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NEW JERSEY ADMINISTRATIVE CODE

TITLE 13

LAW AND PUBLIC SAFETY

CHAPTER 47

RULES OF LEGALIZED GAMES OF CHANCE

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SUBCHAPTER 1.
DEFINITIONS

13:47-1.1 WORDS AND PHRASES DEFINED

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

"Authorized purpose" means an educational, charitable, patriotic, religious or public-spirited purpose, which terms are defined to be the purpose of benefiting an indefinite number of persons either by bringing their minds or hearts under the influence of education or religion, by relieving their bodies from disease, suffering, or constraint, by assisting them to establish themselves in life or by erecting or maintaining public buildings or works, or otherwise lessening the burden of government or, in the case of a senior citizen association or club, the support of such organization. Authorized purpose includes capital improvements to a facility owned by the licensee as limited by N.J.A.C. 13:47-6.3. Authorized purpose does not include the erection or acquisition of property, real, personal or mixed, unless such property is and shall be used exclusively for one or more of the purposes hereinabove stated.

"Authorized use" means the use of funds for an authorized purpose.

"Balanced" means the wheel is so installed as to give each section or subsection on the wheel an equal opportunity to win.

"Big six wheel" means a wheel having a 60-inch diameter, manufactured to have 60 sections of equal size on the face of the wheel. Each section of the wheel contains three dice with one side of each of the three dice bearing one of the numbers 1 through 6. The wheel has a laydown containing the numbers 1 through 6.

"Bingo" means a specific kind of game of chance played for prizes with cards bearing numbers or other designations five or more in one line, the holder covering numbers, as objects, similarly numbered, are drawn from a receptacle and the game being won by the person who first covers a previously designated arrangement of numbers on such card, by selling tickets or rights to participate in such games.

"Bingo board" means a paper sheet containing more than one bingo card.

"Bingo card" means a card or the electronic representation of a card stored in an electronic card minding device containing five lines of numbers or other designations, five or more in one line, with each line being identified by a letter printed at the top of the line in the following order B, I, N, G, O.

"Bingo equipment" means the receptacle and numbered objects to be drawn from it, the master board upon which such objects are placed as drawn, the cards or sheets bearing numbers or other designations to be covered and the objects used to cover them, the boards or signs, however operated, used to announce or display the numbers or designations as they are drawn, public address systems, and all other articles essential to the operation, conduct and playing of bingo, including electronic card minding systems.

"Bingo equipment provider" means any person licensed by the Control Commission to provide equipment for use in, or in connection with, the holding, operating or conducting of bingo games.

"Bingo occasion" means a single gathering or session at which a series of successive bingo games is played not to exceed 35 in number.

"Calendar raffle" means an off-premises draw raffle in which calendars bearing non-repeating consecutive numbers are sold. A specific cash or merchandise prize is designated for each date on the calendar upon which a prize(s) is to be awarded. The winners are determined by drawing from a container, objects bearing numbers matching the non-repeating numbers on all calendars sold.

"Capital improvements" means the improvement, maintenance or repair of a facility.

"Card" means a non-reusable card which is indelibly marked by the player upon which bingo is played.

"Check sum" or "digital signature" means a method by which data, as in a software application, is expressed in a calculated number which is used to verify the accuracy of the data or a copy of the data.

“Compensated worker” means a person licensed by the Control Commission to be compensated for holding, operating or conducting, or assisting in the holding, operating or conducting games of chance for a registered organization, or an auxiliary or affiliated organization, of which the person is not a member.

“Consolation prize” means 25 percent of the gross receipts derived from the sale of cards to participate in a Progressive Jackpot Bingo Game on each occasion.

“Control Commission” means the Legalized Games of Chance Control Commission.

“Deal” means a package sealed by the manufacturer consisting of one game of instant raffle tickets with the same serial number.

“Distributor” means any person who sells, offers to sell or otherwise provides to a registered organization, any instant raffle ticket or any equipment or device to be used in, or in connection with, an instant raffle game.

“Draw raffle” means a raffle in which the winners are determined by drawing from a container having counterparts of all tickets sold.

“Duck race raffle” means a variation of an off-premises draw raffle wherein a player is sold a ticket, share or right to participate. Game pieces representing all tickets, shares or rights to participate are released into a running waterway which has been barricaded in an acceptable form to create a gate which will permit the passage of only one game piece at a time. The winner is the holder of the ticket, share or right to participate on which is printed the number that corresponds with the number on the game piece that passes through the gate in the predetermined sequence required to win a particular prize.

“Electronic card minding device” or “card minding device” means an electronic device that is used by a bingo player to mark representations of bingo card faces stored in the device.

“Electronic card minding system” means an electronic games of chance system used to conduct bingo games which consists of electronic card minding devices and a site system.

"Electronic device" means that component of an electronic games of chance system consisting of a computerized device that is used by a player to play a game of chance using proprietary software and hardware separately or in conjunction with commonly available software and computers.

"Electronic games of chance system" means any electronic or computerized device and related hardware and software that is interfaced with or connected to equipment used to conduct games of chance.

"50/50 bingo game" means a bingo game played on non-reusable cards that are permanently marked wherein the prizes awarded are 50 percent of the gross receipts derived from the sale of cards for participation in the game.

"50/50 bingo game prize" means 50 percent of the gross receipts from the sale of all cards to participate in the game.

"Flare" means the information sheet provided by the manufacturer which describes a particular instant raffle game.

"Form number" means a unique number used by the manufacturer of instant raffle tickets to identify the type of game, price to play and the prize structure.

"Golf Hole-in-One Contest" means a golf-like game categorized as a non-draw raffle in which a participant pays a fee for the right to drive a golf ball from a tee into a golf hole in an area known as or similar to a "green" on a golf course by striking it one time. The grand prize winner(s) is the player(s) whose ball lands in the grand prize hole in one stroke in the final phase of play. These contests may be conducted as multiple day events having qualifying phases where participants qualify for the final phase. Participants may also qualify to win ancillary prizes for other accomplishments.

"Goods, wares and merchandise" means prizes, equipment as defined in this section, chairs and tables, and articles of a minor nature such as pencils, crayons, tickets, envelopes, paper clips and coupons necessary to the conduct of games of chance.

"Horse race wheel" means a wheel having a 60-inch diameter, manufactured to have on its face 10 sections each of which contain six subsections which subsections are located on the outer rim of the wheel. Each section bears a number from 1 through 10 together with a picture of a horse. Each of the six subsections located along the outer rim of the wheel and contained in each of the 10 sections determines the odds to be paid to a winner and shows the following payoff odds: 7 to 1, 6 to 1, 5 to 1 and 4 to 1 and two of the six subsections show 3 to 1 payoff odds. The wheel has a laydown with the numbers 1 through 10 which corresponds with the numbers displayed on the pictorial of the horse in each of the 10 sections on the face of the wheel.

"Ideal gross receipts" means the gross receipts derived from a deal if all of the instant raffle tickets in the deal are sold.

"Ideal net receipts" means the ideal gross receipts minus the prizes awarded.

"Instant raffle equipment" means any ticket, equipment or device designed and approved for use in conducting, or in connection with the conduct of, any instant raffle game.

"Instant raffle equipment supplier" means any distributor or manufacturer licensed by the Control Commission to provide instant raffle equipment or services.

"Instant raffle game" or "pull tab" means a non-draw raffle game in which a player purchases shares, tickets or rights to participate which are drawn or selected at random from a single finite deal and the winner(s) is determined by a previously determined prize designation which has been obscured from the player's view until a tab or other opaque covering has been removed.

"Instant raffle ticket" means a folded and banded paper ticket or a paper card with perforated break-open tabs, the face of which is covered or otherwise hidden from view to conceal a number, letter, symbol, or set of numbers, letters or symbols, some of which have been designated in advance as prize winners.

"Issuing authority" means the governing body of a municipality or a person to whom a municipal governing body has delegated by ordinance the authority to approve the granting of raffle and bingo licenses.

"Laydown" means the shelf area in the front of a booth containing a raffle wheel divided into sections each of which bears a number or symbol corresponding to a number or symbol on the wheel upon which participants place their wagers.

"Manufacturer" means a person who assembles from raw materials, supplies or subparts, any ticket, equipment or device used in connection with the holding, operating or conducting of any instant raffle game.

"Merchandise" means any objects, wares, goods or commodities not specifically prohibited by this chapter.

"Model number" means a name and/or number designated by the manufacturer that indicates the unique structural design of an electronic games of chance system or system component.

"Multi-color bingo game" means a game played on a minimum of six non-reusable cards, three of which are one color, two of which are a different color and one of which is a third color, which are indelibly marked wherein the prize(s) are a percentage of the gross receipts derived from the sale of cards to participate in the game and are determined by the color of the card upon which the player achieves bingo. If a player achieves bingo on a card in the group of three cards of the same color that player wins 25 percent of the prize pool. If a player achieves bingo on one of the two cards of the same color, that player wins 50 percent of the prize pool. If a player achieves bingo on the single card having the third color, that player wins 75 percent of the prize pool.

"Multi-color bingo prize pool" means the gross receipts derived from the sale of cards to participate in the multi-color bingo game. Prizes of 75 percent, 50 percent and 25 percent of the prize pool are awarded to the winner(s) of the multicolor bingo game based upon the specific category of the card on which the winner(s) achieve bingo.

"Net proceeds," as pertains to bingo, means the gross income received from all activities engaged in on an occasion when bingo is played, less only such actual expenses incurred as are authorized in the Bingo Licensing Law and this chapter.

"Net proceeds," as pertains to raffle, means the gross income from the sale of tickets or rights to participate in a raffle, whether sold in advance of the occasion or not, less only such

actual expenses incurred as are authorized in the Raffles Licensing Law and this chapter. In the case of a special door prize raffle, “net proceeds” means the entire net income derived from the assemblage at which such raffle is held.

“Nominal” means that the value of individual prizes does not exceed S20.00 and the total value of prizes awarded at the occasion does not exceed $50.00.

“Non-draw raffle” means a raffle conducted by means other than drawing from a container having therein the counterparts of all tickets or rights to participate, that is, any wheel or game approved by the Control Commission to be licensed as an allotment of a prize(s) by chance.

“Off-premises draw raffle” means a raffle conducted by a drawing, for a merchandise prize(s), with respect to which tickets may be sold in advance of the occasion of the drawing and the winner(s) need not be present to win.

“Off-premises 50-50 raffle” means a raffle conducted by a drawing for a cash or money prize or prizes, with respect to which tickets may be sold in advance of the occasion of the drawing and the winner(s) need not be present to win, the prize or prizes equaling 50 percent of the amount received for all tickets or rights to participate.

“On premises draw raffle” means a raffle conducted by a drawing for a merchandise prize or prizes, with respect to which all tickets are sold only to persons present at the place of the drawing, the winner(s) determined and the prize(s) awarded to a person or persons present at the drawing.

“On-premises 50-50 raffle” means a raffle conducted by a drawing for cash or money prizes, with respect to which all tickets are sold only to persons present at the place of the drawing, the winner(s) determined and the prize(s) awarded equaling 50 percent of the amount received for all tickets or rights to participate.

“Permutation number” means a number assigned by a manufacturer to identify a pattern of numbers on a bingo card.

“Person” means a natural person, firm, association, corporation or other legal entity.

"Player tracking software" means computer software that may be located on an electronic games of chance system that is used to identify or track certain characteristics of players, including personal data and purchasing habits of players at premises at which games of chance are played.

"Predraw bingo game" means a bingo game played on a non-reusable card which is indelibly marked. A predesignated number of numbers are drawn by the licensee prior to the purchase of cards by the player(s). The cards used are sealed so that the face of the card is undetectable prior to purchase. The prize is determined by a percentage of the gross receipts derived from the sale of cards to participate in the game. The maximum prize is awarded to the player(s) who achieves bingo with the predrawn numbers. The prize is reduced as additional numbers are called.

"Progressive jackpot bingo game" means a bingo game played on a non-reusable card which is indelibly marked, wherein the prize(s) is determined by a percentage of the gross receipts derived from the sale of cards to participate in the game. The jackpot prize winner is the player(s) who completes a full card pattern within a pre-designated number of numbers called. The jackpot game shall on all occasions be played to a conclusion and except for the occasion upon which the jackpot prize is won, award a consolation prize to the player(s) who completes the full card pattern notwithstanding the number of calls in excess of the predesignated number of calls permitted to win the jackpot prize.

"Progressive jackpot prize" means 50 percent of the gross receipts derived from the sale of cards to participate in a progressive jackpot bingo game on the occasion it is won and all previous occasions in the particular progression.

"Qualified organization" means a bona fide organization or association of veterans, religious congregation, religious organization, charitable organization, educational organization, fraternal organization, civic and service club, officially recognized volunteer fire company, officially recognized first aid squad, and officially recognized rescue squad, and senior citizens association or club, which:

1. Is organized as a non-profit or religious organization and is authorized by its certificate or articles of incorporation, bylaws or other written authority to support one of the authorized purposes;

2. Appoints the Executive Officer of the Control Commission as agent for the service of process; and

3. Is constituted of not fewer than five individuals.

"Raffle" means a specific kind of game of chance played by drawing for prizes or the allotment of prizes by chance, by the selling of shares or tickets or rights to participate in such game. Nothing contained in this chapter shall be deemed to authorize as a raffle the playing for money or other valuable thing at any game not specifically authorized by the Control Commission.

"Raffle equipment" means implements, devices and machines designed, intended or used for the conduct of raffles and the identification of the winning number or unit and the ticket or other evidence of rights to participate in raffles.

"Raffle equipment provider" means any person licensed by the Control Commission to provide equipment for use in, or in connection with, the holding, operating or conducting of a raffle, except instant raffle equipment as defined by this chapter.

"Raffle occasion" means the day upon which the drawing or allotment of prizes(s) takes place.

"Registered organization" means a qualified organization, which has applied for, received and possesses a valid registration certificate bearing an identification number issued to it by the Legalized Games of Chance Control Commission. Only a registered organization is qualified to conduct legalized games of chance.

"Regular bingo game" means a game in which a player is entitled to participate without additional charge, upon payment of the charge for admission to the room or place where the game is played.

"Seal card" means a board or placard used in conjunction with an instant raffle game which contains a seal or seals which, when removed or opened, reveals a pre-designated number, letter, symbol or monetary denomination which awards a prize to the winner. Some winners may qualify for an additional top-tier monetary or merchandise prize.

"Secondary component" means additional software or hardware components, provided by the manufacturer that are part of or are connected to an electronic games of chance system.

"Senior citizens association or club" means an association or club that is formed and is functioning as an organization not for profit to the benefit of its membership in general and is comprised predominantly of persons who are at least 62 years of age.

"Serial number" means a number having a minimum of five characters, printed by the manufacturer on each ticket, right or share to participate in an instant raffle game or on each card to participate in a bingo game.

"Services rendered" means repair to equipment and reasonable compensation to bookkeepers or accountants who assist by rendering their professional services for an amount conforming to the schedule of authorized fees fixed by this chapter (see N.J.A.C. 13:47-16.2, Schedule of Fees, "B"). In the case of bingo "services rendered" also means rental of premises (see N.J.A.C. 13:47-14, Rental of Premises for Bingo). Where premises are not rented for a fee, "services rendered" may include a reasonable amount for janitorial service. In the case of raffles, "services rendered" does not include rental of premises but does include rental of equipment for raffles, when rented from an approved person in an amount conforming to the schedule of authorized rates fixed by these rules. In the case of raffles, "services rendered" shall not be an authorized expense unless rendered solely for the conduct of the raffle.

"Site system" means the computer hardware, software, and peripheral equipment that is located at the bingo premises, is controlled by the registered organization, and interfaces with, connects with, controls or defines the operational parameters of card-minding devices and must include, but is not limited to, the following components: point of sale station, a caller station verifier, required printers, dial-up modem, proprietary executable software, report generation software and an accounting system and database.

"Six-on playing board" means a playing board containing six playing cards used to play bingo.

"Something of value" means any money or property, any token, object or article exchangeable for money or property, or any form of credit or promise directly or indirectly

contemplating transfer of money or property or of any interest, or involving extension of a service, entertainment or a privilege of playing at a game without charge.

" 'Special' bingo game" means a game that is played in addition to a "regular" bingo game, for which a player must pay a charge in addition to the charge for admission to the room or place where the game is played. A "special" game must be played on a non-reusable card that is indelibly marked or an electronic card minding device.

"Special door prize raffle" means a raffle for a door prize(s) of donated merchandise, the total retail value of which shall not exceed $50.00, for which no extra charge is made, at an assemblage where no other game of chance is held, operated or conducted, and the net proceeds of which are devoted to an authorized purpose.

"Special Senior Citizen Bingo" means any bingo game held, operated and conducted by a senior citizen association or club solely for the purpose of amusement and recreation of its members, where:

1. No player or other person furnishes something of value for the opportunity to participate;

2. The prizes offered or awarded are of nominal value;

3. No person other than a bona fide active member of the licensed organization participates in the conduct of the game or games; and

4. No person is paid for conducting or assisting in the conduct of the game or games.

"Successive occasion" means the next occasion in the sequence of occasions for which the license is issued.

"Terminal number or account number" means the unique identifier containing the name of manufacturer, validation number, the player terminal number, and the date of manufacture.

SUBCHAPTER 2.
REGISTRATION AND IDENTIFICATION

13:47-2.1 GENERAL PROVISIONS

a) Every qualified organization desiring to apply for a license to conduct bingo or raffles or to allow its members to assist a licensed affiliated organization, as described in N.J.A.C. 13:47-6.4 shall, before making any such application or allowing any assistance, register with the Control Commission and secure an identification number.

b) An identification number issued by the Control Commission shall be valid for a period of two years or until modified, suspended or revoked by the Control Commission.

13:47-2.2 REGISTRATION FORM

Registration shall be upon a form supplied on request by the Secretary of the Control Commission. Form 1-A is hereby adopted for that purpose.

13:47-2.3 APPLICATION FOR REGISTRATION: RENEWAL; FEES

a) Except as provided in (b) below, each organization requesting registration shall remit by check or money order a non-refundable biennial registration fee of $100.00, payable to the Legalized Games of Chance Control Commission, and shall submit a completed application together with sufficient proof of the organization's eligibility for registration. Such proofs shall include at least the following:

1) The by-laws and constitution or any other written authority under which the applicant organization operates;

2) The names and addresses of five individuals over the age of 18 who are to be primarily responsible for the conduct of the games of chance on each occasion and who are to ensure proper utilization of the net proceeds; and

3) If incorporated, a copy of the applicant organization's articles of incorporation which have been filed with the proper governmental body in the state of incorporation.

b) A senior citizen association or club requesting registration shall submit a completed application together with sufficient proof of the organization's eligibility for registration. Qualified senior citizen associations and clubs shall be exempt from the biennial registration fee.

c) The Control Commission, when provided with all information required by this section and upon its considered review of such qualifying information, and being satisfied that the applicant organization is a qualified organization, shall direct the Secretary to assign an identification number to the organization and affix that number to a copy of Form 1-AC.

d) Each registered organization requesting renewal of its registration with the Control Commission shall apply for renewal on the form provided by the Commission. The renewal form shall report any changes in the information previously supplied or shall confirm that the information previously supplied to the Commission has not changed.

e) Each registered organization requesting renewal of its registration with the Control Commission shall remit by check payable to the Legalized Games of Chance Control Commission, a non-refundable fee of $100.00 together with any additional information requested by the Control Commission.

f) If an organization does not renew its registration prior to its expiration date, the organization may renew its registration within 30 days of its expiration by filing an application for renewal of its registration together with a check in the amount set forth in (e) above, plus an additional amount of $35.00 as a late filing fee.

g) If an organization does not renew its registration within 30 days of its expiration, the organization may only re-apply for registration by fulfilling all of the initial registration requirements as set forth in (a) above.

13:47-2.4 IDENTIFICATION NUMBER

All applications for licenses, amendment of licenses, reports and any other papers relating to licensed games of chance, shall bear the identification number of the organization involved.

13:47-2.5 MUNICIPAL APPROVAL

Neither registration nor the assignment of an identification number shall entitle any organization to bold, operate or conduct, or assist in the holding, operating or conducting of, any game or games of chance without the approval of the issuing authority of the municipality in which the game or games are to be held, operated or conducted.

13:47-2.6 ASSISTING ORGANIZATION

Every organization, whose members assist a licensed organization in the holding, operating or conducting of bingo or raffles according to law and this chapter, shall register with the Control Commission and secure an identification number before such assistance is given.

13:47-2.7 SPECIAL DOOR PRIZE RAFFLE

Qualified organizations desiring to conduct a special door prize raffle for which no license from the municipality is required shall, before conducting the same, register with the Control Commission and secure an identification number.

