize the amounts. The count room supervisor shall verify the amount verbalized to the amount recorded on the Master Game Report or Slot Cash Storage Box Report. The banker and count team supervisor shall sign the report(s) **and the Promotional Gaming Chip Summary/Transfer Form** attesting to the accuracy of the information recorded thereon. The information recorded thereon shall not be accessible to any person outside the count room until after the main bank cashier or cage supervisor ("cashier") has verified and accepted the drop unless otherwise authorized by the Division.

(n) (No change.)

(o) After the contents of the boxes have been counted and recorded on the Master Game Report and/or Slot Cash Storage Box Report, the count room supervisor shall notify the main cage. [A cashier shall enter the count room and not have any access to the information recorded on the Master Game Report or the Slot Cash Storage Box Report. The cashier, in the presence of the banker, shall count the currency, coins, tokens, gaming chips, table game coupons and mutilated or torn items.

1. Currency, coin, tokens, gaming chips shall be presented in the count room by the banker to a main bank cashier or cage supervisor (cashier).] Prior to having access to the information recorded on the Master Game Report or the Slot Cash Storage Box Report, [the] **a main bank cashier or cage supervisor**, in the presence of the banker, shall count the [items] **currency, coins, tokens, gaming chips, table game coupons, promotional gaming chips and mutilated, torn or other items in accordance with the following requirements:**

[i] **1.** The cashier shall have physical access to all items presented for counting and no currency presented for counting shall be wrapped or placed in any sealed bag or container until the entire count has been completed and the Master Game Report or the Slot Cash Storage Box Report has been signed by the cashier **or supervisor**;

[ii] **2.** The cashier shall bulk count all strapped currency. The cashier shall count all partial straps, loose currency, mutilated or torn currency and coupons, coin, tokens, **promotional gaming chips** and gaming chips either by hand or with an approved counting machine. **Upon completion of the count, the cashier or supervisor shall verbally announce to the count room supervisor the total of each item counted.** If a discrepancy [in an individual denomination] is discovered during the initial count, the cashier shall recount the [currency of that denomination] either by hand or with an approved counting machine **the item which did not agree**; and

iii. – iv. Renumber as 3. - 4. (No change in text.)

2. Renumber as 5. (No change in text.)

[3] **6.** Upon completion of the cashier's count, the cashier shall attest by signature on the Master Game Report, **and/or Promotional gaming chip Summary/Transfer Form**, and/or Slot Cash Storage Box Report, that the amount of cash from drop boxes counted and, if applicable, the Drop Variance Report, agrees with the total amount of cash counted by the count team. Upon attestation, all items other than coupons and vouchers shall be under the exclusive control of the cashier and shall not be handled by a count team member.

(p) – (r) (No change.)

(s) The original Master Game Report, **the Promotional gaming chip Summary/Transfer Form** and Slot Cash Storage Box Report, after signing, and any other supporting documentation shall be placed in the locked accounting box or other approved secure device located in the count room. A member of the casino accounting department shall retrieve the contents of the locked accounting box and the gaming vouchers and coupons which were processed during the count after the cashier verifies, accepts, and removes the drop from the count room.

(t) A count room supervisor shall conduct a thorough inspection of the entire count room and all counting equipment located therein to verify that no cash, tokens, gaming chips, **promotional gaming chips**, gaming vouchers, or coupons remain in the room. The supervisor shall sign and record the date and time of the inspection on a count room inspection log maintained in the count room.

(u) (No change.)

(v) Whenever unsecured currency, coins, chips, **a promotional gaming chip**, a gaming voucher, or a coupon is found inside the count room at a time other than during the count process, an electronic notification shall be submitted to the casino controller and the Division. The casino licensee shall secure the funds in the emergency box trolley or a locked container in the count room until the next count at which time the funds will be included on either the Master Game Report or Slot Cash Storage Box Report, as applicable.