13:47-2.8 DUPLICATE REGISTRATION CERTIFICATE

a) Upon loss of its original registration certificate a registered organization shall obtain a duplicate registration certificate by filing a written request with the Control Commission which is signed by an elected officer of the registered organization. The request shall state the following:

1) The reason the request is being made;

2) The approximate date upon which the original certificate was lost;

3) The name and address of last person known to have possession of the original certificate;

4) The name and address of the person to whom the duplicate registration form is to be sent; and

5) The name, address, signature of and office held by the officer making the request on behalf of the organization.

b) The signature and statement of the elected officer making the request must be notarized.

c) The request must be forwarded to the Control Commission together with a non-refundable fee of $50.00, by check payable to the Legalized Games of Chance Control Commission, together with any additional information requested by the Control Commission.

13:47-2.9 LICENSE TO CONDUCT GAMES OF CHANCE

a) No registered organization shall conduct bingo, any type of raffle, or other forms of games of chance, except a special door prize raffle, without having first obtained a license to conduct the same from the municipality in which the game or games are to be held, operated or conducted.

b) No registered organization shall conduct any unauthorized bingo, raffle or other game of chance.

13:47-2.10 SUSPENSION; REVOCATION; PENALTIES; OTHER SANCTIONS

a) Any registered organization that violates any provision of the Legalized Games of Chance Commission Law, N.J.S.A. 5:8-1 et seq., the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., or the rules and regulations promulgated by the Control Commission shall be subject to suspension or revocation of the identification number or other sanction in the same manner as established under N.J.A.C. 13:47-10.

b) Only the Control Commission shall conduct proceedings to suspend or to revoke an organization's identification number.

c) Any person violating any provision of any law or regulation administered by the Control Commission shall in addition to any other sanctions provided in section 7 of P.L. 1954, c.6 (N.J.S.A. 5:8-30) or section 8 of P.L. 1954 c.5 (N.J.S.A. 5:8-57) be liable to a civil penalty of not more than $7,500 for the first offense and not more than $15,000 for the second and each subsequent offense.

SUBCHAPTER 3.
APPLICATIONS

13:47-3.1 BINGO LICENSE APPLICATION FORM; CERTIFICATE FOR RENTED PREMISES

Applications for bingo licenses shall be made on Form 2B-A, which is hereby adopted. Where premises are to be rented, a certificate of the landlord shall be obtained from the landlord and attached to the application, such certificate to be on Form 10-A which is hereby adopted.

13:47-3.2 RAFFLES LICENSE APPLICATION FORM; CERTIFICATE FOR LEASED EQUIPMENT

Applications for raffles licenses shall be made on Form 2R-A, which is hereby adopted. Where raffles equipment is to be leased, a certificate of the lessor shall be obtained from the raffle equipment supplier and attached to the application, such certificate to be Form 13 which is hereby adopted.

13:47-3.3 FILING

License applications shall be filed in quadruplicate with the municipal clerk. One copy shall be retained by the municipal clerk, the second copy shall be returned to the applicant after a license has been granted or denied by the issuing authority. The third copy shall be forwarded to

the Control Commission by the municipal clerk and the fourth copy shall be delivered to the law enforcement agency in the municipality.

13:47-3.4 EXHIBITS REQUIRED FOR FILING APPLICATION FOR MUNICIPAL LICENSE

No application shall be accepted unless the applicant at the time of filing the application exhibits a valid registration certificate issued to it by the Control Commission bearing its identification number which shall be entered on the application.

13:47-3.5 ASSIGNMENT OF NUMBER

Upon receiving a license application by the municipality, the municipal clerk shall assign a number thereto and endorse it on all copies of the application. The number shall be composed of the prefix BA for bingo application or the prefix RA for a raffles application and a consecutive serial number. Thus, the number BA:110 will indicate that the application was filed for Bingo, and that it was the 110th application for a license to conduct games of chance.

13:47-3.6 BINGO AND RAFFLE; SEPARATE APPLICATION AND LICENSE; SPECIAL SENIOR CITIZEN BINGO LICENSE

a) A separate application for a Special Senior Citizen Bingo shall be filed with the clerk of the municipality where the games are to be held, operated or conducted. The license shall be valid for a period of two years.

b) An application and license to conduct bingo may include up to 72 occasions, provided the application does not include:

   1) More than six occasions in any one calendar month;

   2) Dates of occasions for a period of more than one year; or

   3) A date of an occasion beyond the date upon which the applicant's registration with the Control Commission expires.

c) A separate application and license shall be used for each of the following types of raffles and shall, in each instance, specify the particular type of raffle as follows:

   1) On-premises draw raffle offering merchandise as a prize;

2) On-premises 50-50 raffle offering a cash or money prize;

3) Off-premises draw raffle offering a merchandise prize;

4) Non-draw raffles (carnival games and wheels);

5) Off-premises 50-50 raffle offering a cash or money prize;

6) Off-premises duck race raffles offering a merchandise prize;

7) Off-premises calendar raffle offering a merchandise or cash prize;

8) Instant raffle game offering cash or merchandise as a prize;

9) A Golf Hole-in-One Contest offering a merchandise or cash prize;

10) Armchair races; and

11) Casino nights.

d) In the case of a special door prize raffle, see N.J.A.C. 13:47-8.15, Special door-prize raffle.

e) No application for a license to conduct any type of game of chance shall be accepted if the application includes:

1) Dates that exceed a period of one year;

2) Dates in a specific time period in excess of the maximum allowable frequency with which that type of game of chance may be held, operated or conducted as set forth in N.J.A.C. 13:47-6.11;

3) A date beyond the date upon which the applicant's registration with the Control Commission expires; or

4) A date in a period during which the applicant organization's registration has been suspended by the Control Commission.

f) No application shall be accepted if the applicant organization's registration has been revoked by the Control Commission.

13:47-3.7 REGISTER OF APPLICATIONS

a) The municipal clerk shall keep a register or list of all applications filed, containing the following:

1) Date of filing;

2) Name of applicant;

3) Identification number;

4) The designation BA if the application is for bingo, or RA if it is for raffles;

5) The consecutive serial number;

6) Date of issuance of license;

7) Amount of fee paid;

8) Date of denial of license;

9) Date of suspension or revocation of license.

b) The register shall be substantially in the form designated by Form 3, hereby adopted.

13:47-3.8 REINSTATEMENT OF LICENSE

When a license has been suspended or revoked, and the suspension or revocation is set aside, or the license is reinstated, the original license shall not be reissued. In such case the applicant shall file a new application, which shall be given a new number, as shall the license issued, as though there had been no prior license, but the number shall be followed by the suffix "X." The licensee shall receive credit for any license fee paid that has not been refunded.

13:47-3.9 DENIAL OF LICENSE SET ASIDE

When a license has been denied, and the denial is set aside, the applicant shall again submit the application which was returned to him, and the clerk shall endorse a new application number thereon, and on the clerk's copy, and make entry thereof in the register, as though a new application had been filed. The municipal clerk shall immediately notify the Control Commission of the new application number assigned together with the number which it replaces. The license issued thereon shall carry the new number, but the number shall carry the suffix "Y".

13:47-3.10 DOCKET

c) The municipal clerk shall also keep and maintain a docket, with a separate sheet for each licensee, on which he shall enter the following:

1) The serial number of all licenses issued to each licensee;

2) The date of issue;

3) The dates for which the license permits games of chance to be played;

4) The retail value of prizes to be awarded by raffles as to raffles subject to an annual limit; and

5) The date when the report is filed.

d) The dates for which bingo and raffles are licensed shall be entered in separate columns to permit determination of compliance with limits on the number of games per month.

c) The docket shall be substantially in the form designated by Form 4, hereby adopted.

13:47-3.11 RESERVED

SUBCHAPTER 4.
LICENSE ISSUANCE

13:47-4.1 FINDINGS AND DETERMINATION

a) Upon reviewing and determining whether to approve or deny a license application or an amendment to a license, the issuing authority shall record its findings and determination as to each of the conditions established by law.

b) Upon investigating and passing upon a suspension or revocation of license, the governing body shall record its findings and determination as to each of the conditions established by law.

c) Such record shall be made in duplicate, on Form 5-A, which is hereby adopted, Form 5-A shall be signed by a member of the governing body or the municipal clerk.

13:47-4.2 TRANSMITTAL OF COPIES OF FINDINGS AND DETERMINATION

Upon making its findings and determination, the issuing authority shall within three days transmit a copy of its findings and determination to the Control Commission. The findings and determination together with the third copy of the application as provided in N.J.A.C. 13:47-3.3 shall be received by the Control Commission prior to the holding of the first game authorized.

13:47-4.3 DUTIES OF MUNICIPAL CLERK; COMPUTATION OF FEES; NOTICE OF DENIAL; LICENSE ISSUANCE

a) Upon receiving the finding and determination of the issuing authority, the municipal clerk shall, if the license is granted, compute the fee payable by law, collect any fee due the municipality or the State from the applicant organization and forward any fee due the State together with the application to the Control Commission.

b) If the Control Commission has not taken action on the application within 14 calendar days after the municipality has mailed the application and licensing fee to the Control Commission, the application is deemed approved.

c) If the license is denied, the municipal clerk shall forward a copy of the application marked denied, together with a copy of the findings and determinations of the issuing authority to the Control Commission and notify the applicant by regular mail. The notification to the Control Commission and the applicant shall be made within three days of the issuing authority's decision to deny the license.

13:47-4.4 FORM FOR LICENSE ISSUANCE

a) Bingo licenses and Raffles licenses shall be issued on Form 6B/R which is hereby adopted.

b) In the case of Raffles licenses, the license must show the specific type and number of raffle games or allotment of prizes by chance to be conducted under the license.

13:47-4.5 ENDORSEMENT OF LICENSE NUMBER

Upon the issuance of a license, the municipal clerk shall endorse a license number, which shall be the same as the application number, except that the prefix shall be BL for bingo licenses and RL for raffles licenses.

13:47-4.6 COPIES OF LICENSE

The municipal clerk shall prepare licenses in triplicate, retaining one copy, issuing the original to the licensee and forwarding the second copy to the law enforcement agency of the municipality.

13:47-4.7 DURATION OF LICENSE

No licenses for the holding, operating and conducting of any game of chance shall be effective for a period of more than one year or for a date beyond the date upon which the organization's registration with the Control Commission expires.

13:47-4.8 JOINT LICENSE

No joint license for the holding, operating and conducting of any game of chance shall be issued to two or more organizations.

13:47-4.9 LICENSING FEES PAYABLE TO THE CONTROL COMMISSION

a) Except as provided in (d) below, all licensing fees are to be paid by check made payable to the Legalized Games of Chance Control Commission at the time the application is filed with the municipality, except as set forth in (c)6 below.

b) The licensing fees payable to the Commission are:

1) Bingo: $20.00 for each occasion on which any game or games of bingo are to be conducted under the license;

2) On-premises draw raffle for cash prizes (50/50) in excess of $400.00 or merchandise prizes where the total combined retail value of prizes awarded is in excess of $400.00: $20.00 for each day on which a drawing(s) is to be conducted under the license;

3) On-premises draw raffle for cash prizes (50/50) that do not exceed $400.00 or merchandise prizes where the total combined retail value of prizes awarded does not exceed $400.00: no licensing fee. In the event the retail value of the prize(s) offered or awarded exceeds $400.00 in a raffle in which it was anticipated that the retail value would not exceed $400.00, the licensee shall submit a check or money order made payable to the Legalized Games of Chance Commission in the amount of $20.00 at the time of filing the report of operations required by N.J.A.C. 13:47-9 and if required, provide the licensing municipality with any additional fees due, together with a copy of the Report of Raffle Operations;

4) Off-premises draw raffle awarding merchandise as a prize: $20.00 for each $1,000 or part thereof of the retail value of the prize(s) to be awarded;

5) Carnival games or wheels: $20.00 for each game or wheel held on any one day, or any series of consecutive days not exceeding six at one location;

6) Off-premises cash (50/50) raffle: a $20.00 fee shall be paid at the time the application is filed. In the event the awarded prize exceeds $1,000, then an additional fee of $20.00 for each $1,000 or part thereof in value of the awarded prize in excess of $1,000 shall be forwarded to the Control Commission by check payable to the Legalized Games of Chance Control Commission together with the Report of Operations as required by N.J.A.C. 13:47-9 and if required, any additional fees due, together with a copy of the Report of Raffle Operations shall be provided to the licensing municipality;

7) Special door prize raffle: no fee is payable and no license is required, provided the merchandise is wholly donated, has a total retail value of less than $50.00, and the raffle is conducted in accordance with N.J.A.C. 13:47-3.11 and 8.15;

8) Calendar raffle awarding cash or merchandise as a prize: $20.00 for each $1,000 or part thereof of the retail value of the prize(s) to be awarded.

9) Instant raffle games awarding cash or merchandise as a prize:

   i) $20.00 for each day on which instant raffle tickets are sold or offered for sale; or

   ii) $750.00 for a one-year license to sell, or to offer for sale, instant raffle tickets during that year.

10) Golf Hole-in-One Contest: $20.00 for each $1,000 or part thereof of the retail value of the ancillary prizes offered.

11) Armchair race: $50.00 per licensed day of operation.

12) Casino Night: $100.00 for each day of operation.

c) The licensee fees set forth in (a) through (c) above shall not apply to any senior citizen association or club registered with the Control Commission, which will hold, operate or conduct the games solely for the bona fide active members of the licensed association or club. No fee shall be charged to any senior citizen association or club for processing an

application or issuing a license to hold, operate or conduct any legalized game of chance solely for its bona fide active members.

13:47-4.10 LICENSING FEES PAYABLE TO THE LICENSING MUNICIPALITY

a) Where no specific ordinance setting fees due the licensing municipality exists, the licensing municipality shall charge a fee in an amount equal to the amount charged by the Control Commission.

b) Each licensing municipality may set by ordinance a licensing fee in an amount necessary to defray all proper expenses incurred by the municipality in the administration of the Bingo Licensing Law, the Raffles Licensing Law and the regulations governing the conduct of any game or games held, operated or conducted under any license issued by it. No municipal licensing fee shall be set at an amount in excess of the amount charged by the Control Commission.

c) A municipality may by ordinance exempt all qualified organizations from the payment of any municipal licensing fee.

d) No municipal ordinance shall exempt any organization from payment of any fee due the Control Commission.

e) Each licensing municipality shall forward a copy of any such ordinance to the Control Commission immediately upon adoption.

SUBCHAPTER 5.
LICENSE AMENDMENT

13:47-5.1 APPLICATION FORM

a) Application to amend a license shall be made by an officer of the licensee on Form 7-A, hereby adopted. The application shall have annexed such proofs, signatures and verifications as would have been necessary if the changes were in the original application.

b) No licensee who has applied for an amended license shall operate a game in any manner other than that which has been licensed until an amended license certificate has been issued.

13:47-5.2 COPIES OF APPLICATION

The same number of copies of an application to amend a license shall be required as for an application for a license, and the application shall be processed and disposed of in the same manner.

13:47-5.3 APPROVAL

When the issuing authority approves an amendment of a license, the original license shall be returned by the license holder and exchanged for the amended license, upon payment of any additional fee required.

13:47-5.4 NEW DATE

If a game of chance cannot be held on the date stated in the license because of emergency weather conditions or because of other emergency conditions determined by the Control Commission, the organization may within 48 hours fix a new date for the game, which date shall be within seven days of the original date. Within such 48-hour period, and in any case before the postponed game is held, written notification of the new date shall be filed in duplicate with the municipal clerk of the municipality in which the Game of Chance is to be held. The municipal clerk shall immediately forward the duplicate copy of the notification to the Control Commission.

SUBCHAPTER 5A.
CERTIFICATION OF PERMISSIBILITY: ELECTRONIC GAMES OF CHANCE SYSTEMS

13:47-5A.1 APPROVAL OF ELECTRONIC GAMES OF CHANCE SYSTEMS

a) An electronic games of chance system shall not be sold, leased, or otherwise furnished to any person in this State for use in conducting games of chance unless an electronic games of chance system having the identical proprietary software and the identical components has first been tested by a testing facility approved by the Control Commission.

b) A person approved by the Control Commission pursuant to N.J.A.C. 13:47-13.1 through 13.9 desiring to obtain certification of permissibility for an electronic games of chance system shall submit an application for certification to the Control Commission on a form provided by the Control Commission setting forth the name, address, telephone number of a contact person for the manufacturer of the electronic games of chance system proposed for use and such other information as the Control Commission may require, together with the non-refundable application fee of $1,000 payable by check or money order to the order of the Control Commission.

c) The Control Commission shall notify the applicant of the facilities authorized for testing. The manufacturer of the electronic games of chance system shall submit the system to one of the authorized facilities for testing. Submissions shall include all associated hardware, software, written operating manuals and technical information in order to allow the testing facility and the Control Commission to determine whether the electronic games of chance system

complies with applicable requirements established by the Control Commission. The approved testing facility shall perform such tests as shall be necessary to determine that the system meets applicable requirements.

d) Upon conclusion of testing, the laboratory shall provide the Control Commission with a report that contains findings, conclusions and a determination whether the electronic games of chance system meets the applicable requirements of the Control Commission set forth in N.J.A.C. 13:47.

e) The Control Commission shall notify the applicant of its decision to certify or withhold certification of the system.

f) The Control Commission shall not be liable for any damage or destruction of the electronic games of chance system submitted for testing.

g) The applicant shall pay directly to the testing laboratory' any and all costs associated with testing the electronic games of chance system, including shipping and handling.

h) If granted, approval extends only to the specific games of chance system or component approved. Any modification must be approved by the Control Commission. Any addition of software applications or modifications by anyone other than a licensed manufacturer or its designated representative to an approved electronic games of chance system is prohibited.

i) Once an electronic games of chance system or component has been approved, the Control Commission may retain the system or component for further testing and evaluation for as long as the Control Commission deems necessary. The manufacturer shall make provisions to retrieve the system or component if requested by the Control Commission, at the manufacturer’s expense. Failure to do so will result in the manufacturer relinquishing its rights to the system or component and the Control Commission shall dispose of the system or component as it deems appropriate.

13:47-5A.2 REQUIREMENTS FOR ELECTRONIC GAMES OF CHANCE SYSTEMS

a) An electronic games of chance system shall have dialup capability, so that the Control Commission may remotely verify the operation, compliance and internal accounting systems at any time. The manufacturer shall provide to the Control Commission all current protocols, passwords, and any other required information needed to access the system. Any and all reports maintained or generated by the electronic games of chance system shall be capable of being downloaded or otherwise accessed via the modem. A check sum number or digital signature shall be obtained for the proprietary software submitted for testing to be used to verity proprietary software compliance at playing locations.

b) Except for the release of the information to the Control Commission in accordance with (a) above, the manufacturer shall secure all protocols, passwords, and any other required information needed to access its system and such information shall not be accessible so that it is not able to be altered.

c) If an electronic games of chance system includes player tracking software, records generated by the use of the player tracking software are subject to review by the Control Commission. The records shall be maintained by the registered organization for a period of not less than 12 months. Player tracking records shall at all times be the property of the registered organization and neither the manufacturer nor the distributor shall utilize or make available to any person, other than the Control Commission or as otherwise authorized by law, the information contained within the player tracking software without the express written permission of the registered organization.

d) An electronic games of chance system shall permit the games of chance to be played in accordance with the rules established by the Control Commission.

e) An electronic games of chance system shall be designed with sufficient security safeguards so as to permit verification that all proprietary software components are authentic copies of the approved software components and all functioning components of the electronic games of chance system are operating with identical copies of approved software programs. The system shall also have sufficient security safeguards so that any restrictions or requirements authorized by the Control Commission or any approved proprietary software are protected from alteration by unauthorized personnel.

13:47-5A.3 RIGHT TO RESTRICT SPECIFIC TERMS OF CERTIFICATION

Any certification of permissibility for an electronic games of chance system may restrict the number of places or the number of specific kinds of games that may be held, operated or conducted by any one licensee, directly or indirectly, and by the imposition of such other controls as the Control Commission shall deem suitable and proper.

13:47-5A.4 AMENDMENTS OF CERTIFICATIONS

Certifications of permissibility for an electronic games of chance system may be granted by the Control Commission in terms applicable to more than one of certain named or described games, all of which are similar in specific kind, and such certifications may be amended from time to time to include additional games differently named or described, but similar in specific kind to those previously certified.

13:47-5A.5 NUMBERING OF CERTIFICATIONS

Each certification of permissibility granted by the Control Commission shall bear a serial number. That number shall be included in the description of the game to be licensed in the application for license and in the license certification when issued.

13:47-5A.6 CANCELLATION OF CERTIFICATION

a) Any certification of permissibility may be cancelled and vacated or modified by the Control Commission in its sound discretion at any time, either specifically as to a particular license or licenses, or generally as to all licenses issued on the basis of the particular certification. Those licenses affected shall, 30 days after the cancellation and vacation, no longer authorize the holding, operation or conduct of the game which was the subject of the certification, or, in the case of the modification of a certification, shall authorize the holding, operating and conduct of the game only in the manner specified in the modified certification.

b) Before any cancellation and vacation or modification of a certification shall occur, any licensee operating a game under such certification shall be given notice and afforded an opportunity to be heard by the Control Commission.

13:47-5A.7 GAMES AUTHORIZED ONLY IN RESPECT TO PARTICULAR CERTIFICATION

Any license issued to authorize the holding, operation and conduct of any kind of game of chance shall be deemed to authorize such holding, operation and conduct only in the manner and to the extent certified as permissible by the certification of permissibility granted with respect to such game.

13:47-5A.8 NOTIFICATION TO CONTROL COMMISSION

a) Within 48 hours after agreeing to provide electronic games of chance, whether or not a charge is made for the equipment, the equipment provider shall send to the Control Commission a written notification that includes the following:

1) The name, address, Control Commission identification number and bingo license number of the licensee to whom the equipment is to be supplied;

2) The address of the location where the equipment will be installed and used;

3) The date on which equipment is to be installed;

4) An exact description of all equipment to be supplied, including the certification of permissibility number of the electronic games of chance system;

5) The date and time when the equipment is to be used;

6) The name and telephone number of the licensee's contact person;

7) The name and telephone number of the equipment provider's contact person; and

8) The total amount of charge made, if any.

SUBCHAPTER 6.
GENERAL CONDUCT OF GAMES OF CHANCE

13:47-6.1 MEMBER IN CHARGE OF CONDUCT OF GAMES

a) The officers of a licensee shall designate a bona fide, active member to be in charge of, and primarily responsible for, the conduct of the game of chance on each occasion.

b) The member in charge shall supervise all activities on the occasions for which he is in charge and shall be responsible for the making of the required report of operations thereof.

c) The member in charge shall be familiar with the provisions of the Bingo Licensing Law or the Raffles Licensing Law as the case may be and the rules and regulations of this Chapter.

13:47-6.2 MEMBER IN CHARGE OF PROCEEDS; SEPARATE BANK ACCOUNT

a) The officers of a licensee shall designate an officer or member to be in full charge of, and responsible for, the proper utilization of the entire net proceeds of the games of chance in accordance with the law and the rules and regulations of this Chapter.

b) Each registered organization shall establish, keep and maintain a bank account in a State or Federal chartered banking institution in which only the proceeds derived from the conduct of games of chance shall be deposited and from which only payments for authorized expenses and utilization of net proceeds for authorized purposes shall be made.

13:47-6.3 USE OF PROCEEDS; CAPITAL IMPROVEMENTS

a) The entire net proceeds of the games of chance must be devoted to authorized purposes.

b) A qualified organization shall not provide all or any portion of the net proceeds from a game of chance directly to an individual. A qualified organization may use net proceeds to pay expenses on the behalf of an individual for authorized purposes.

c) A bona fide organization or association of veterans of any war in which the United States has been engaged, church or religious congregation or religious organization, charitable, educational or fraternal organization, civic or service club, officially recognized volunteer fire company, or officially recognized volunteer first aid or rescue squad licensed to hold and operate games of chance may use the net proceeds of games of chance for capital improvements to a facility owned by the licensee only if:

1) The facility is devoted full-time to an authorized purpose;

2) A portion of the facility is devoted full-time to an authorized purpose, in which case all of the net proceeds may be used for capital improvements to that portion of the facility so devoted; or

3) All or a portion of the facility is devoted part-time to an authorized purpose, in which case a percentage of the net proceeds may be used for capital improvements to the facility or to that portion of a facility so devoted. The percentage of the net proceeds which may be used for capital improvements under this paragraph shall be equal to the percentage that represents the number of days of the preceding calendar year during which the facility or portion thereof was devoted to an authorized purpose.

d) In determining the amount of net proceeds a licensee may use for capital improvements pursuant to (b) above, an amount not to exceed 25 percent of the total cost of the capital improvement shall be allowed for facility space used full-time for administrative or operational activities of the licensee, provided the space is located in a facility at least half of which was devoted to an authorized purpose for at least 70 days in the previous calendar year.

e) The use of a facility or a portion thereof for an authorized purpose for at least three hours in any one day shall be sufficient to substantiate that the facility or portion thereof was devoted that day to an authorized purpose.

13:47-6.4 CONDUCT BY ACTIVE MEMBERS AND COMPENSATED NON-MEMBERS

a) No person shall assist in the holding, operating or conducting of a game of chance except:

1) Active members of the registered organization, active members of its parent organization, active members of an auxiliary organization, active members of an organization of which the registered organization is an auxiliary or active members of an

organization having a common parent organization, provided that the assisting organization is registered with the Control Commission; and

2) A person who is not a member of the registered organization, an auxiliary or affiliated organization as described in this subsection, and who has been approved by the Control Commission in accordance with the provisions of N.J.A.C. 13:47-6A and who will be compensated for holding, operating or conducting or assisting in the holding, operating or conducting of the game.

b) Before members of an affiliated organization assist the licensee in the conduct of a game of chance, the affiliated organization shall register with the Control Commission and secure an identification number.

c) Bookkeepers and accountants who assist by rendering their professional services need not be within the categories stated in (a) above, provided the professional services of bookkeepers and accountants are limited to making bookkeeping entries for the operation of games of chance on any one day, preparing reports of operations required by this chapter for any game of chance, opening books for a games of chance account, or supervising bookkeeping and accounting systems for the operation of games of chance.

d) No bookkeeper or accountant shall receive or handle any of the proceeds of a game of chance during the conduct of the game of chance or be present in the money room or other place on the licensed premises where the proceeds of the game of chance are received by the member of the licensee designated to be in charge of and primarily responsible for the proceeds.

e) No bookkeeper or accountant shall assist in the holding, operating or conducting of a game of chance except as specified in (c) above.

f) No person who has participated as a player in any game of chance held, operated or conducted concurrently with the holding, operating or conducting of bingo, including, but not limited to, participating in the playing of bingo shall hold, operate or conduct or assist in the holding, operating or conducting of any game of chance conducted on that occasion.

g) No person who has held, operated or conducted or assisted in the holding, operating or conducting of any game of chance held, operated or conducted concurrently with the holding, operating or conducting of bingo shall participate as a player in any game of chance held, operated or conducted on that occasion including, but not limited to, the playing of bingo.

13:47-6.5 COMPENSATION

a) No commission, salary, compensation, reward or recompense may be paid to any member of the licensed organization or a member of an organization which is auxiliary to or affiliated with the licensed organization for holding, operating or conducting, or assisting in the holding, operating or conducting of a game of chance, except for bookkeepers or accountants who assist by rendering their professional services for an amount within the schedule of fees fixed by these rules, or a person approved by the Control Commission as a game operator who is not a member of the licensed organization or a member of an organization which is auxiliary to or affiliated with the licensed organization.

b) No person holding, operating or conducting, or assisting in the holding, operating or conducting of a game of chance may receive or accept any reward, compensation, gratuity or recompense, directly or indirectly, from any patron or participant in such game of chance.

13:47-6.6 DISPLAY OF LICENSE; OTHER NOTICE

a) Each license issued for the conduct of a game of chance shall be conspicuously displayed at the place where the game of chance is being conducted at all times during the conduct of the game.

b) Whenever an organization shall conduct a game of chance it shall display, adjacent to the wheel or the place of the allotment of prize(s) by chance, a sign as follows: “Is gambling a problem for you or someone in your family? Dial 1-800-GAMBLER.” The sign shall be provided by the Control Commission.

13:47-6.7 INSPECTION

a) The premises where any game of chance is being held, operated or conducted, or where it is intended that any game of chance shall be held, operated or conducted, or where it is intended that any equipment be used, shall at all times be open to inspection by the officers and agents of the municipality in which the premises are situated and to the Control Commission and its agents and employees.

b) If, in the course of such inspection, a violation of the rules and regulations of this Chapter or the Bingo Licensing Law or the Raffles Licensing Law shall be observed, said officers and agents of the municipality in which the premises are situated or said agents and employees of the Control Commission shall have the right to suspend the continued operation of any and all games of chance being held, operated or conducted on the premises until such time as said violation is corrected and all games of chance are held, operated and conducted in accord with the license therefor, the Rules and Regulations promulgated by the Control Commission and the Bingo or Raffles Licensing Law.

13:47-6.8 AUTHORIZATION BY MUNICIPALITY FOR GAMES ON SUNDAY

No municipality may authorize the holding, operating or conducting of a game of chance on Sunday, unless specifically so authorized by an ordinance duly adopted by the municipality.

13:47-6.9 PROVISION IN LICENSE FOR GAMES ON SUNDAY

No game of chance shall be conducted under any license on Sunday, unless the license specifically so provides.

13:47-6.10 PLAYER AGE LIMITATION

a) No person under the age of 18 years shall be permitted to participate as a player in any game of bingo.

b) No person under the age of 18 years shall be permitted to participate in any draw raffle or in any non-draw raffle offering and awarding cash or money as a prize.

c) Except for the serving or selling of food and beverages, no person under the age of 18 years shall hold, operate or conduct or assist in the holding, operating or conducting of any game of chance held, operated or conducted under any license issued pursuant to the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq. or the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and the rules set forth in this chapter.

d) Whenever an organization shall conduct any draw raffle, or non-draw raffle which offers cash or money as a prize, it shall cause a sign to be displayed adjacent to the place of the allotment of prize(s) by chance as follows: “Persons under the age of 18 years are not permitted to participate in this game of chance (N.J.S.A. 5:8-59).” The sign shall not be smaller than 288 square inches and shall be posted in such a location as to be in view of all persons who shall desire to participate.

13:47-6.11 FREQUENCY AND LOCATION OF GAMES

a) No registered organization shall conduct any game(s) of chance more often than as set forth in this section:

1) Bingo shall not be conducted more often than six days in any calendar month.

2) On-premises draw raffles awarding either cash or merchandise as prizes shall not be conducted more often than six days in any one week.

3) Off-premises draw raffles awarding merchandise prizes shall not be conducted more often than six days in any one week.

4) Non-draw raffles (wheels and games) shall not be conducted more often than six days in any one week.

5) Off-premises 50-50 cash draw raffles shall not be conducted more often than twice in any calendar month.

6) A Duck Race raffle shall not be conducted more often than once in any calendar month.

7) A calendar raffle shall not be conducted more often than twice in any calendar year.

8) No instant raffle game shall be held, operated or conducted at any location or on any date within the licensing municipality unless the license indicates each location where, and each date when, the instant raffle games are to be held, operated or conducted and conforms to the provisions of N.J.A.C. 13:47-6.9.

9) Armchair race events shall not be conducted more often than six times in any one week.

10) A casino night shall not be conducted more often than six times in any one week.

b) Only the day upon which a drawing or allotment of prizes takes place shall be considered when determining the frequency of games prescribed by this section.

c) A license issued for the purpose of holding an armchair race or casino night shall be valid on the date of the occasion for which the license is issued beginning at 12:00 A.M. and will expire at 2:00 A.M. the next day.

d) A game licensed pursuant to the provisions of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., or the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter shall only be held, operated or conducted, including the sale of a ticket, share or right to participate in the game, in a municipality in which the voters have approved a referendum making the applicable law operable in that municipality.

13:47-6.12 EXPENSES: PAYMENT REQUIREMENTS

a) No item of expense shall be incurred or paid in connection with the holding, operating, or conducting of a game of chance, except such expenses as are bona fide items of reasonable amount for goods, wares and merchandise furnished or services rendered, which are

reasonably necessary to be purchased or furnished for the holding, operating or conducting of the game of chance.

b) No item of expense shall be incurred or paid for any goods, wares, merchandise, service, equipment or premises provided for use in or in connection with the holding, operating, or conducting of any game of chance that is not provided by a person approved by the Control Commission.

c) No expense other than cash prizes, incurred in the holding, operating or conducting of any game of chance shall be paid from any source other than the account required by N.J.A.C. 13:47-6.2.

d) Payment for prizes in a draw raffle shall be made prior to the date of the drawing.

e) Payment for prizes in a non-draw raffle shall either be made prior to the date of the allotment of prizes or be available to the winner through the licensed organization which holds the prize on consignment basis through a contract agreement between the licensed organization and a person approved by the Control Commission.

f) The registered organization shall pay for all services rendered and equipment used in or in connection with the holding, operating or conducting of a game licensed pursuant to the provisions of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., or the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter no later than 60 days from the date upon which the service is rendered or the equipment is delivered or provided to the registered organization except, when equipment is rented, leased or purchased on conditional sale or on any other installment purchase arrangement in accordance with a written agreement filed with the Control Commission.

13:47-6.13 ADVERTISEMENT; BINGO

a) No bingo game shall be advertised by means of newspaper, radio, television, sound truck, or by means of billboards, posters or handbills, or any other means addressed to the general public; provided, however, that signs not exceeding 60 square feet, each, in area may be displayed as follows:

1) One sign on or adjacent to the premises where the game is to be held; and

2) One sign on or adjacent to the premises where the prize or prizes are exhibited; the prize may be exhibited only in the municipality in which the game of chance is to be held and in the municipality in which the licensee has its headquarters; except as provided in paragraphs 3 and 4 of this subsection; and

3) By a volunteer fire company holding the license for the game, on any fire-fighting equipment belonging to it, in and throughout any community which it serves; and

4) By a first-aid or rescue squad holding the license for the game, on any first-aid or rescue squad equipment belonging to it, in and throughout any community which it serves.

13:47-6.14 ADVERTISEMENT OF RAFFLE; MANDATORY INFORMATION

a) A raffle may be advertised by means of newspaper, radio, television, sound truck, or by means of billboards, posters or handbills, or any other means addressed to the general public in accordance with the provisions of (c) through (e) below only in a municipality in which the majority of the voters therein have voted in favor of the adoption of the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq.

b) No person shall make any false, deceptive, misleading or fraudulent statement as to any representation of the value or description of the prize offered, the time, date or place of the drawing or allotment of the prize(s), or the purpose to which the entire net proceeds of a raffle shall be devoted.

c) No person shall make any comparison whatsoever, directly or indirectly, between a raffle being advertised and any other raffle licensed or unlicensed held, operated or conducted, or to be held, operated or conducted.

d) Only reasonable costs for advertisement consistent with the size and scope of a raffle shall be authorized as an expense to be deducted from the gross receipts derived from the conduct of the raffle.

e) In the event a raffle is held, operated or conducted in conjunction with another activity that is advertised together with the raffle, the cost of advertisement shall not be authorized as an expense deductible from the gross receipts derived from the conduct of the raffle.

f) Any advertisement of a raffle, whether written or oral, shall contain at least the following information:

1) The name of the licensed organization;

2) The identification number issued to it by the Control Commission;

3) The raffle license number issued by the municipality in which the allotment of prizes will take place;

4) The date, time and place of the allotment of the prize(s);

5) An accurate description of the prize(s) to be awarded;

6) The current retail value of the prize(s) to be awarded;

7) The purpose to which the entire net proceeds of the raffle are to be devoted; and

8) The price of the ticket share or right to participate in the raffle.

g) When the advertised raffle is a draw raffle or is a non-draw raffle offering cash or money as a prize, the advertisement shall contain the statement or announcement "No one under the age of 18 years is permitted to participate."

h) Each raffle advertisement shall contain the statement or announcement "If gambling is a problem for you or someone in your family, Dial 1-800-GAMBLER."

13:47-6.15 EXAMINATION OF LICENSEE

The governing body of a municipality where a game of chance is to be held and its duly authorized agents and employees, and the Control Commission and its duly authorized agents and employees, may examine the books and records of any licensee, so far as those books and records relate to any transaction connected with the holding, operating and conducting of a game of chance, and may examine any manager, officer, director, agent, member, employee or assistant of the licensee under oath in relation to the conduct of a game of chance.

13:47-6.16 VALUE OF MERCHANDISE PRIZE

When any merchandise prize is awarded in a game of chance, its value for the purpose of the Bingo Licensing Law, the Raffles Licensing Law, and the rules and regulations of this chapter shall be its current retail price. No merchandise prize shall be redeemable or convertible into cash directly or indirectly.

13:47-6.17 PRICE OF SUPPLIES; INTEREST

Equipment, prizes and supplies for games of chance shall not be purchased or sold at prices in excess of the usual cash price thereof and when purchased on conditional sale or on any other installment purchase arrangement shall be purchased only at the usual cash price with interest not to exceed six percent per annum on the unpaid balance.

13:47-6.18 (RESERVED)

13:47-6.19 ALCOHOL OFFERED AS A PRIZE

a) A licensee may offer alcohol as a prize as part of a draw raffle provided all persons participating in the part of the draw raffle are at least 21 years old. Alcohol shall not be offered as a prize in any non-draw raffle.

b) Alcohol offered as a prize in a draw raffle shall be in an unopened container.

13:47-6.20 PROHIBITED PRIZES

a) No licensee shall offer or award any prize consisting of real estate or any interest therein, bonds, shares of stock, securities or evidences of indebtedness, weapons, live animals (except a gift certificate redeemable for live, edible seafood), foreign or domestic coins (except collector pieces or sets that are marketed as such and are clearly not intended for use as legal tender), tobacco products, motor vehicle leases, or any merchandise refundable in any of the foregoing or as money or cash.

b) A prize consisting of cash or money shall not be offered or awarded except in the case of:

1) A raffle conducted by drawing with the prize(s) equaling 50 percent of the amount received for all tickets or fights to participate;

2) A calendar raffle with the maximum prize amount not to exceed $25,000, held, operated, and conducted pursuant to N.J.A.C. 13:47-8;

3) An instant raffle game having a maximum prize amount of $1,500.00 for any one ticket, held, operated, and conducted pursuant to N.J.A.C. 13:47-8;

4) Any bingo game(s) held, operated and conducted in accordance with the provisions of this chapter and the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq.; or

5) Big six wheels and horse race wheels conducted in accordance with the provisions set forth in N.J.A.C. 13:47-8.

13:47-6.21 CONDUCT BY UNAFFILIATED ORGANIZATIONS

a) Two or more unaffiliated organizations may not conduct bingo at the same place on the same day except as provided in N.J.A.C. 13:47-14.3(c).

b) Two or more unaffiliated organizations may conduct raffles at the same place at the same time.

13:47-6.22 TIME LIMIT FOR DEVOTING OF PROCEEDS

a) The net proceeds derived from the holding of a game of chance must be devoted to one or more of the authorized purposes within one year of the holding of the game of chance. Organizations failing to comply with this section will be required to show cause before the Commission why their right to conduct games of chance should not be revoked.

b) Any organization desiring to hold the net proceeds of games of chance for a period longer than one year may apply to the Commission for special permission.

13:47-6.23 UNREASONABLE PROCEEDS

Any organization licensed to conduct games of chance, which does not show that the conduct of games of chance during any one year period has produced reasonable net proceeds for authorized purposes, will be required to show cause before the Commission why its right to conduct games of chance should not be revoked.

13:47-6.24 (RESERVED)

13:47-6.25 CHEATING: NOTIFICATION; LIABILITY

a) A player in any game of chance authorized by the Control Commission shall play the game solely to win and shall take no action to improve another player's chance of winning.

b) A licensee who has reasonable cause to believe that a player has acted or is acting in violation of (a) above or any other regulation included in this chapter, shall require the player to cease playing the game and shall notify the Control Commission in writing as expeditiously as possible.

c) A licensee who takes good faith action pursuant to (b) above shall not be required to refund or redeem any imitation money held by a player who improved the chances of another player or the player whose chances were improved.

SUBCHAPTER 6A.
COMPENSATED WORKERS

13:47-6A.1 APPLICATION PROCEDURE

a) A person who wants to be compensated for holding, operating or conducting, or assisting in the holding, operating or conducting games of chance for a registered organization shall submit to the Control Commission:

1) An application for a compensated worker license, which includes a statement indicating that the applicant is familiar with the rules governing the operation of games of chance found in N.J.A.C. 13:47;

2) The non-refundable application fee as set forth in N.J.A.C. 13:47-6A.7 by check or money order payable to the Control Commission;

3) A completed criminal history investigation form, provided by the Control Commission authorizing a criminal history record check by the Division of State Police-State Bureau of Investigation; and

4) The criminal history investigation fee as set by the Division of State Police in N.J.A.C. 13:59-1.3(b) by check or money order.

b) The Control Commission shall review the application for completeness, and provided that the applicant meets the qualifications set forth in N.J.A.C. 13:47-6A.4, and barring any violation of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffle Licensing Law, N.J.S.A. 5:8-50 et seq., the Amusement Games Licensing Law, N.J.S.A. 5:8-100 et seq. or disciplinary action in connection with a license, certificate, or registration in another state, shall approve the application.

c) The Control Commission shall notify the applicant of the approval or disapproval of the application and, if approved, issue a license and a license number.