13:69D-1.34 Table game revenue reporting requirements; keno revenue; gaming tournament revenue

(a) – (h) (No change.)

(i) Any coupon **or promotional gaming chip** deposited in a drop box shall be counted and included in the calculation of gross revenue, without regard to the validity of the coupon **or promotional gaming chip**.

(j) (No change.)

**13:69E-1.5A Promotional gaming chips for direct bet wagers;**

(a) **A promotional gaming chip shall have no cash value and may be utilized by a casino licensee in lieu of a direct bet coupon as authorized by N.J.A.C. 13:69D-1.18.**

(b) **Promotional gaming chips shall have a uniform diameter of one and 57/64 inches (48mm.)**

(c) **Each denomination of promotional gaming chip issued by a casino licensee shall contain a predominant color unique to that denomination to be known as the "primary color." A "secondary color" on a promotional gaming chip is any color, other than that chip's primary color, that the Division authorizes a casino licensee to include on the face of the chip as a contrast to the chip's primary color, except that no primary color shall be used as a secondary color on a**



**promotional gaming chip of another denomination where such use is reasonably likely to cause confusion as to the chip's denomination.**

**(d) Promotional gaming chips shall not have an edge design.**

**(e) Each promotional gaming chip manufacturer shall submit sample color disks to the Division that identify all primary and secondary colors to be used for the manufacture of promotional gaming chips for casino licensees in Atlantic City. Once a promotional gaming chip manufacturer has received approval for a primary or secondary color, those colors shall be consistently manufactured in accordance with the approved samples. In order for a primary color to be approved for use, it must visually appear, when viewed either in daylight or under incandescent light, to comply with the color tolerances or such other similar color tolerances as approved by the Division.**

**(f) Each promotional gaming chip issued by a casino licensee shall contain certain identifying characteristics that may appear in any location at least once on each face of the promotional gaming chip and are applied in a manner which ensures that each such characteristic shall be clearly visible and remain a permanent part of the promotional gaming chip. These characteristics shall, at a minimum, include:**

- 1. The denomination of the promotional gaming chip, expressed in numbers;**
- 2. The name, trade name, or other approved identification of the casino licensee issuing the promotional gaming chip, which shall be applied in such a manner so as to be visible to surveillance employees using the closed circuit television system;**
- 3. The words "Promotional" or "No Cash Value." If a casino uses Tournament chips and the tournament chips have "No Cash Value" printed thereon, the Promotional gaming chips must contain the word "Promotional";**
- 4. At least one anti-counterfeiting measure in addition to those items specifically required to appear on the face of a promotional gaming chip by this section;**
- 5. The words "Atlantic City" or "New Jersey" if the casino licensee has casino properties in other gaming jurisdictions;**
- 6. The primary color as to be distinguished from the value and non-value chips being used at gaming tables in the casino or casino simulcasting facility; and,**

**7. A design, pattern or other feature that a natural person with adequate training could readily use to identify, when viewed through the closed circuit television system of the casino licensee, the denomination of the particular promotional gaming chip when placed on a gaming table; provided, however, that the design, pattern or feature created by the primary and secondary colors required by (c) above shall be sufficient by itself to satisfy the requirements of this paragraph if approved for that purpose by the Division.**

**(g) The promotional gaming chip shall not be issued by a dealer at a gaming table.**

**(h) The inventory of promotional gaming chips shall be maintained by the casino cage in accordance with the procedures for chip storage set forth in N.J.A.C. 13:69E-1.2. A monthly summary shall be recorded for each denomination of promotional gaming chips. The summary shall include, at a minimum, for each denomination:**

- 1. The balance on hand at the beginning of the month;**
- 2. The number of promotional gaming chips issued during the month;**
- 3. The number of promotional gaming chips returned to inventory during the month; and,**
- 4. The balance on hand at the end of the month.**

**(i) Promotional gaming chips shall not be intermingled with other chips and plaques authorized by the Division.**