13:47-6A.2 AGENT FOR SERVICE OF PROCESS

a) All applicants for licensure as a compensated worker shall appoint the Executive Officer of the Control Commission as agent for service of process on a form provided by the Control Commission.

b) Upon the service of process on the Executive Officer of the Control Commission as agent for a compensated worker, the Executive Officer shall forward the papers by registered or certified mail, return receipt requested, to the person named and who is a defendant in the proceeding, at the last known address on file with the Control Commission.

13:47-6A.3 LICENSE APPROVAL AND RENEWAL

a) Upon notification of approval by the Control Commission, the applicant shall forward a license fee as set forth in N.J.A.C. 13:47-6A.7 by certified check or money order payable to the Legalized Games of Chance Control Commission. The license shall be valid for one year unless modified, suspended or revoked by the Control Commission.

b) Prior to the expiration of the annual license period, each licensee shall submit an application for license renewal and payment of a license renewal fee as set forth in N.J.A.C. 13:47-6A.7.

c) The Control Commission may suspend or revoke the license of a licensee, after an opportunity to be heard, for any violation of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffle Licensing Law, N.J.S.A. 5:8-50, the Amusement Games Licensing Law, N.J.S.A. 5:8-100 et seq., this chapter or any other applicable statute or rule of the Control Commission.

13:47-6A.4 QUALIFICATIONS OF COMPENSATED WORKERS

a) In order to be approved for licensure as a compensated worker by the Control Commission, a person must be:

1) At least 18 years of age; and

2) Of good moral character and free of criminal convictions.

13:47-6A.5 DUTIES OF COMPENSATED WORKERS

a) A licensed compensated worker may perform all of the duties and functions commonly associated with operating the games of chance, except that no such person shall be authorized to make payments from the licensed organization's games of chance account as required by N.J.A.C. 13:47-6.2.

b) If the person licensed as a compensated worker is a corporation or other business entity, each officer, manager or employee who is holding, operating or conducting, or assisting in the holding, operating or conducting games of chance at the premises where the games are being held shall be a licensed compensated worker.

c) A licensed compensated worker holding, operating or conducting or assisting in the holding, operating or conducting bingo games shall be subject to the supervision of the member in charge of the occasion appointed in accordance with N.J.A.C. 13:47-6.1.

13:47-6A.6 COMPENSATION

A person licensed by the Control Commission who is to be compensated for services rendered to a registered organization in connection with holding, operating or conducting or assisting in the holding, operating or conducting games of chance shall be compensated at a rate that is not less than the minimum wage required to be paid by employers to their employees established pursuant to N.J.S.A. 34:11-56a4, as amended and supplemented.

13:47-6A.7 FEES

a) The following fees for compensated workers shall be charged by the Control Commission:

1) Application fee $100.00;

2) License fee .....$125.00; and

3) License renewal fee ..... $125.00.

SUBCHAPTER 7.
CONDUCT OF BINGO

13:47-7.1 (RESERVED)

13:47-7.2 AMOUNT OF PRIZE LIMITATION

a) No prize may be offered or awarded in excess of the sum or value of $1,000 for a single game, nor may the aggregate of all prizes offered and awarded in all games held on one occasion exceed $3,000, except as provided in (b) and (c) below.

b) No prize awarded in a bingo game wherein the prize is a percentage of the gross receipts derived from the sale of cards to participate in the game, which is authorized to be held, operated and conducted pursuant to this subchapter shall be subject to the limitations set forth in (a) above.

c) A licensee may offer a bonus prize to the winner of a bingo game. The bonus prize shall not be counted towards the limitations on prizes set forth in (a) above. A bonus prize may not exceed $500.00 cash or retail value for a single game and shall not exceed $1,500 cash or retail value for all games held on one occasion.

d) A bonus prize offered as part of a bingo game pursuant to (c) above shall not result in a decrease of the amount of the scheduled prize for that bingo game. For example, if the scheduled prize is $300.00 for a bingo game, a bonus prize for winning that game could not result in that $300.00 being decreased in any way.

e) No prize shall be offered or awarded in any bingo game in any manner that is not specifically authorized by this subchapter.

13:47-7.3 ALCOHOLIC BEVERAGE PROHIBITION

a) Except as provided in (b) below, no game may be conducted in any room or outdoor area where alcoholic beverages are sold, dispensed or consumed during the period between the commencement of the first and the conclusion of the last bingo game of the occasion.

b) Alcoholic beverages may be sold or served during bingo games held on the licensed premises of the holder of a plenary retail consumption license pursuant to P.L. 1954. c. 6 (N.J.S.A. 33:1-12) as long as the holder of the plenary retail consumption license is licensed as an approved rentor pursuant to N.J.S.A. 5:8-49.3 and N.J.A.C. 13:47-14.2.

13:47-7.4 EQUIPMENT, PREMISES: LIMITATION

a) No licensee shall use any equipment or premises for the holding, operating or conducting of bingo unless:

1) The equipment or premises is wholly owned by the licensee;

2) The equipment or premises is provided by a person, and at a rate approved by the Control Commission; or

3) The equipment or premises is loaned free of charge to the licensee by another qualified organization that is registered with the Control Commission.

b) Any premises used for the holding, operating or conducting of bingo shall be used in accordance with the provisions of N.J.A.C. 13:47-14.

13:47-7.5 CHARGE FOR PLAYING BINGO

a) The fee for admission to a room or place in which bingo is to be held, operated or conducted shall not exceed $5.00. This fee shall entitle a person to at least one card allowing such person to participate without additional charge in all regular games to be played on that occasion. There may be an additional fee for the use of an electronic card minding device, but such fee shall not be charged on the basis of the number of cards played.

b) No charge in excess of $1.00 may be made for a single opportunity to participate in any special game to be played on an occasion.

c) No more than $1.00 may be charged for any extra card with which a player may participate in all regular games on an occasion.

d) The charge for admission to the room or place where bingo is to be played and for any card(s) to participate in all games played on the occasion may be accepted in advance of the time and date bingo is to be played, provided a receipt is given to the purchaser upon payment of the charge, containing at least the following information:

1) The name of the registered organization holding, operating and conducting the bingo occasion and the identification number issued to it by the Control Commission;

2) The municipal license number issued for the occasion, and the date, time and place of the occasion; and

3) The price paid and the goods, wares or merchandise to be received for that price.

e) Legally blind or otherwise disabled players may use their personal bingo card(s) or licensees may provide such players with modified bingo card(s) to participate in any bingo game upon payment of an amount equal to that paid by players using traditional cards.

f) Legally blind or otherwise disabled players using modified card(s) to participate in a special bingo game shall purchase traditional special cards and keep them as proof of purchase until the game is won, at which time the member in charge of the occasion shall cause the paper special cards to be destroyed.

13:47-7.6 DIVISION OF PRIZE

When more than one player is found to be the winner on the call of the same number in the same game, the designated prize shall be divided as equally as possible; and when division is not possible, substitute prizes, whose aggregate value shall not exceed that of the designated prize, shall be awarded; but such substitute prizes shall be of equal value to each other.

13:47-7.7 NOTICE

a) The licensee shall conspicuously post a notice in the premises where bingo is played, listing the amounts of the charges for admission and the opportunity to play and for any other service or privilege offered.

b) The notice shall also describe the nature and amount of prizes to be awarded.

c) The notice shall also bear the name of the licensee, the name of the member in charge, and the identification and license numbers.

d) The notice shall also bear the statement “no tipping of bingo workers.”

e) The notice shall include the statement “Is gambling a problem for you or someone in your family? Dial 1-800-GAMBLER.” The notice shall be provided by the Control Commission.

13:47-7.8 PERSON CONDUCTING BINGO; RESTRICTION; MINIMUM AGE

a) No licensee shall permit any person to engage in the conduct of bingo for it or in its behalf who has engaged in the conduct of bingo for or on behalf of any unaffiliated licensee during the same calendar year, except as provided in (c) below.

b) No licensed organization shall permit any person under the age of 18 years to conduct or assist in the conduct of bingo including the sale or distribution of any bingo card, merchandise or service, except for food or beverages, at any time after the room or area where bingo games are to be played is open to the players.

c) A compensated worker licensed by the Control Commission may render services in connection with holding, operating or conducting or assisting in the holding, operating or conducting games for or on behalf of more than one registered organization in the same calendar year if such person is not a member of the registered organization.

13:47-7.9 EQUIPMENT; GENERAL OPERATION OF BINGO

a) Bingo games shall be held, operated and conducted in the manner prescribed by N.J.S.A. 5:8-25 and by Section 1.1 (Definitions) of this Chapter.

b) The electronic card minding system of only one manufacturer may be used on any single occasion.

c) Effective September 20, 2006, all bingo games shall be played on non-reusable cards which are to be indelibly marked when played.

d) The equipment used in the playing of bingo and the method of play shall be such that each card shall have an equal opportunity to be a winner.

e) The objects to be drawn shall be essentially equal as to size, shape, weight and balance and as to all other characteristics that may control their selection and all shall be present in the receptacle before each game is begun.

f) Objects shall not be drawn from the receptacle until the caller is ready to announce the number on the object. Numbers on objects drawn from the receptacle shall not be announced if a player declares bingo prior to the caller starting vocally to make the announcement. Numbers on the objects drawn from the receptacle shall be announced so as to be visible or audible to all players.

g) When a player achieves bingo, it shall be that player's responsibility to declare bingo loud enough for the caller to hear and so that the calling of numbers is stopped. If the player fails to do so and another number(s) is called, the player who had bingo and failed to make his or her bingo known to the caller shall share the prize with any player(s) who achieved bingo on the call of the additional number(s). If the last number called is required to win the game, the player who did not make his or her bingo known prior to the call of an additional number shall not be entitled to any portion of the prize.

h) If a player is required to achieve bingo in a predesignated number of numbers called and the player fails to make his or her bingo known to the caller until after that number of calls has been exceeded, the player shall not be entitled to the prize offered for achieving bingo in the predetermined number of calls.

i) Whenever a player declares bingo, the caller shall not modify the operation of the ball selection device until the card is verified as a winner. In the event the declaration of bingo was made in error the caller shall continue the game by calling the number that was next to be called prior to the erroneous declaration of bingo.

j) A bingo player shall not use more than one electronic card minding device at one occasion.

k) A bingo player shall not play more than 54 card faces per electronic card minding device per game.

l) The bingo player using an electronic card minding device shall input each number or symbol called by the licensed authorized organization into the memory of the card minding device by use of a separate and distinct action for each number or symbol called. Automatic marking of numbers or symbols is prohibited.

m) The bingo player shall notify the licensed organization when a winning pattern or "bingo" occurs by means that do not utilize the card minding device or the associated system.

n) Electronic card minding devices shall be loaded or enabled for play on the premises where the game will be played.

o) No electronic card minding device shall be voided after the call of the first number of the second game of the occasion.

p) The registered organization conducting the game shall assure that adequate backup units or batteries are available to replace defective or malfunctioning electronic card minding devices.

q) No licensed organization shall reserve or allow to be reserved any specific bingo card for use by players except modified paper cards for use by legally blind or otherwise disabled players. Nothing in this subsection shall be construed to prohibit the acceptance of the charge for admission to the room or place where bingo is to be played or for cards to participate in any game played on a bingo occasion in advance of the time or date of the occasion provided a receipt in the form prescribed in N.J.A.C. 13:47-7.5(b) is issued to the purchaser.

r) Modified paper cards used by legally blind or otherwise disabled players shall be commercially produced by a manufacturer approved by the Control Commission.

s) A licensed organization shall have and exercise the right to inspect, accept or reject, with due cause, any personal paper bingo card used by a legally blind or otherwise disabled player.

t) All cards to participate in any bingo game shall be purchased prior to the call of the first number in the game. A card purchased after the call of the first number in the game shall not be valid in that game and the holder of the card shall not be eligible for any portion of the prize offered in that game.

u) In a multi-part game, the order in which the parts of the game were announced before the game began is the order in which the game shall be played. Each part of the game shall be played to conclusion and the winner(s) awarded the prize(s) before continuing to the next part of the game. If a player achieves a bingo in a part of the game other than the part being played, which has not been closed, the player shall wait until the caller opens the part of the game in which he or she has achieved bingo and declare bingo prior to the call of the first number in that part of the game.

v) In a multi-part game, if a player declares bingo when the caller opens a particular part of the game, no additional number shall be called until the bingo is either verified or rejected as erroneous. If the bingo is verified the caller shall proceed to close that part of the game and award the prize. If the bingo is erroneous, the caller shall continue to call numbers until a winner(s) is declared.

13:47-7.10 ARRANGEMENT OF NUMBERS; ANNOUNCEMENT

The particular arrangement of numbers required to be covered in order to win the game shall be clearly described and announced to the players immediately before each game is begun.

13:47-7.11 ARRANGEMENT OF NUMBERS; LIMITATIONS; REQUIRED NOTICE

a) The licensee shall describe and illustrate in the application for license the arrangement of numbers required to be covered in order to win each game and any bonus prizes offered pursuant to N.J.A.C. 13:47-7.2(c).

b) No arrangement of numbers shall require a player to cover fewer than four numbers on any one card.

c) No arrangement of numbers shall require the use of more than four cards.

d) An illustration of the arrangement of numbers required to win the game must be clearly visible to all players during the conduct of the game.

13:47-7.12 ALTERNATE PRIZES

a) Within the limits contained in N.J.A.C. 13:47-7.2, alternate prizes may be offered depending upon the number of calls within which bingo is reached, provided the application for bingo license and the license so specify.

b) If a licensee avails itself of the provisions of this Section, it must announce at the beginning of each game the number of calls within which bingo is to be reached and the amount of the alternate prizes to be awarded.

c) Within the limits contained in N.J.A.C. 13:47-7.2, the prizes offered may be varied depending upon the number of people who attend the occasion, provided the application for bingo license and the bingo license so specify.

d) If a licensee avails itself of the provisions of this section, it must announce at the beginning of each game the number of people present and the prizes to be awarded.

13:47-7.13 VERIFICATION OF NUMBERS

a) Prior to the commencement of bingo games on any occasion, the member in charge of the game shall cause to be made a verification of all objects to be placed in the receptacle and shall inspect the objects in the presence of a disinterested person to insure that all objects are present and that there is no duplication of numbers on said objects prior to the commencement of the bingo games.

b) Any player shall be entitled to call for a verification of all numbers drawn at the time a winner is determined, and for a verification of the objects remaining in the receptacle and not yet drawn. The verification shall be made in the immediate presence of the member designated

to be in charge on the occasion, but if such member be also the announcer, then in the immediate presence of an officer of the licensee.

13:47-7.14 DETERMINATION OF WINNER

a) When a caller has started vocally to announce a call, he shall complete the call of that number.

b) After the caller has started vocally to announce a call, if any person shall have gone bingo based upon the previous number called, such person shall share the designated prize with any other person or persons who may have gone bingo on the completed call.

c) When a player declares “bingo,” the usher shall announce the serial number and color of the card and the numbers on the card which confirm it as a winner of the game. The caller shall repeat the numbers announced by the usher and verify or reject the card presented as a winner. In the event an electronic verifier is used, which contains the identical permutations as those on the cards in play, it is permissible for the usher to substitute the permutation number of the card for the numbers contained in the arrangement of numbers required to win the game, provided a screen displaying a reproduction of the card presented as a winner is visible to the players.

d) When a winner of a bingo game is determined, the caller shall announce to the players present, “Are there any other winners?” If there are no other winners, the caller shall then state, “I declare this game closed,” and shall proceed to award the prize.

e) No person shall be entitled to share the designated prize unless he or she shall have declared bingo and his or her card determined to be a winner prior to the announcement that the game has been closed.

f) If it is determined that a player(s) has won a bingo game on two or more identical bingo cards containing the identical arrangement of numbers (duplicate cards), the licensed organizations shall pay each winning duplicate card the full amount of the offered prize. If another winning card(s) is presented, which is not a duplicate card, when calculating the prize amount to be awarded to each winner**;** the duplicate cards shall be counted as one winner. For example, if there are four winning cards and two of those cards are duplicate cards, the licensed organization shall divide the prize amount offered by three and award one-third of the prize amount to each of the four winners. In this case, the licensed organization shall pay out one and one-third of the amount of the prize offered.

13:47-7.15 PRIZE AVAILABILITY

a) All prizes shall be awarded immediately upon verification of a winner.

13:47-7.16 NUMBER OF GAMES PER OCCASION

No licensee shall conduct more than 35 bingo games on a single occasion.

13:47-7.17 EXCLUSION OF OTHER GAMES

No licensee shall allow or permit the playing for money or other valuable thing of any game not licensed and held, operated and conducted pursuant to the provisions of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., or the provisions of this chapter during or in connection with the holding, operating or conducting of any licensed bingo game.

13:47-7.18 PHYSICAL PRESENCE

a) In the playing of bingo, no person who is not physically present on the premises where the game is actually conducted shall be allowed to participate as a player in the game.

b) No seat or place shall be reserved in any room or area where bingo is held, operated or conducted for any person who is not physically present in that room or area.

c) No persons shall be admitted to the room or area where bingo is held, operated or conducted, except a person who has paid the charge for admission, a person authorized to conduct or assist in the conduct of the game or a person approved to provide a service in or in connection with the game.

d) No person under the age of 18 years shall be physically present in any room or area where bingo is held, operated or conducted, except for a person between the ages of 13 and 18 years of age who has the express written permission of his or her parent or legal guardian to serve or sell food and beverages.

13:47-7.19 SCOPE

All games falling within the definition of “bingo” or “lotto” contained in Article IV, Section VII, paragraph 2 of the Constitution of the State of New Jersey, as amended November 3, 1953, shall be subject to the rules and regulations of this Chapter regardless of the name by which the game is called, and regardless of variations in the mode of play not specified by said Constitution.

13:47-7.20 ELECTRONIC CARD MINDING SYSTEMS REQUIREMENTS

a) Each site system shall include a point of sale station and an internal accounting system that is capable of recording the registered organization’s sale of card minding devices and

disposable bingo cards and shall employ reasonable safeguards to prevent any bingo card, whether electronic or disposable, from duplicating another.

b) Each site system shall ensure that an internal accounting system records and retains the following information for a period of not less than 12 months:

1) The card face permutation number of each bingo card sold for card minding device use;

2) The price of each card or card package sold;

3) The total amount of the card minding device sales for each occasion;

4) The total number of card faces sold for use with card minding devices for each occasion; and

5) The model number and terminal number or account number associated with each portable electronic card minding device or fixed-base card minding device sold.

c) Each site system shall ensure that the applicable point of sale station is capable of printing a receipt for each sale or void of an electronic or paper card face product that includes, at a minimum, the following information:

1) The date and time of the transaction;

2) The dollar value of the transaction and quantity of associated products;

3) The sequential transaction number; and

4) The session in which the product was sold.

d) Each site system shall ensure that the applicable point of sale station is capable of printing a receipt for each sale or void of an electronic product that includes, at a minimum, the following information in addition to the information in (c) above:

1) Each card face permutation number or range of card face permutation numbers; and

2) The model number and terminal number or account number for each portable electronic card minding device or fixed-base card minding device sold.

e) The electronic card minding system shall permit the bingo games to be played in accordance with the requirements of N.J.A.C. 13:47-7.9.

f) Each site system shall include a caller station verifier that is able to verify winning cards. The caller station verifier shall be capable of posting all balls called for verification purposes and print an ordered list of the called balls.

g) The electronic card minding system shall not allow a card-minding device to be used to obtain a bingo prize for any bingo game other than for a game within the bingo occasion for which the card-minding device was sold.

h) A card minding device shall not allow any bingo games or card faces to be available for play other than those obtained by the patron from the licensed organization.

i) A card minding device shall not be capable of playing in excess of 54 card faces per game.

j) A card minding system shall not include any device into which currency, coins or tokens may be inserted or from which currency, coins or tokens, or any receipt for monetary value, can be dispensed or which, once provided to a person participating in bingo, is capable of communicating with other such devices.

k) A card minding device shall not produce audible music or enhanced sound effects.

13:47-7.21 NOTICE OF RULES; POSTING

a) The licensee shall post a notice on the premises where Bingo is played containing the rules governing the conduct of Bingo.

b) The notice shall be in the form prescribed and provided by the Control Commission.

13:47-7.22 RENTALS; PAYMENT

Where premises are rented for the conduct of bingo, rentals must be paid to the rentor within 48 hours after the holding of the bingo occasion.

13:47-7.23 SELECTION OF CARDS

a) No player shall be entitled to select his or her own card or cards.

b) A specific card shall not be reserved for any player except for legally blind or otherwise disabled players.

c) Each player shall have the right to select his or her electronic card minding device in which electronic representations of a card are stored from the devices available for the games and not already selected by a player.

13:47-7.24 PROGRESSIVE JACKPOT GAME; AUTHORIZATION

In addition to the schedule of regular and special games played within the prize limits set forth in N.J.A.C. 13:47-7.2(a), it shall be lawful for a licensee to hold, operate and conduct a progressive jackpot bingo game as defined in this chapter, in the manner described in N.J.A.C. 13:47-7.25 through 7.36.

13:47-7.25 PROGRESSIVE JACKPOT GAME; ARRANGEMENT OF NUMBERS

No arrangement of numbers other than a full card pattern shall be required to win a progressive jackpot prize or a consolation prize.

13:47-7.26 PROGRESSIVE JACKPOT GAME; SCHEDULE OF PLAY

The progressive jackpot game shall not be played as the last game of an occasion.

13:47-7.27 PROGRESSIVE JACKPOT GAME; USE OF DISPOSABLE CARDS; INDELIBLE MARKING

No progressive jackpot game shall be played on other than a non-reusable card which shall be indelibly marked by the player who purchased the card.

13:47-7.28 PROGRESSIVE JACKPOT GAME; SALE OF CARDS

a) No charge in excess of $1.00 shall be made for each card with which a player participates in a progressive jackpot game.

b) All cards shall be sold prior to the drawing of the first number in the game.

13:47-7.29 PROGRESSIVE JACKPOT GAME; NOTICE TO BE POSTED AT GAME

a) Whenever a progressive jackpot game is conducted the licensee shall conspicuously post a notice stating:

1) The date of each potential successive occasion in the particular progression being conducted;

2) The maximum number of calls in which a player must complete a full card pattern in order to win the jackpot prize on each occasion; and

3) The prize amount offered to the winner of the progressive jackpot and the consolation prize on that occasion.

13:47-7.30 PROGRESSIVE JACKPOT GAME; ANNOUNCEMENT; AMOUNT OF PRIZE; NUMBER OF CALLS

a) On each occasion, prior to the drawing of the first number of the progressive jackpot game the caller shall announce to all players:

1) The maximum number of numbers to be called within which a player must achieve bingo in order to win the jackpot prize on that occasion; and

2) The dollar amount to be awarded to the winner of the jackpot game prize and the consolation prize on that occasion.

13:47-7.31 PROGRESSIVE JACKPOT GAME; AMOUNT OF PRIZE; NUMBER OF CALLS

a) On the first occasion of a progressive jackpot bingo game, a player shall not be required to attain bingo in less than 50 numbers called in order to win the progressive jackpot prize.

b) The number of allowable calls required in order to win the progressive jackpot prize shall be increased by one number on each successive occasion in a particular progression.

c) The progressive jackpot prize must be offered at each successive occasion in a particular progression.

d) No progression shall continue for more than 10 successive occasions.

e) If the progressive jackpot prize has not been awarded by the tenth successive occasion in a particular progression, a progressive jackpot winner must be determined and the progressive jackpot prize must be awarded regardless of the number of calls necessary.

f) No progression shall be terminated or interrupted prior to the tenth successive occasion by any means other than:

1) Determining a winner of the progressive jackpot prize;

2) Expiration of the license to conduct bingo which authorized the conduct of the game; or

3) A valid emergency condition under which the licensed organization is unable to continue to conduct the game.

13:47-7.32 PROGRESSIVE JACKPOT GAME; AWARD OF PRIZES; EXCLUSION

a) The progressive jackpot prize shall be awarded to the player or players who complete the full card pattern in the predesignated number of numbers called, except in the case of the tenth occasion of a particular progression when it shall be awarded to the player or players who first complete the full card pattern.

b) A consolation prize shall be awarded on each occasion at which a progressive jackpot bingo game is played, except the occasion upon which the progressive jackpot prize is won. On the occasion when the progressive jackpot prize is awarded, the consolation prize shall be held or awarded as provided in (d) below.

c) The consolation prize shall be awarded to the player or players who complete the full card pattern on each occasion, except the occasion upon which the progressive jackpot prize is won, notwithstanding the number of numbers called in excess of the predesignated number of numbers allowed to be called in order to win the progressive jackpot prize.

d) On an occasion when the jackpot prize is awarded, the amount calculated to be the consolation prize for that occasion shall be held by the organization and added to the progressive jackpot prize on the following licensed occasion. In the case of the occasion being the last licensed occasion on the license or when the organization plans to discontinue playing the progressive jackpot game, the game shall continue and the consolation prize shall be awarded to the player or players who next complete the full card pattern.

e) No card that has been determined to be a winner of a progressive jackpot prize shall be eligible to win any portion of the consolation prize.

f) Any card determined to be a winner of a consolation prize shall contain the last number called in the game prior to the player declaring “Bingo.”

13:47-7.33 PROGRESSIVE JACKPOT GAME; VERIFICATION PRIOR TO AWARD OF PRIZE

a) When a player claims to be a winner of a progressive jackpot game prize, prior to awarding the prize, the member in charge of the occasion shall make a verification of all of the numbers on all of the objects drawn from the receptacle and shall inspect the objects in the

presence of at least one player other than the player claiming to be the winner of the prize and determine that:

1) The numbers appearing on the card presented as a winner correspond with numbers on the objects drawn from the receptacle;

2) The numbers on all objects drawn from the receptacle were announced and displayed correctly;

3) The actual number of numbers called did not exceed the maximum number of numbers allowed to be called in order to win the progressive jackpot prize; and

4) The color of the card and the serial number printed on the card presented as a winner are identical to the color of the cards and the serial number of the series of cards sold for the progressive jackpot game on that occasion.

b) No progressive jackpot prize shall be awarded unless a verification of the card presented as a winner and the numbers on the objects drawn from the receptacle is made in accordance with the provisions of (a) above.

13:47-7.34 PROGRESSIVE JACKPOT GAME; LICENSE EXPIRATION

When a license expires prior to the tenth occasion of a particular progression, all winners shall be determined and all prizes awarded on the last occasion authorized under the license.

13:47-7.35 PROGRESSIVE JACKPOT GAME; EMERGENCY TERMINATION OF PROGRESSION; NOTIFICATION

a) In the event a progression cannot be completed due to an emergency condition, the licensee shall give written notification to the Control Commission and the licensing municipality no later than the close of the business day next following the day upon which the licensee has knowledge of its inability to complete the progression.

b) The notification shall be made on LGCCC Form 7-A, and shall contain at least the following information:

1) The reason for the cancellation;

2) The name, address and telephone number of the member in charge of the operation of the game and of the member responsible for the proceeds held as the progressive jackpot prize;

3) The name, address of the bank and the number of the' account in which the progressive jackpot prize is deposited;

4) The dollar amount of the progressive jackpot prize held in the account; and

5) The time, date and location where the progression will continue.

13:47-7.36 PROGRESSIVE JACKPOT GAME; MAINTENANCE OF PROGRESSIVE JACKPOT PRIZE

a) All proceeds from the sale of cards to participate in the progressive jackpot game shall be held in the licensed organization's bank account required by N.J.A.C. 13:47-6.2(b) for the duration of the progression.

b) All proceeds must be deposited in the bank account no later than the close of the business day next following the day upon which they were received or made available as a prize.

13:47-7.37 50/50 BINGO GAME; AUTHORIZATION

In addition to the schedule of regular and special games played within the prize limits set forth in N.J.A.C. 13:47-7.2(a), it shall be lawful for a licensee to hold, operate and conduct a bingo game known as a 50/50 bingo game as described in N.J.A.C. 13:47-1.1.

13:47-7.38 50/50 BINGO GAME; DIVISION OF PRIZES

If the prize pool is to be divided into multiple sections, the schedule of games shall indicate the percentage of the prize pool to be awarded to the winner(s) of each section.

13:47-7.39 50/50 BINGO GAME; SCHEDULE OF PLAY

The 50/50 bingo game shall not be played as the last game of an occasion.

13:47-7.40 50/50 BINGO GAME; USE OF DISPOSABLE CARDS; INDELIBLE MARKING

No 50/50 bingo game shall be played on other than a non-reusable card which shall be indelibly marked by the player who purchased the card.

13:47-7.41 50/50 BINGO GAME; SALE OF CARDS

a) No charge in excess of $1.00 shall be made for each card with which a player participates in a 50/50 bingo game.

b) All cards shall be sold prior to the drawing of the first number of the game.

13:47-7.42 50/50 BINGO GAME; AMOUNT OF PRIZE; ANNOUNCEMENT

On each occasion, prior to the drawing of the first number of the 50/50 bingo game the caller shall announce to all players the dollar amount of the prize to be awarded to the winner(s) of the game.

13:47-7.43 50/50 BINGO GAME; VERIFICATION PRIOR TO AWARD OF PRIZE

a) When a player claims to be a winner of a 50/50 bingo game prize, prior to awarding the prize, the member in charge of the occasion shall make a verification of all of the numbers on all of the objects drawn from the receptacle and shall inspect the objects in the presence of at least one player other than the player claiming to be the winner of the prize and determine that:

1) The numbers appearing on the card presented as a winner correspond with numbers on the objects drawn from the receptacle;

2) The numbers on all objects drawn from the receptacle were announced correctly; and

3) The color of the card and the serial number printed on the card presented as a winner are identical to the color of the card and the serial number of the series of cards sold for the 50/50 bingo game on that occasion.

b) No 50/50 bingo game prize shall be awarded unless a verification of the card presented as a winner and the numbers on the objects drawn from the receptacle is made in accordance with the provisions of (a) above.

13:47-7.44 SPECIAL LICENSE; SENIOR CITIZEN ASSOCIATION OR CLUB; AMUSEMENT AND RECREATION ONLY

a) A special license shall be issued to any bona fide senior citizen association or club desiring to hold, operate or conduct bingo solely for the purpose of amusement and recreation of its members if:

1) The association or club holds a valid registration certificate issued by the Control Commission;

2) No player or other person furnishes something of value for the opportunity to participate;

3) The prize(s) to be awarded are of nominal retail value;

4) No person other than a bona fide active member of the licensed organization plays, conducts or assists in the conduct of the game(s); and

5) No person is paid for conducting or assisting in the conduct of the game(s).

b) The special senior citizen bingo license shall be valid for a maximum period of two years or until suspended, revoked or modified by the Control Commission or the issuing municipality.

13:47-7.45 MULTI-COLOR BINGO GAME: AUTHORIZATION

In addition to the schedule of regular and special games played within the prize limits set forth in N.J.A.C. 13:47-7.2(a), it shall be lawful for a licensee to hold, operate or conduct a multi-color bingo game as defined in this chapter, in the manner described in this section through N.J.A.C. 13:47-7.51.

13:47-7.46 MULTI-COLOR BINGO GAME: SCHEDULE OF PLAY

The multi-color bingo game shall not be the last game played at an occasion.

13:47-7.47 MULTI-COLOR BINGO GAME: USE OF DISPOSABLE CARDS; INDELIBLE MARKING

No multi-color bingo game shall be played on other than a non-reusable six-on playing board which shall be indelibly marked by the player who purchased the card.

13:47-7.48 MULTI-COLOR BINGO GAME; SALE OF CARDS

a) No charge in excess of $1.00 shall be made for each card with which a player participates in a multi-color bingo game.

b) All cards shall be sold prior to the drawing of the first number of the game.

13:47-7.49 MULTI-COLOR BINGO GAME: ANNOUNCEMENT OF PRIZE POOL AMOUNT

On each occasion when the multi-color bingo game is played, prior to the drawing of the first number in such game, the caller shall announce to the players the dollar amount to be awarded in each category of the prize pool, based upon the winner.

13:47-7.50 MULTI-COLOR BINGO GAME: VERIFICATION PRIOR TO AWARD OF PRIZE

a) Any card presented as a winner of a prize in a multicolor bingo game shall contain the last number called in the game prior to the player declaring "bingo."

b) When a player claims to be a winner of a multi-color bingo game, prior to awarding the prize, the member in charge of the occasion shall make a verification of all of the numbers on all of the objects drawn from the receptacle and shall inspect the objects in the presence of at least one player other than a player claiming to be the winner of a prize and determine that:

1) The numbers appearing on the card presented as a winner correspond with the numbers on the objects drawn from the receptacle;

2) The numbers drawn from the receptacle were announced correctly; and

3) The color of the playing board and the serial number printed on the playing board containing the playing card presented as a winner are identical to the color of the playing boards and the serial number of the series of playing boards sold for the multi-color bingo game on that occasion.

c) No multi-color bingo game prize shall be awarded unless a verification of the card presented as a winner and the numbers on the objects drawn from the receptacle is made in accordance with the provisions of (a) and (b) above.

13:47-7.51 MULTI-COLOR BINGO GAME: METHOD OF DETERMINING WINNER; METHOD OF AWARDING PRIZE; METHOD OF AWARDING PRIZE TO MULTIPLE WINNERS

a) The prize pool in a multi-color bingo game shall be a percentage of the gross receipts derived from the sale of cards to participate in the game. The percentage of the prize pool to which a winner is entitled shall be determined by the color of the card upon which the player achieves bingo.

b) Based upon a single winner the prize shall be awarded as follows:

1) When a player achieves bingo on a card in the group of three cards of the same color, that player wins 25 percent of the prize pool. Formula: Gross receipts from the sale of cards multiplied by **.**25 equals the dollar amount to be awarded in the 25 percent category.

2) When a player achieves bingo on one of the two cards of the same color, that player wins 50 percent of the prize pool. Formula: Gross receipts from the sale of cards multiplied by **.**50 equals the dollar amount to be awarded in the 50 percent category.

3) When a player achieves bingo on one of the single cards having the third color, that player wins 75 percent of the prize pool. Formula: Gross receipts from the sale of cards multiplied by **.**75 equals the dollar amount to be awarded in the 75 percent category.

c) In the case of multiple winners, the prize amount available in each prize pool category shall be divided by the total number of winners of the game as follows:

1) Example: There are six winners of a multi-color bingo game.

i) There are three of the winners who have achieved bingo on one of the cards in the group of three cards of the same color, the 25 percent category. That amount, 25 percent of the prize pool, is divided by six to determine the amount to be awarded to each of those three winners. Formula: Gross receipts from the sale of cards multiplied by **.**25 equals the dollar amount available in the 25 percent category. That dollar amount is then divided by the total number of winners of the game which equals the dollar amount to be awarded to each winner in the 25 percent category.

ii) There are two winners who have achieved bingo on one of the cards in the group of two cards having the same color, the 50 percent category. That amount, 50 percent of the prize pool, is divided by six to determine the amount to be awarded to each winner in the 50 percent category. Formula: Gross receipts from the sale of cards multiplied by **.**50 equals the dollar amount available in the 50 percent category. That dollar amount divided by the total number of winners of the game equals the total dollar amount to be awarded to each winner in the 50 percent category.

iii) There is one winner who has achieved bingo on the single card having a third color, the 75 percent category. That amount, 75 percent of the prize pool, is divided by six to determine the amount to be awarded to the winner in that category. Formula: Gross receipts from the sale of cards multiplied by **.**75 equals the dollar amount available in the 75 percent category. That dollar amount divided by the total number of winners of the game equals the dollar amount to be awarded to each winner in the 75 percent category.

13:47-7.52 PREDRAW BINGO GAME; AUTHORIZATION

In addition to the regular and special games played in accordance within the prize limits set forth in N.J.A.C. 13:47-7.2(a), it shall be lawful for a licensee to hold, operate and conduct a pre**-**

draw bingo game as defined in this chapter, in the manner described in this section through 13:47-7.57.

13:47-7.53 PREDRAW BINGO GAME; SCHEDULE OF PLAY

The pre-draw bingo game shall be played as the last game at an occasion.

13:47-7.54 PREDRAW BINGO GAME; ARRANGEMENT OF NUMBERS TO WIN

No arrangement of numbers other than a full card pattern shall be required to win a pre-draw bingo game.

13:47-7.55 PREDRAW BINGO GAME; USE OF DISPOSABLE CARDS; INDELIBLE MARKING; SEALED, UNDETECTABLE FACE

No pre-draw bingo game shall be played on other than a non-reusable card which shall be indelibly marked by the player who purchased the card. The card shall be manufactured and sealed so that the face of the card is undetectable by any method until the card is purchased by the player who then removes the seal(s) to disclose the face of the card.

13:47-7.56 PREDRAW BINGO GAME; SALE OF CARDS

No charge in excess of $1.00 shall be made for each card with which a player participates in a pre-draw bingo game.

13:47-7.57 PREDRAW BINGO GAME; METHOD OF DETERMINING WINNER; METHOD OF AWARDING PRIZE; METHOD OF AWARDING PRIZE TO MULTIPLE WINNERS

a) Prior to beginning the calling of numbers for the regular or other percentage games scheduled for the occasion, the licensee shall draw 50 numbers from the receptacle containing all 75 numbers to be called in the bingo game. The 50 predrawn numbers shall remain on display throughout the bingo occasion until a winner is determined.

b) Cards to participate in the pre-draw bingo game shall only be sold to players throughout the occasion until a player achieves bingo or until the drawing of the 51st number in the game, whichever comes first.

c) The prize pool in a pre-draw bingo game shall be a percentage of the gross receipts derived from the sale of cards to participate in the game. The percentage of the prize pool to which the winner is entitled shall be determined by the number of numbers called when the player achieves bingo.

d) Based upon a single winner the prize shall be awarded as follows:

1) If a player achieves bingo in 50 numbers, that player wins 90 percent of the gross receipts derived from the sale of cards to participate in the game.

2) If no player achieves bingo in 50 numbers called, the licensee shall draw an additional number (51). If a player achieves bingo in 51 numbers called, that player wins 80 percent of the gross receipts derived from the sale of cards to participate in the game.

3) If no player achieves bingo in 51 numbers called, the licensee shall draw an additional number (52). If a player achieves bingo in 52 numbers called, that player wins 70 percent of the gross receipts derived from the sale of cards to participate in the game.

4) If no player achieves bingo in 52 numbers called, the licensee shall draw an additional number (53). If a player achieves bingo in 53 numbers called, that player wins 60 percent of the gross receipts derived from the sale of cards to participate in the game.

5) If no player achieves bingo in 53 numbers called, the licensee shall draw an additional number (54). If a player achieves bingo in 54 numbers called, that player wins 50 percent of the gross receipts derived from the sale of cards to participate in the game.

6) If no player achieves bingo in 54 numbers called, the licensee shall continue to draw numbers from the receptacle until a player achieves bingo and shall award that winner 50 percent of the gross receipts derived from the sale of cards to participate in the game.

e) When more than one player is found to be the winner on the call of the same number in the game, the designated prize shall be divided equally among the winning cards unless identical cards as set forth in N.J.A.C. 13:47-7.14(e) have been sold to players in that game.

SUBCHAPTER 8.
CONDUCT OF RAFFLES

13:47-8.1 PROHIBITION ON MEMBERS BUYING DRAW RAFFLE TICKETS AND INSTANT RAFFLE TICKETS

a) The member in charge of a draw raffle pursuant to N.J.A.C. 13:47-6.1 and the member in charge of proceeds pursuant to N.J.A.C. 13:47-6.2 shall not:

1) Purchase draw raffle tickets or the right to participate in a draw raffle;

2) Claim a prize for a winner; or

3) Win any prize awarded in the draw raffle.

b) The member in charge of an instant raffle game pursuant to N.J.A.C. 13:47-6.1, the member in charge of proceeds pursuant to N.J.A.C. 13:47-6.2 and any members or compensated workers selling tickets or paying out prizes in an instant raffle game shall not:

1) Purchase instant raffle tickets or the right to participate in an instant raffle game;

2) Claim a prize for a winner; or

3) Win any prize awarded in the instant raffle game.

c) If an instant raffle game takes place at a bingo occasion, the member in charge of bingo pursuant to N.J.A.C. 13:47-6.1, the member in charge of bingo proceeds pursuant to N.J.A.C. 13:47-6.2 and any members or compensated workers assisting in the bingo occasion shall not:

1) Purchase instant raffle tickets or the right to participate in an instant raffle game;

2) Claim a prize for a winner; or

3) Win any prize awarded in the instant raffle game.

13:47-8.2 ADOPTION OF STATUTE PREREQUISITE

No shares or tickets or rights to participate in raffles may be sold in any municipality which has not adopted the Raffles Licensing Law.

13:47-8.3 AMOUNT OF PRIZE LIMITATION; MAXIMUM CHARGE; METHOD OF PAYMENT

a) No prize having a retail value greater than that set forth in this section shall be offered or awarded in any raffle.

b) The aggregate retail value of all prizes to be offered or awarded by a licensee in any one calendar year shall not exceed $500,000 except that no licensee shall offer or award a prize or prizes of a sum or value greater than $100,000, in any one raffle conducted by drawing.

c) The limit of the aggregate retail value of the prizes which may be awarded in any one calendar year shall not apply to on-premise raffles or where all of the prizes are wholly donated.

d) No prize having a retail value greater than $1,500.00 shall be offered or awarded in any raffle not conducted by drawing.

e) A single opportunity to participate in any instant raffle game shall not cost more than $3.00.

f) Instant raffle tickets shall be sold only for the price stated by the manufacturer on the instant raffle ticket and the flare.

g) No person shall alter an instant raffle ticket or flare or offer or award a prize other than that designated by the manufacturer on the instant raffle ticket or flare.

13:47-8.4 METHOD OF PLAY

a) The equipment used in the conduct of raffles, and the method of play, shall be such that each ticket, share or right to participate shall have an equal opportunity to be a winner.

b) In a draw raffle, all the counterparts of the ticket sold, and no others, shall be present in the container before each drawing, except for those already drawn.

c) In any instant raffle game, including those using seal cards and commingled deals:

1) All instant raffle tickets in a particular deal shall be placed in a receptacle and the deal shall be thoroughly mixed prior to being offered for sale to the public;

2) No deal shall contain more than 4,000 instant raffle tickets; and

3) No deal shall be sold or offered for sale unless the prize schedule of the game is structured to pay out at least 65 percent of the ideal gross receipts to the players.

d) In an instant raffle game using a seal card:

1) The seal card shall be conspicuously posted in full view of the players at the location where the game is held, operated or conducted;

2) Names of holders of instant raffle tickets which contain the matching predesignated numbers on the seal card shall be printed on the appropriate line next to that number on the seal card; and

3) When the seal card is completed or all the tickets have been sold, the seal(s) shall be removed to reveal the prize and the winning line(s).

e) In an instant raffle game using commingled deals:

1) A registered organization may commingle a maximum of two deals;

2) The two deals shall be thoroughly intermixed and shall be placed in play in a single receptacle; and

3) The deals commingled shall be identical as to particular type, form number, name of game, cost per play, the color of the band in a banded and folded ticket, and number of instant raffle tickets.

f) If all prizes in the top-two winning tiers of an instant raffle game have been awarded, a registered organization may close that game and account for the actual profit from each deal.

g) If a registered organization closes a game in which some instant raffle tickets remain unsold, the organization shall retain all unsold raffle tickets for a period of three years.

13:47-8.5 METHOD OF DETERMINING WINNERS; ANNOUNCEMENT

a) The particular method of determining winners shall be clearly described and announced immediately before the drawing begins.

b) In an instant raffle game, no player shall physically hand pick an instant raffle ticket from a receptacle.

c) In an instant raffle game, a registered organization shall not award a prize to any player who attempts to redeem an instant raffle ticket which has been marked, defaced or tampered with in any manner.

d) In an instant raffle game, when a winning instant raffle ticket is presented, the organization redeeming the instant raffle ticket shall verify, before paying the prize, that the serial number and form number on the ticket are identical to the serial number and form number of the instant raffle deal currently in play at that particular location.

e) An organization shall immediately void a redeemed winning instant raffle ticket by defacing or punching it out, but shall not deface or punch out that area of the ticket which displays the winning number or symbol.

f) Notwithstanding the provisions of N.J.A.C. 13:47-8.12, upon verification of a winning ticket, the registered organization shall immediately award the prize.

13:47-8.6 OPEN DRAWING

a) Every drawing and every allotment by chance shall be conducted openly and in plain view of all players present.

b) All counterparts drawn shall be immediately exhibited and shall be held open for inspection until the end of the occasion.

13:47-8.7 CONTENTS OF TICKET; OFF-PREMISES RAFFLE AWARDING MERCHANDISE AS A PRIZE; ADDITIONAL REQUIREMENT FOR ALCOHOLIC BEVERAGE AS PRIZE

a) When tickets are sold for an off-premise raffle awarding merchandise as a prize, each ticket shall contain at least the following information:

1) Name and identification number of the qualified organization and number of the license issued for the occasion;

2) Place where the occasion will be held and the date and time thereof;

3) A list of the prizes and the retail value of each;

4) The number of the ticket;

5) Price of the ticket;

6) The purpose to which the entire net proceeds will be devoted;

7) The statement: “No substitution of the offered prize may be made and no cash will be given in lieu of the prize.”

b) The presence of the holder of a ticket shall not be required in order to win unless the ticket bears the statement “NOT VALID UNLESS HOLDER IS PRESENT AT THE DRAWING.”

c) The stub of each ticket shall bear the name and address of the holder, the number of the ticket, the raffle license issued for the occasion and the identification of the licensed organization.

d) All information required by (a), (b) and (c) above shall be clearly and conspicuously set forth on the face of the ticket.

e) In addition to the requirements of (a) through (d) above, a ticket for which one of the prizes is an alcoholic beverage shall bear the statement “Winner must be at least 21 years of age.”

13:47-8.8 CONTENTS OF TICKET; OFF-PREMISES RAFFLE AWARDING CASH OR MONEY AS A PRIZE

a) When tickets are sold for an off-premise raffle awarding cash or money as a prize, each ticket shall contain at least the following information:

1) Name and identification number of the qualified organization and number of the license issued for the occasion;

2) Place where the occasion will be held and the date and time thereof;

3) The statement: “This is a 50/50 cash raffle and the winner will receive 50 percent of the amount received for all tickets or rights to participate”;

4) If the prize pool is to be divided among multiple winners, the ticket must indicate the percentage of the prize pool that each winner will receive;

5) The number of the ticket;

6) Price of the ticket;

7) The purpose to which the entire net proceeds will be devoted; and

8) The statement: “No substitution of the offered prize may be made.”

b) The presence of the holder of a ticket shall not be required in order to win unless the ticket bears the statement “NOT VALID UNLESS HOLDER IS PRESENT AT THE DRAWING.”

c) The stub of each ticket shall bear the name and address of the holder, the number of the ticket, the raffle license issued for the occasion and the identification of the licensed organization.

d) All information required by (a), (b) and (c) above shall be clearly and conspicuously set forth on the face of the ticket.

13:47-8.9 FORM OF TICKET; APPROVAL

a) Whenever a licensee shall submit an application for a raffles license to the municipal clerk, two sample raffle tickets shall accompany the application.

b) A copy of the application for a license, together with one sample ticket, shall be forwarded to the Control Commission by the municipal clerk.

c) No raffle tickets may be sold under any license until the municipal clerk has approved the form of the ticket and has so advised the licensee. At least 14 days shall have elapsed between the time the municipal clerk forwards the application and licensing fee to the Control Commission and approval of the form of the ticket is given.

d) The approval procedure set forth in (a) through (c) above shall not apply to instant raffle games. No instant raffle game shall be sold in this State unless it complies with the standards set forth in this chapter.

13:47-8.10 PRINTER OF TICKETS; CERTIFICATE

a) Every licensee shall secure from the printer of tickets a certificate showing:

1) The number of tickets printed;

2) The first and last numbers used;

3) That the tickets were consecutively numbered; and

4) A sample of the ticket.

b) The licensee shall retain for two years after the date of the drawing all unsold tickets as part of its records.

13:47-8.11 PRESENCE OF TICKET HOLDER

If the presence of the holder of a ticket for an off-premise raffle is required in order to win, he shall be entitled to be present at the drawing without additional charge.

13:47-8.12 ONE DAY TIME LIMIT

On any occasion when raffles are conducted all winners shall be determined and all prizes awarded within the same day except in the case of a calendar raffle conducted pursuant to this chapter; and the event that determines a winner shall be one that occurs at the time and place of the occasion.

13:47-8.13 POSTING PRICE TO PARTICIPATE IN NON-DRAW RAFFLES

Whenever an organization shall conduct a non-draw raffle it shall display adjacent to the wheel or the place of the allotment of prizes by chance, a sign indicating the price to play.

13:47-8.14 EQUIPMENT

a) Equipment for the conducting of a raffle may be leased but only from persons approved by the Control Commission and at rentals conforming to the schedules fixed by this Chapter.

b) An organization shall not use equipment for the conducting of a raffle unless:

1) The equipment is leased from persons approved by the Control Commission at rentals conforming to the schedules fixed by these rules; or

2) The equipment is wholly owned by the organization; or

3) The equipment is being purchased by the organization on conditional sale or other installment purchase arrangement in accordance with N.J.A.C. 13:47-6.17, Price of supplies; interest; or

4) The equipment is loaned free of charge by another qualified organization registered with the Control Commission.

13:47-8.15 SPECIAL DOOR-PRIZE RAFFLE

a) A “special door-prize raffle” is one that may be conducted without a license under the following conditions:

1) The organization conducting the raffle must be a qualified organization having an identification number;

2) No extra charge may be made for the raffle;

3) Only merchandise prizes may be given;

4) All prizes must be wholly donated;

5) The total retail value of all prizes must be less than $50.00;

6) No game of chance other than the special door prize raffle may be held or conducted on the occasion; and

7) All net proceeds of the occasion must be devoted to authorized purposes.

13:47-8.16 SEPARATE PRICE FOR COMBINED ACTIVITIES

a) If a raffle is conducted on the occasion of, or in conjunction with some other lawful activity, such as a dinner, dance, entertainment, fashion show, or the like, the price of the ticket or right to participate in the raffle, shall be separately set forth, and the funds derived from the raffle shall be segregated and reported on Form 8R-A, and used only for the authorized purposes provided by the Raffles Licensing Law.

b) For failure to comply with (a) above, or if no separate price is paid for the privilege or right to participating in the raffle, then such other lawful activity shall be deemed to be merely auxiliary to the conduct of the raffle, and the entire proceeds of such combined activity shall be reported on Form 8R-A, and the entire net proceeds may be used only for those authorized purposes provided by the Raffles Licensing Law, and only the actual cost of conducting the raffle may be deducted as expenses.

13:47-8.17 CONDUCT OF “DUCK RACE” RAFFLE

a) Equipment for the conduct of a duck race raffle must be used in accordance with N.J.A.C. 13:47-8.13.

b) Each player must be provided with a ticket printed in accordance with N.J.A.C. 13:47-8.7. Tickets may be represented by the actual duck shaped objects used for the conduct of the race.

c) Each object used for the conduct of the race shall be equal as to size, weight, shape and balance and as to all other characteristics that may control its selection.

d) Each object used for the conduct of the race shall bear the name and identification number of the licensee and the license number issued for the occasion.

e) Live animals may not be used in the conduct of the race.

f) In the event a race for which tickets have been sold cannot be conducted, the winner(s) shall be determined by drawing from a container having in it the stub or counterpart of all tickets sold, and prize(s) shall be awarded at the time and place indicated on the license.

13:47-8.18 CALENDAR RAFFLE; CONTENTS OF TICKET

a) Each player shall be provided with a ticket printed in a calendar format which shall clearly and conspicuously contain at least the following information:

1) The name and identification number of the qualified organization and number of the license issued for the occasion;

2) The place where the drawings will be held and the dates and times thereof;

3) The date upon which prizes will be awarded and the retail value of each;

4) The non-repeating consecutive number of the ticket;

5) The aggregate retail value of all prizes to be awarded;

6) The price of the ticket;

7) The purpose to which the entire net proceeds will be devoted;

8) The statement: “No substitution of the offered prize may be made.”; and

9) The statement: “If gambling is a problem for you or someone in your family, Dial 1-800-GAMBLER.”

b) The presence of the holder of the ticket shall not be required in order to win unless the ticket bears the statement “NOT VALID UNLESS HOLDER IS PRESENT AT THE DRAWING.”

c) The stub of each ticket shall bear the name and address of the holder, the number of the ticket, the raffle license issued for the occasion and the identification number of the licensed organization.

d) All information required by (a), (b) and (c) above shall be clearly and conspicuously set forth on the face of the calendar.

13:47-8.19 CALENDAR RAFFLE: MAINTENANCE OF RECORDS; POSTING WINNERS; PROVIDING LIST OF WINNERS

a) A licensee shall maintain a master list that records each purchaser's name, address and calendar number for a period of not less than two years from the last date on the calendar.

b) A licensee shall maintain and conspicuously post at the site of the drawings, a master calendar which shall indicate the winning numbers, the winners' names, and prize won for each prize awarded in the raffle.

c) A licensee shall not refuse to provide a list of the names of winners and the prize won to any participant in the raffle.

13:47-8.20 CALENDAR RAFFLE; OBJECTS DRAWN TO DETERMINE WINNER

a) All objects drawn from the container bearing numbers matching the non-repeating consecutive numbers of all tickets sold shall:

1) Be present in the container prior to each drawing; and

2) Be equal as to size, weight, shape and balance and as to all other characteristics that may control their selection.

13:47-8.21 CALENDAR RAFFLE; SALE OF TICKETS: RESTRICTIONS

a) All tickets, rights or shares to participate in a calendar raffle shall be sold prior to any drawing for prizes.

b) A calendar raffle shall be conducted so as to award prizes for a period of at least three months.

c) All drawings shall be held on or prior to the dates for which prizes are to be awarded.

d) A licensee shall not hold a drawing for prizes more often than once in any calendar week.

13:47-8.22 CALENDAR RAFFLE; MAXIMUM PRIZE VALUE

A licensee shall not conduct a calendar raffle that offers prize(s) of cash or merchandise with an aggregate retail value greater than $25,000.

13:47-8.23 CALENDAR RAFFLE; AWARDING OF PRIZES; TIME LIMIT

a) Prizes shall be awarded to winners present at the drawing at the time of drawing.

b) Prizes won by persons not present at the drawing shall be awarded within five business days following the date of the drawing.

13:47-8.24 CALENDAR RAFFLE; VERIFICATION PRIOR TO DRAWING

a) Prior to each drawing the member in charge shall verify that all objects bearing numbers matching the non-repeating consecutive numbers of all tickets sold are present in the receptacle.

b) The verification required by (a) above shall be made in the presence of at least one other member of the licensed organization.

c) Any holder of a ticket in the raffle desirous of witnessing the verification shall be permitted to be present.

13:47-8.25 WHEELS USED AS NON-DRAW RAFFLES: POSITIONING

Any wheel used to determine the winner of a non-draw raffle shall be operated in a vertical position.

13:47-8.26 (RESERVED)

13:47-8.27 WHEELS OFFERING AND AWARDING CASH OR MONEY AS A PRIZE: LOCATION, PARTITION REQUIRED

a) The area in which any wheel is used to determine the winner of a non-draw raffle offering and awarding cash or money as a prize shall be partitioned as to be set apart from any other activity including, but not limited to, any other non-draw raffle held, operated or conducted at the same location.

b) No person under the age of 18 years shall be admitted to the partitioned area where the wheel is located.

13:47-8.28 WHEELS OFFERING AND AWARDING CASH OR MONEY AS A PRIZE: AUTHORIZATION; TYPE OF WHEEL; MINIMUM AND MAXIMUM WAGERS AND PAYOFF ODDS

a) Cash prizes may be offered and awarded in a non-draw raffle where the winner is determined by the spin of a wheel only if the following conditions are met;

1) No wheel other than the big six and horse race as defined in N.J.A.C. 13:47-1.1 shall be used to determine the winner;

2) No less than $1.00 and no more than $2.00 shall be wagered by any one player or accepted by any licensed organization from any one player on any one number or figure in any single spin of a wheel; and

3) The payoff odds offered and awarded on any wheel authorized by this chapter shall not be less than 1 to 1 nor more than 7 to 1 for the horse race wheel and not less than 1 to 1 nor more than 3 to 1 for the big six wheel.

13:47-8.29 WHEELS OFFERING AND AWARDING CASH OR MONEY AS A PRIZE: ALTERATION; ADJUSTMENT

a) All wheels shall be rented or purchased from a licensed raffle equipment supplier.

b) A registered organization may use its own wheel or lend the wheel to another organization, free of charge, if the wheel conforms to the provisions of this subchapter.

c) No wheel shall be altered in any way including, but not limited to, the alteration of any number or symbol in any section or subsection or adjusting the balance of the wheel.

13:47-8.30 WHEELS AWARDING CASH OR MONEY AS A PRIZE

a) The operation of a wheel offering and awarding cash or money as a prize shall be allowed.

b) No more than two wheels offering and awarding cash or money as a prize shall be operated by any one licensee at any one location.

13:47-8.31 BIG SIX WHEEL: AUTHORIZATION; DESCRIPTION

a) Any big six wheel used to determine a winner of a non-draw raffle shall:

1) Have a 60-inch diameter;

2) Be divided into 60 equal subsections;

3) Show one side of three dice in each subsection as follows:

i) Twenty subsections shall show one side of three dice bearing the same number;

ii) Twenty subsections shall show one side of two dice bearing the same number and one side of a die bearing a different number;

iii) Twenty subsections shall show one side of three dice bearing three different numbers; and

iv) Not show repetitive dice number patterns in adjacent subsections;

4) Have a laydown with six divided sections showing one each of the numbers 1 through 6; and

5) Be balanced.

13:47-8.32 BIG SIX WHEEL: METHOD OF PLAY; DETERMINING WINNER AND ODDS TO BE PAID

a) A big six wheel shall be played in the following manner:

1) Players place a separate wager of no less than $1.00 and no more than $2.00, pursuant to N.J.A.C. 13:47-8.28(a)2, on one or more of the six numbers on the laydown;

2) Only a person authorized to conduct or assist in the conduct of the non-draw raffle shall spin the wheel;

3) The number or numbers showing on the one side of the three dice in the section of the wheel in which the indicator aim rests when the wheel stops determines the winning number or numbers; and

4) The odds at which a player is to be paid are determined by how many times the number upon which the player placed a wager appears on the face of the dice in the section in which the indicator arm rests when the wheel stops.

13:47-8.33 HORSE RACE WHEEL: AUTHORIZATION; MANUFACTURE; MAINTENANCE; LAYDOWN

a) Any horse race wheel used to determine a winner of a non-draw raffle shall:

1) Have a 60-inch diameter;

2) Have 10 sections containing six subsections each on the face;

3) Show one each of the numbers 1 through 10 together with a picture of a horse on each section;

4) Have six subsections located along the outer rim of the wheel in each section which shall be numbered 3-4-5-6-7-3, which shall indicate the odds to be used to determine the amount to be paid to a winner;

5) Have a laydown with 10 divided sections showing one each of the numbers 1 through 10; and

6) Be balanced.

13:47-8.34 HORSE RACE WHEEL: METHOD OF PLAY; DETERMINING WINNER, ODDS AND AMOUNT TO BE PAID

a) A horse race wheel shall be played in the following manner:

1) Players place a separate wager on one or more of the 10 numbers on the laydown;

2) Only a person authorized to conduct or assist in the conduct of the non-draw raffle shall spin the wheel; and

3) The winner and the odds used to determine the amount to be paid shall be determined by where the indicator arm rests when the wheel stops. The number in the section of the wheel containing the subsection in which the indicator arm rests when the wheel stops indicates the winning number. The number in the subsection of a particular section in which the indicator arm rests when the wheel stops indicates the odds to be paid.

13:47-8.35 (RESERVED)

13:47-8.36 INSTANT RAFFLE GAME: FLARE; CONTENTS; POSTING; REPLACEMENT

a) The flare for each instant raffle deal in play shall be conspicuously posted in full view of the players at the location where the instant raffle game is held, operated or conducted.

b) A flare describing an instant raffle game shall contain at least the following information:

1) The name of the game;

2) The manufacturer's name or registered trade mark or logo;

3) The form number;

4) The prize structure;

5) The cost per play; and

6) The game serial number.

c) If an original flare is lost or damaged beyond use, a replacement Hare shall be obtained from the distributor from whom the deal was purchased. The replacement flare shall comply with all the requirements in (a) and (b) above.

d) No organization shall post a copy or facsimile of any flare for an instant raffle game which has not been provided by the manufacturer or distributor of the game.

e) When the flare for an instant raffle game is lost or damaged beyond use, the instant raffle game shall be removed from play until the replacement flare is obtained.

13:47-8.37 INSTANT RAFFLE TICKET: STANDARDS

a) All instant raffle tickets sold in this State shall conform to the following standards:

1) The ticket shall be designed, constructed, glued and assembled in such a manner as to prevent determination of a winning or losing ticket without removing the tabs or otherwise uncovering the symbols or numbers as intended.

2) A concealed number, symbol, or winner protection feature shall be concealed so that it is impossible to view, read or determine the number, symbol or winning protection feature from the outside of the instant raffle ticket using a high intensity lamp with or without utilizing a focusing lens or by using any other device or method.

3) All winning instant raffle tickets shall be distributed and mixed among all others in a deal so as to eliminate detection of any pattern from which the location or approximate location of any winning instant raffle ticket may be determined. The instant raffle deal shall be assembled so that winning or losing instant raffle tickets are not detectable.

4) Each instant raffle ticket shall contain the following information:

   i) The name of the manufacturer or registered trademark or logo;

   ii) The name of the game;

   iii) The manufacturer's form number;

   iv) The price per individual instant raffle ticket;

   v) The unique minimum five-character game serial number; and

   vi) The number of winners, and respective winning number(s) or symbol(s), and prize amount(s).

5) Folded and banded tickets shall contain the name of the manufacturer and the number of winners, and respective winning number(s) or symbol(s), and prize amount(s).

6) Each instant raffle ticket in a deal shall bear the same serial number. No serial number used on a deal of instant raffle tickets shall be repeated on that manufacturer's same form number for a period of three years.

7) Each number(s) or symbol(s) shall be fully visible in the window and shall be placed so that no part of a number or symbol remains covered when a tab is removed. Displacement of the numbers or symbols to the left or right in a window is allowed for increased game security.

8) The window slits on each break-open instant raffle ticket shall be perforated on the three cut sides. All break-open instant raffle tickets shall be glued on all four edges and between each window. The glue shall be of sufficient strength and type so as to prevent the undetectable separation or delamination of the ticket.

9) The windows of winning break-open instant raffle tickets shall contain a unique symbol or printed security device, such as a specific number keyed to a particular winning ticket, or the name of the symbol or some of the symbol colors changed for a winning ticket, or other similar protection. 'In addition, the top-two winning tiers of Break-open instant raffle tickets shall utilize a secondary form of winner verification to protect against counterfeiting. This paragraph shall not apply to folded and banded tickets.

10) Each deal's package, box, or other container shall be sealed at the factory with a seal and a warning to the purchaser that, if the seal is broken on the package, box or other container, the deal may have been tampered with.

11) Each deal's serial number shall be clearly and legibly placed on the outside of the deal's package, box or other container or be able to be viewed from the outside of the box.

12) Prior to shipment a manufacturer shall seal or tape, with tamper resistant seals or tape, every entry point into a container of instant raffle tickets. The seal or tape must be of such construction as to guarantee that should the container be opened or tampered with, such tampering or opening would be easily discernible and obvious.

13) The flare for each deal shall be attached to the deal by the manufacturer by enclosing the flare under the shrink wrap covering the deal.

13:47-8.38 INSTANT RAFFLE GAME: SALES; CREDIT PROHIBITION; DISPOSITION

a) A manufacturer or distributor shall not offer or extend credit to a registered organization for the purchase of instant raffle tickets. Registered organizations shall pay for instant raffle tickets on the date of delivery by check drawn on the registered organization's games of chance account. Manufacturers and distributors shall not accept cash or post-dated checks from registered organizations.

b) A registered organization shall not sell, offer to sell or otherwise provide any instant raffle game or any equipment, service or device used in, or in connection with, the holding, operating or conducting of an instant raffle game to another registered organization unless it has received written authorization to do so from the Control Commission.

c) Any organization which holds inventory and is no longer licensed to hold, operate or conduct instant raffle games, shall apply to the Control Commission for directions pertaining to the disposition of remaining inventory.

d) Entities selling instant raffle equipment for use in this State must be licensed as instant raffle equipment suppliers.

e) Licensed instant raffle equipment suppliers must include the following statement on or attached to invoices for all sales of instant raffle games:

"Sales of instant raffle games in the State of New Jersey are governed by the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and the rules governing games of chance, N.J.A.C. 13:47. Only organizations registered with the Legalized Games of Chance Control Commission and holding a valid license from the municipality to conduct instant raffles, or entities licensed by the Commission as instant raffle equipment suppliers may purchase

instant raffle games that are intended for use in New Jersey. Violations are punishable with penalties of up to $7,500 for the first offense and up to $15,000 for second and subsequent offenses. Criminal sanctions may also apply."

13:47-8.39 INSTANT RAFFLE GAME: BAN; RECALL; DEFECTIVE DEALS; REFUNDS

a) A registered organization shall not sell or continue to sell any deal of instant raffle tickets which the organization discovers, or has been notified by a manufacturer or distributor, does not meet the standards contained in this subchapter.

b) A registered organization shall return to the manufacturer or distributor from which it was purchased any deal which does not conform to the standards contained in this chapter for a full refund. The organization shall notify the Commission in writing that it has returned the nonconforming deal to the manufacturer or distributor and shall enclose with the notification a copy of the sales invoice.

c) If the Control Commission determines that deals of instant raffle tickets sold or offered for sale in this State do not conform to the standards contained in this chapter, the Control Commission shall take appropriate action including, but not limited to:

1) Directing further sales of the instant raffle tickets be stopped pending review of the games by the manufacturer and the correction of any nonconformity;

2) Ordering a recall of the nonconforming instant raffle deal(s); and

3) Directing the manufacturer to notify, in writing, within 72 hours of receipt of the Commission's order, all distributors or registered organizations to which the nonconforming games have been sold and arrange for the prompt return of the deals and, a full refund. For purposes of this section, the Order shall be deemed received by the distributor, manufacturer or registered organization upon the date of acceptance of the certified mailing. If the addressee fails or refuses to claim or to accept delivery of certified mail, delivery shall be deemed to have been completed upon ordinary mailing.

d) Upon receipt of the Commission's order directing a recall or other relief, a distributor shall, within 72 hours, notify in writing by certified and regular mail all registered organizations which have purchased the recalled deals that the deals are being recalled by order of the Commission and shall arrange for the return of the recalled deals to the distributor. The registered organization shall provide copies of those notices to the Commission within 72 hours of mailing the notices.

13:47-8.40 INSTANT RAFFLE GAME: BROKEN SEAL; USE PROHIBITED

a) No manufacturer or distributor shall sell, offer to sell or provide any instant raffle tickets from a container which has been opened or whose seal or tape outside has been tampered with in any way.

b) No registered organization shall sell, offer to sell or provide for play, any instant raffle tickets where the seal or tape on the container has been tampered with in any way.

13:47-8.41 INSTANT RAFFLE GAME: ORGANIZATION RECORDS

a) An organization shall retain accounting records for three years from the last date on which the instant raffle game was conducted. The records shall include the following:

1) The flares;

2) All redeemed defaced winning instant raffle tickets;

3) All unsold instant raffle tickets;

4) An accounting of each deal's:

i) Gross receipts;

ii) Prizes awarded;

iii) Cost of the deal; and

iv) Net proceeds;

5) The date each deal was placed into play; and

6) The number and value of redeemed instant raffle tickets.

b) Daily records shall be available at the location where instant raffle games are held, operated or conducted during the period of time in which the game is held, operated or conducted. Daily records shall include the following:

1) The name of the game;

2) The form number;

3) The serial number;

4) The price to play each game sold or offered for sale;

5) The actual gross receipts of each game; and

6) The number and value of all instant raffle tickets redeemed.

13:47-8.42 INSTANT RAFFLE GAME: RECORDKEEPING; MANUFACTURER; DISTRIBUTOR

a) A distributor and manufacturer shall maintain complete, accurate, and legible general and subsidiary accounting records. The records shall be retained for three years measured from the date of sale, and shall include, by month:

1) Purchase orders reflecting the name, address and identification number of the registered organization for any service or equipment for use in, or in connection with, the sale or distribution of any instant raffle game in this State;

2) Sales invoices reflecting the name, address and identification number of the registered organization for any service or equipment for use in, or in connection with, the sale or distribution of any instant raffle game in this State; and

3) All instant raffle game equipment that has been returned to the manufacturer or distributor.

13:47-8.43 INSTANT RAFFLE GAME: SALES INVOICE

a) Sales invoices for instant raffle games shall conform to the following standards:

1) Each invoice shall be pre-numbered consecutively using a number containing a combination of not less than four digits or characters. The number shall be pre-printed by automated printing equipment or printed by a computer;

2) Each invoice shall be prepared in two parts and distributed and maintained as follows:

i) One part shall be issued to the registered organization; and

ii) One part shall be retained by the distributor in an invoice file by registered organization name; and

3) Each invoice shall include:

i) The license number of the distributor or manufacturer;

ii) The name and address of the purchaser;

iii) If sold to a registered organization, the identification number issued by the Commission to the organization;

iv) If sold to a distributor, the license number issued by the Commission to the distributor;

v) The name and address of the person to whom the instant raffle game equipment was shipped;

vi) The date shipped;

vii) The purchase order number;

viii) A description of each item of instant raffle game equipment, including the name of the game, serial number, form number and quantity of equipment; and

ix) The ideal gross receipts and ideal net proceeds for each item.

13:47-8.44 INSTANT RAFFLE GAME: INVENTORY CONTROL; MANUFACTURER; DISTRIBUTOR

a) A manufacturer or distributor shall establish and maintain a perpetual inventory control system to account for deals of instant raffle tickets which are manufactured by, purchased by or which are returned by a registered organization, including instant raffle equipment returned to the manufacturer or distributor for a credit. The system shall account for the sale or other disposition of each item.

b) Perpetual inventory records shall separately account for the quantity of deals of instant raffle tickets acquired, sold or provided and those remaining in inventory, by:

1) The name and address of the registered organization and the identification number issued to it by the Control Commission;

2) The name and address of the other manufacturer or distributor and the license number, issued to it by the Control Commission; and

3) The name, form number and serial number of the instant raffle game.

13:47-8.45 GOLF HOLE-IN-ONE CONTEST; AUTHORIZATION

It shall be lawful to hold, operate and conduct a "Golf Hole-in-One Contest" as defined in this chapter in the method described in this subchapter.

13:47-8.46 GOLF HOLE-IN-ONE CONTEST; PRIZE LIMIT; INSURANCE

a) No prize in excess of $1,000,000, shall be offered or awarded to a winner of a Golf Hole-in-One Contest.

b) If any single prize or prizes having an aggregate retail value in excess of $25,000 are offered or awarded to a winner of a Golf Hole-in-One Contest, the entire amount shall be insured by a company licensed by the New Jersey Department of Banking and Insurance to conduct business in New Jersey.

1) If the prize awarded is to be paid as an annuity, the maximum annuity period shall be 20 years.

c) All shots attempted in the final phase of play shall:

1) Be insured within the limits set forth in (b) above; and

2) Have an equal opportunity to win the grand prize.

d) The retail value of any single ancillary prize awarded for accomplishments other than a hole-in-one shall not exceed $500.00, unless the prize is wholly donated.

13:47-8.47 GOLF HOLE-IN-ONE CONTEST; EQUIPMENT; DISTANCE

a) The hole shall have the dimensions of 4.25 inches in diameter and a minimum of four inches depth. The ball shall conform to United States Golf Association standards in effect at the time of the contest.

b) The distance between the tee and the center of the hole/cup shall not exceed 180 yards.

13:47-8.48 GOLF HOLE-IN-ONE CONTEST; CONDUCT MAXIMUM NUMBER OF DAYS

A licensed organization may conduct qualifying sessions in connection with a Golf Hole-in-One Contest for a stated period of time prior to the final session, provided the date(s), time(s) and place(s) of the qualifying sessions are clearly described in its application for raffles license.

13:47-8.49 GOLF HOLE-IN-ONE CONTEST; PERSONS EXCLUDED

No person who is ranked as a professional golfer by the Professional Golfer's Association shall be permitted to participate as a player in any Golf Hole-in-One Contest held, operated and conducted pursuant to a license issued in accordance with the provisions of the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter.

SUBCHAPTER 9.
REPORT OF OPERATIONS

13:47-9.1 FORM; TIME

a) The report of operation shall be on the form provided by the Control Commission. The report shall contain the following information:

1) Gross receipts derived from each game;

2) Expenses incurred or paid, to whom paid and a description of the merchandise purchased or the services rendered therefor;

3) Net profit from each game and the uses to which the net profit has been or will be applied; and

4) A list of prizes offered or given and their respective values.

b) The licensee shall file one copy of the report with the Control Commission no later than the 15th day of the calendar month immediately following the calendar month in which the licensed activity was held, operated or conducted.

13:47-9.2 SUPPLY OF FORMS

Forms for the Report of Operations shall be supplied upon request to a licensee by the municipal clerk.

13:47-9.3 SEPARATE REPORT FORM; SPECIAL DOOR PRIZE

a) In the case of raffles, a separate report form shall be used for each type of raffle for which a license is issued.

b) A monthly report need not be submitted for a special door prize raffle. An organization conducting any special door prize raffle shall submit annually in writing to the Control Commission a report containing the following information:

1) Name, address and identification number of the organization conducting the special door prize raffle;

2) Date and place that each special door prize raffle was held during the preceding 12 months;

3) Net proceeds realized from each occasion at which a special door prize raffle was held;

4) Purposes to which the net proceeds of each occasion were applied; and

5) The name of the municipality in which a special door prize raffle drawing was held.

c) In the case of non-draw raffles (carnival wheels and games), complete and file Form LGCCC 8R-A and 8R-A1.

13:47-9.4 REPORT; NO GAME HELD

When a game is not held on any date when a license, authorizes it to be held, a report to that effect shall nonetheless be filed with the Control Commission.

13:47-9.5 DEFAULT

If a licensee fails to file a report within the time required, or if a report is not properly verified, or not fully, accurately and truthfully completed, no further license shall issue to it, and any existing license shall be suspended until such time as the default has been corrected.

13:47-9.6 EXPIRATION

Upon the filing of the report for the last game authorized in the license, the license shall be attached to the report of operations filed with the Control Commission.

13:47-9.7 ANNUAL REPORT BY MUNICIPALITY

a) The municipal clerk of a municipality which has adopted the Bingo Licensing Law or the Raffles Licensing Law or both shall submit to the Control Commission annually for the 12 month period ending December 31, each year on or before January 31 of the following year, a report containing the following information as to the operation of both bingo and raffles within the municipality for the preceding 12 month period:

1) The number of licenses issued pursuant to each law;

2) The names and addresses and identification number issued by the Control Commission, of each licensee;

3) The aggregate amount of municipal license fees collected;

4) The name and address of all persons detected in violation of the laws or regulations; and

5) The names and address of all persons prosecuted for such violations, the result of each prosecution and the penalty imposed.

b) The report may contain recommendations for the improvement of the Bingo Licensing Law or the Raffles Licensing Law or the administration thereof.

SUBCHAPTER 10.
SUSPENSION AND REVOCATION OF LICENSES

13:47-10.1 NOTICE; SERVICE

a) Proceedings to suspend or to revoke a license shall be brought by notifying the licensee of the ground thereof and the date set for hearing thereon.

b) The governing body or the Control Commission may stop the operation of a game pending hearing, in which case the hearing must be held within five days after such action.

c) The governing body or the Control Commission, as the case may be, shall cause the notice of hearing to be served personally upon an officer of the licensee or the member in charge of

the conduct of the game or to be sent by registered or certified mail to the licensee at the address shown in the license.

13:47-10.2 HEARING; DECISION OF GOVERNING BODY

a) When suspension or revocation proceedings are begun before the governing body which issued the license, it shall hear the matter and make written findings in support of its decision.

b) The licensee shall be informed of the decision, and of the effective date of the suspension or revocation.

13:47-10.3 DISPOSITION; DECISION OF CONTROL COMMISSION

When suspension or revocation proceedings are begun before the Control Commission, it shall dispose of the proceeding in the same manner as in the case of an appeal from a determination or action of the governing body. Both the licensee and the governing body issuing the license shall be informed of the decision and of the effective date of the suspension or revocation.

13:47-10.4 SURRENDER OF LICENSE; TIME

a) When a license is suspended or revoked, the licensee shall surrender up the license to the governing body, or the Control Commission (whichever revoked or suspended) on or before the effective date set forth in the notice of decision.

b) In no case shall any license be valid beyond the effective date of suspension or revocation, whether surrendered or not.

13:47-10.5 INELIGIBILITY

a) Upon the finding of a violation of the Rules and Regulations of this Chapter or the Bingo Licensing Law or the Raffles Licensing Law, such as would warrant the suspension or revocation of a license, the governing body or the Control Commission (whichever made such finding) may, in addition to any other penalties which may be imposed, declare the violator ineligible to conduct a game of chance and to apply for a license under said laws for a period not exceeding 30 months thereafter.

b) Such declaration of ineligibility may be extended to include, in addition to the violator, any of its subsidiary organizations, its parent organization and any other organization having a common parent organization or otherwise affiliated with the violator, when, in the opinion of the governing body or the Control Commission, the circumstances of the violation warrant such action.

13:47-10.6 TESTIMONY; RECORDATION

a) Testimony at all proceedings before the Control Commission to suspend or to revoke a license shall be taken stenographically and testimony at all other hearings before the Control Commission may be taken stenographically when directed by the Control Commission.

b) Said testimony shall be taken by an official stenographic reporter duly appointed by the Control Commission for this purpose, and whenever such testimony shall be transcribed, the original transcript of said testimony shall be filed by the reporter with the Secretary of the Control Commission.

SUBCHAPTER 11.
APPEALS TO THE CONTROL COMMISSION

13:47-11.1 TIME

Upon the taking of an appeal provided for by the Bingo Licensing Law or the Raffles Licensing Law from the determination of the governing body denying, suspending or revoking a license, the party aggrieved shall file with the governing body an original and copy of a notice of appeal within 30 days of the determination appealed from.

13:47-11.2 NOTICE OF APPEAL; CONTENTS

The notice of appeal shall set out the information required by, and in substantially the form of Form 9, hereby adopted.

13:47-11.3 FORWARDING OF APPEAL

The municipal clerk shall forward the original of the notice of appeal to the Control Commission within five days of its filing.

13:47-11.4 STATEMENT OF APPEAL; FILING

a) Within 15 days after filing the notice of appeal, the party aggrieved shall file with the Control Commission an original and five copies of a Statement of Appeal.

b) On or before the day of filing, a copy thereof shall be served upon the governing body.

13:47-11.5 STATEMENT OF APPEAL; CONTENTS

a) The statement of appeal shall state, in separately captioned portions:

1) The specific nature of the error complained of;

2) A narrative of the facts presented to the governing body upon which the determination or action was based;

3) A narrative of any additional facts, not presented to the governing body, which it is requested be considered on the appeal, together with an explanation why such additional facts were not presented to the governing body.

4) Argument on the facts or law.

13:47-11.6 STATEMENT OF APPEAL; ANNEXATIONS

a) The Statement of Appeal shall have annexed, in the form of affidavits and exhibits, proofs in support of any facts as to which it is claimed that there was error; any additional facts not presented to the governing body.

b) There shall also be affixed a copy of the original application and of the license, if any.

13:47-11.7 COUNTERSTATEMENT OF APPEAL; CONTENTS

a) Within 20 days after service upon it of the Statement of Appeal, the governing body shall file with the Control Commission an original and five copies of a Counterstatement of Appeal which shall set out the following:

1) As to each fact set out in the Statement of Appeal, whether the same is disputed or not;

2) As to any disputed fact, its assertion as to the true fact;

3) A narrative of any additional facts, not presented to the governing body, which it is requested be considered on the appeal;

4) Argument on the facts and law.

b) On or before the filing thereof, a copy of the Counterstatement of Appeal shall be served upon the party aggrieved.

13:47-11.8 COUNTERSTATEMENT OF APPEAL; ANNEXATIONS

a) The Counterstatement of Appeal shall have annexed, in the form of affidavits and exhibits, proofs in support of any disputed facts, any additional facts not presented to the governing body.

b) There shall also be affixed a copy of the Report of Findings and Determination of the Governing Body.

13:47-11.9 FILING WITH CONTROL COMMISSION

Filing with the Control Commission may be by registered or certified mail, return receipt requested, and shall be complete on mailing.

SUBCHAPTER 12.
APPEALS: HEARINGS AND DISPOSITION

13:47-12.1 DATE AND PLACE

Upon receipt of the Counterstatement of Appeal, the matter shall be transmitted to the Office of Administrative Law or scheduled for hearing before the Control Commission. Such hearing shall be conducted pursuant to the Administrative Procedure Act, N.J.S.A. 52:14B-1 et seq. and 52:14F-1 et seq. and Uniform Administrative Procedure Rules, N.J.A.C. 1:1.

13:47-12.2 (RESERVED)

13:47-12.3 (RESERVED)

13:47-12.4 (RESERVED)

13:47-12.5 STENOGRAPHIC RECORD

a) Whenever oral argument, or the oral testimony of witnesses, or both, is presented at the hearing of an appeal, any party may, at his own expense, have a certified shorthand reporter present to take a stenographic record of the proceedings.

b) If such record is made, the party shall file the original transcript with the Control Commission.

c) Any other party shall be entitled to secure a copy from the reporter at his own expense.

13:47-12.6 ADJOURNMENT

Hearings may be adjourned by the Control Commission from time to time at the request of any party, but only for good cause shown, but hearings shall be held and concluded with reasonable dispatch and without unnecessary delay.

13:47-12.7 QUORUM

a) Three members of the Control Commission shall constitute a quorum for the hearing of an appeal.

b) The Control Commission shall decide the appeal within 15 days of the hearing.

c) The concurring vote of at least three members of the Control Commission shall be required for the determination of any appeal.

13:47-12.8 FINDINGS

a) Upon the determination of an appeal, the Control Commission shall state its findings and record the vote of the members participating therein.

b) All parties shall be notified by the Secretary of the action of the Control Commission and shall be furnished a copy of the findings.

SUBCHAPTER 13.
RAFFLES AND BINGO EQUIPMENT PROVIDERS; INSTANT RAFFLE EQUIPMENT PROVIDERS; ARMCHAIR RACE AND CASINO NIGHT EQUIPMENT AND PERSONNEL PROVIDERS; FEES; NOTIFICATIONS; QUALIFICATIONS

13:47-13.1 APPLICATION

a) An applicant desiring to manufacture, provide or supply equipment, including electronic games of chance systems, or to supply personnel for an armchair race, bingo, casino night, raffle or instant raffle for use in, or in connection with, holding, operating or conducting an armchair race, bingo, casino night, raffle or instant raffle game shall first be approved by the Control Commission.

b) Any person desiring such approval shall apply to the Control Commission, in writing and in duplicate, on Form 11 which is hereby adopted, and shall provide the Control Commission with any additional information requested.

c) The application shall be signed under oath.

d) Where such applicant is a natural person, partnership or other association of natural persons, the application shall be signed and sworn to by all of them.

e) Where such applicant is a corporation, or association in the nature thereof, it shall be signed and sworn to by all of its officers and by all holders of ten per cent or more of its capital stock issued and outstanding, of all classes.

f) If any such stockholder shall itself be a corporation or association in the nature thereof, the application shall also be signed and sworn to by all of the officers, and by all of the stockholders holding ten per cent or more of the capital stock issued and outstanding, of all classes, of such corporate stockholder.

g) Each applicant desiring to provide equipment, including electronic games of chance systems, or to supply personnel to be used in or in connection with an armchair race, a bingo, a casino night, or a raffle shall forward together with Form 11, a non-refundable application fee of $100.00 by check or money order made payable to the order of the Legalized Games of Chance Control Commission.

h) Each applicant desiring to be an instant raffle equipment supplier shall forward, together with a completed Form 22, a non-refundable application fee of $100.00 by check or money order made payable to the order of the Legalized Games of Chance Control Commission.

13:47-13.2 AGENT FOR SERVICE OF PROCESS

a) All applicants before receiving approval shall appoint the Executive Officer of the Control Commission as agent for the Service of process.

b) Such appointment shall be made on Form 12 or 12A which are hereby adopted.

c) Upon the service of any papers upon the Executive Officer of the Control Commission as such agent, the Executive Officer shall forthwith forward the papers by registered or certified mail, return receipt requested, to the person named in such power of Attorney and who is a defendant in such proceeding at the address that appears in the latest application filed with the Commission or at any new address subsequently furnished to the Control Commission by such applicant in writing.

13:47-13.3 APPROVAL

a) If, upon considering such application the Control Commission shall be satisfied that the applicant (or its officers and stockholders of 10 percent or more of its stock when the

applicant is a corporation) is of good moral character and has not been convicted of crime, it shall enter its approval in its records, shall notify the applicant accordingly, and shall issue its certificate with an identifying number.

b) No person approved by the Control Commission to provide equipment for use in or in connection with any game licensable pursuant to the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., or the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., shall provide any such equipment to a person not registered with the Control Commission.

13:47-13.4 APPLICATION HEARING

a) If, on considering such application, the Control Commission shall not be so satisfied, it shall notify the applicant, by registered or certified mail, return receipt requested, setting out the date and place of hearing on the application, to be held at least one week after the date of the notice.

b) At the hearing, the burden of proof shall be on the applicant, and the Control Commission shall not enter an approval unless it is satisfied by the proofs of the existence of the conditions fixed by law.

13:47-13.5 PROCEDURES

a) The rules governing subpoenas, stenographic record, adjournments, quorum, vote and findings, applicable to appeals to the Control Commission, shall also apply to hearings on applications for approval.

b) The Control Commission may, on its own initiative, issue subpoenas for the attendance of witnesses and the production of books, records, and other documents.

13:47-13.6 APPROVAL; TIME LIMITATIONS; RENEWAL; FEES

a) Upon notification of approval by the Control Commission, each armchair race, bingo, casino night and raffle equipment provider shall forward an annual licensing fee of $1,000 by certified check or money order made payable to the order of the Legalized Games of Chance Control Commission. The approval to supply armchair race, bingo, casino night and raffle equipment, when granted, shall be valid for one year.

b) Prior to the expiration of the current annual license period, each licensed armchair race, bingo, casino night and raffle equipment provider shall submit an application for license renewal together with the annual license renewal fee of $1,000.

c) Upon notification of approval by the Control Commission, each instant raffle equipment supplier shall forward an annual licensing fee of $3,000 by certified check or money order

made payable to the order of the Legalized Games of Chance Control Commission. The approval to supply instant raffle equipment and personnel when granted shall be valid for one year.

d) Prior to the expiration of the current annual license period, each licensed instant raffle equipment supplier shall submit an application for license renewal together with the annual license renewal fee.

e) Upon notification of approval by the Control Commission, each manufacturer of electronic games of chance systems who is not otherwise required to be licensed under this section shall forward an annual licensing fee of $3,000 by check or money order made payable to the order of the Legalized Games of Chance Control Commission. The approval to supply games of chance systems when granted shall be valid for one year.

f) Prior to the expiration of the current annual license period, each licensed manufacturer of electronic games of chance systems who is not otherwise licensed under this section shall submit an application for license renewal together with the annual license renewal fee of $3,000 payable by check or money order made payable to the order of the Legalized Games of Chance Control Commission.

g) (Reserved)

h) (Reserved)

i) Each licensed distributor of electronic games of chance systems, or, if a system is owned by a licensed organization, the licensed organization, in addition to the use fee required under N.J.A.C. 13:47-4.9, shall pay a fee for the use of the electronic games of chance systems as follows:

1) For use of electronic card minding systems, a $25.00 fee, in the form of a check payable to the Legalized Games of Chance Control Commission, for each occasion on which electronic card minding devices are used in the conduct of games of chance. The fee shall be paid no later than the last day of the month immediately following the month in which the electronic card minding system was used for the holding, operating or conducting of bingo games together with a statement disclosing:

i) The date and amount of payment received and description of method of payment;

ii) The name and identification number of the distributor or registered organization, as the case may be;

iii) The name and identification number of each organization and the number of the organization's license for conducting the games of chance;

iv) The location of premises where the games were conducted;

v) The date when the games were conducted;

vi) The number on the certification of permissibility issued for the electronic card minding system used for conducting the games; and

vii) The number of devices used for conducting the games.

j) The Control Commission may suspend or revoke the license of armchair race, bingo, casino night and raffle equipment providers or manufacturers and distributors of instant raffle equipment issued by the Commission, after an opportunity for a hearing pursuant to the Administrative Procedure Act, N.J.S.A. 52:14B-1 et seq., and the Uniform Administrative Procedure Rules, N.J.A.C. 1:1, for any violation of the Bingo Licensing Law, the Raffle Licensing Law, the Amusement Games Licensing Law, this chapter or any other relevant law.

13:47-13.7 CERTIFICATION

a) Within 48 hours after agreeing to provide armchair race, casino night or raffle equipment or personnel to a licensee, except when provided in compliance with N.J.A.C. 13:47-8.14(b)4, and whether or not a charge is made by the supplier, the armchair race, casino night or raffle equipment provider shall send to the Control Commission a certification as to the following:

1) Name and address of the licensee to whom the equipment was supplied;

2) Address of the place where the equipment was installed or is to be used;

3) Exact description of all equipment supplied;

4) Date upon which the equipment is to be used.

5) Total amount of charge made.

b) Such certification shall be made by the supplier in letter form.

c) In the case of a corporate supplier, it shall be signed by an authorized officer.

13:47-13.8 CONTRACTING TO PROVIDE AND PROVIDING ARMCHAIR RACE, BINGO, CASINO NIGHT OR RAFFLE EQUIPMENT AND PERSONNEL; RESTRICTION

a) A person approved by the Control Commission to provide equipment or personnel for use in or in connection with the conduct of an armchair race, bingo or casino night or raffle game pursuant to N.J.A.C. 13:47-13.3 shall not enter into a contract or any agreement to provide such equipment or personnel to a person unless that person is registered with the Control Commission and is licensed by, or has a license application pending with, the municipality in which the activity is held, operated or conducted.

b) No person approved by the Control Commission to provide equipment or personnel for use in or in connection with the conduct of an armchair race, bingo, or casino night or raffle game shall provide such equipment or personnel to any person not registered with the Control Commission and licensed by the municipality in which the activity is held, operated or conducted.

c) An equipment provider who provides equipment or personnel for use in or in connection with the conduct of an armchair race, bingo or casino night event or raffle game shall be responsible for the proper operation of the equipment provided and the actions of any personnel provided, whether or not the approved provider is present at the event or raffle game.

13:47-13.9 REPORTING REQUIREMENTS

a) On the 15th day of each month, each person approved by the Control Commission to provide equipment for use in or in connection with the conduct of bingo games shall file a report with the Control Commission containing the following information:

1) The name, address and license number issued by the Control Commission to the provider;

2) The name, address and identification number issued by the Control Commission to each organization to which bingo equipment was provided in the preceding month;

3) A complete description of the equipment provided including the type of product, quantity, series number serial numbers, cut and color of paper;

4) The date the equipment was delivered to the licensed organization;

5) The amount charged for each item and the total amount of each invoice;

6) The date upon which payment was received by the provider; and

7) Any outstanding balances owed to the provider.

b) Any person approved by the Control Commission to provide equipment in or in connection with the holding, operating or conducting of bingo or raffle games shall notify the Control Commission in writing of any organization that has not paid in full the amount charged for all bingo or raffle equipment delivered or provided within 60 days.

1) Such notification shall be made no later than 10 days after the date upon which the account becomes delinquent.

2) A copy of the notification shall be sent to the delinquent organization.

3) The notification of a delinquent account shall contain the following:

i) The name, address and identification number of the delinquent organization;

ii) A description of the equipment for which payment has not been received;

iii) The amount past due;

iv) A copy of the invoice indicating the items for which payment has not been received; and

v) The name, address and telephone number of the member of the organization who has been notified of the delinquency.

c) On the 15th day of each month, each person approved by the Control Commission to supply equipment for use in, or in connection with, the conduct of instant raffle games shall file a report with the Control Commission containing the following information:

1) The name, address and license number issued by the Control Commission to the supplier;

2) The name, address and identification number or license number issued by the Control Commission to each organization or supplier to which instant raffle equipment was supplied in the preceding month;

3) A complete description of the instant raffle equipment supplied including the type and quantity of the equipment and the form and serial number of each instant raffle game;

4) The date the instant raffle equipment was delivered to the licensed organization or distributor;

5) The amount charged for each item and the total amount of each invoice;

6) The date upon which payment was received by the supplier;

7) In the case of distributors, any outstanding balances owed to the supplier; and

8) Any returned instant raffle equipment.

SUBCHAPTER 14.
RENTAL OF PREMISES FOR BINGO

13:47-14.1 DEFINITIONS

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

"Commercial rentor"—A rentor who is not a qualified organization registered with the Control Commission.

"Organization"—Any organization licensed to hold, operate or conduct games of chance under the Bingo Licensing Law.

"Person"—Not only a natural person but also any partnership, joint venture, association, corporation or any other legal entity.

"Premises"—Any land, building, enclosure or part thereof used for the purpose of operating or conducting games of chance under the Bingo Licensing Law.

"Rental"—The amount paid or payable by an organization to a rentor for the use of premises including janitorial services, utilities, tables and chairs rented, furnished or supplied to said

organization for the purpose of holding, operating or conducting games of chance under the Bingo Licensing Law. No additional charge may be made for any service.

"Rentor"—The owner, lessor, and supplier of premises furnished or supplied to, or used by, an organization for the purpose of holding, operating or conducting games of chance under the Bingo Licensing Law.

13:47-14.2 APPLICATIONS AND LICENSING

a) Applications for licenses as an approved rentor shall be made on Form 15 which is hereby adopted (See Section 16.21 (LGCCC15) of this Chapter). The application with supporting material as set forth below shall be filed with the Secretary of the Control Commission in duplicate.

b) Each application shall be accompanied by a rental statement on Form 16 which is hereby adopted.

c) Where the owner is an individual, the application shall be accompanied by identification statement for individuals on Form 19 which is hereby adopted. (See Section 16.25 (LGCCC19) of this Chapter). Where the owner is a partnership, association, joint venture, or other business entity, except a corporation, it shall be accompanied by the identification statement on Form 17 which is hereby adopted (See Section 16.23 (LGCCC17) of this Chapter). Each person referred to in Form 17 shall file an identification statement for an individual on Form 19.

d) If the owner is a corporation, it shall be accompanied by the identification statement for a corporation on Form 18 which is hereby adopted (See Section 16.24 (LGCCC18) of this Chapter). Each stockholder shall file an identification statement for an individual on Form 19.

e) No license as an approved rentor shall be granted:

1) If any person whose signature or name appears in the application is not the real party in interest or if the person so signing or named in the application is an undisclosed agent or trustee for any such real party in interest; and

2) Unless the Commission shall determine that the applicant and, if the applicant is not the owner, the owners of said premises, and if said applicant or the owner is a corporation, all of its officers and each of its stockholders who own ten per cent or more of its issued and outstanding stock, are of good moral character and have not been convicted of a crime.

f) The Commission will, among other things, and without limitation, consider a violation of N.J.S.A. 5:8-1 et seq. or any amendment of or supplement to said Act as evidence of lack of good moral character.

g) The Commission in its inquiry and investigation of an application may hold a hearing at which the applicant or if the applicant is a corporation its officers, directors and stockholders shall appear and testify under oath respecting the contents of the application.

h) When the Commission is satisfied that the applicant possesses the qualifications to receive a license, the Secretary shall issue and deliver a license to an applicant as an approved rentor of specified premises upon the payment by the applicant of an annual license fee in the amount of $1,000. Such payment shall be made by certified check payable to the order of the Legalized Games of Chance Control Commission.

i) Any license as an approved rentor issued pursuant to this Chapter may be revoked or suspended for such period as the Commission deems in the public interest for any of the following offenses on the part of the licensee, its agent or employees, or any person required by this Chapter to sign or be identified in an original application for a license:

1) Any cause which would permit or require disqualification of the licensee from receiving a license upon original application;

2) Fraud, deceit or misrepresentation in securing the license or in the conduct of the licensed activity or in connection with any application submitted to, or any interview, hearing or proceeding conducted by, the Commission;

3) Failure by the licensee to maintain a complete set of books and records containing a true and accurate account of the licensee's receipts and disbursements arising out of his activities;

4) Failure to keep said books and records available during business hours for inspection by the Commission and its duly designated representatives until the expiration of the second calendar year following the calendar year during which the transactions recorded therein occurred;

5) Violation of any provisions of this Chapter, the Bingo Licensing Law or the rules and regulations adopted by the Commission.

j) A license as an approved rentor shall be valid until revoked, suspended or modified by the Commission.

k) The Commission may issue a temporary permit to an applicant pending final action on the application. Any such temporary permit shall be valid for a period not in excess of 180 days.

l) Licenses for approved rentors shall be issued on Form 20, which is hereby adopted.

m) Qualified organizations registered with the Control Commission who file with the Secretary a declaration of trust on Form 21 which is hereby adopted that they will devote all of the rentals received to authorized purposes are hereby automatically approved and licenses shall issue upon the filing of such declaration. Form 21 shall be supplied and prepared by the organization.

13:47-14.3 REGULATIONS CONCERNING RENTALS

a) No agreements or arrangements for the rental or use of premises for the playing of bingo shall be valid and no moneys paid by licensed organizations for such rental or use or services shall be allowable expenditures to be taken into account in determining net proceeds unless made in accordance with the provisions of the rules and regulations of this Chapter.

b) No premises shall be used or allowed to be used for the conduct of bingo unless the same are either owned by the licensed organization conducting the games or rented or supplied in compliance with the provisions of the statute and the rules and regulations of this Chapter.

c) No rentor shall rent, or allow the use of, any premises for bingo to be conducted by a licensed organization unless such rentor is either itself a qualified organization holding a valid license issued by a municipality in this State for the conduct of bingo for a period including the date of such rental or use, or is a licensed rentor holding a valid license issued by the Commission for the specific premises.

d) No premises shall be rented or allowed to be used unless all of the terms and conditions of such rental or use are set forth in a written agreement.

e) No agreement for the rental or use of any premises for bingo shall be valid unless the entire agreement is in writing, signed by the parties thereto, and an executed copy filed with the Commission at least 15 days prior to the date of any occupancy or use thereunder.

f) No agreement for the rental or use of any premises for bingo shall be valid unless the same shall contain the following provisions, terms and conditions:

1) That neither the rentor nor the owner of the premises will make any charge, or receive or accept, any money or other valuable thing from the licensed organization other than the payments expressly provided in such agreement;

2) That neither the rentor nor the owner of the premises will enter into any arrangement or transaction with the licensed organization other than for the rental of premises, which includes the rental of chairs and tables and janitor service as set out in the agreement;

3) That neither the rentor nor any person having an interest in the rentor, or the owner, or any person having an interest in the owner, nor any office, director, stockholder, employee, agent or servant of the rentor or owner shall conduct, participate or assist in the conduct of bingo or render any service to anyone conducting, participating or assisting in the conduct of bingo at any time during the calendar year in which such agreement is made or during which the same may be in force; but this requirement shall apply only to a commercial rentor;

4) That no payments shall be made to the rentor or owner or accepted by the rentor or owner except by check;

5) That the rentor will not allow the presence on the premises of any person or persons directed by the Commission to be kept off the premises;

6) That all of the terms, covenants and conditions of the agreement shall be subject to amendment, supplement, modification or change as may be required by any rule, regulation or specific order of the Commission thereafter adopted or entered, but in any such event either party to the agreement shall be entitled to terminate the agreement at any time thereafter on seven days' notice;

7) That the rentor and owner shall at all times comply with any rule, regulation or specific order of the Commission thereafter adopted or entered and applicable to the rentor or owner;

8) That any person, whether a rentor or owner, who shall receive any money or other valuable thing directly or indirectly from the licensed organization on or after the date on which such rentor or owner shall violate any term, covenant or condition of the agreement, or of any rule, regulation or specific order of the Commission, applicable to such rentor or owner, shall be obliged to repay and refund any and all sums and things so received from the date of such violation and until such violation shall cease, to the licensed organization upon request of such licensed organization or the Commission;

9) That the licensed organization may cancel in accordance with the rules and regulations of this Chapter any date scheduled for the conduct of bingo on the premises without being obliged to make any payment for such date;

10) That except as provided in N.J.A.C. 13:47-6.13 and 6.14, neither the renter nor the owner of the premises will in any way advertise or announce, or allow any other person to advertise or announce, by any means which come to the attention of the public, that the premises are used, or are available for rental or use for the conduct of bingo;

11) A statement listing the commercial rentor's license number or the bingo license of a licensed organization rentor, as the case may be, the identification number and bingo license number of the organization to which the premises are rented.

g) No agreement for the rental or use of premises for the conduct of bingo shall be valid for a period beyond one calendar year from the effective date thereof.

h) Every rentor shall keep and maintain a register in which there shall be entered a record of all dates reserved for rental to or use by any licensed organization for the conduct or playing of bingo and a record of rental and use, which record shall indicate:

1) The date and portion of the day reserved;

2) The name, identification number and license number for the licensed organization;

3) The amount to be charged for the rental or use;

4) The date of the agreement for rental or use and its filing number;

5) A statement whether the premises were so used on the specified date;

6) A description of the check received in payment of the rental or charge made, including date, bank, payee, and amount.

i) A $20.00 fee, in the form of a certified check payable to the Legalized Games of Chance Control Commission, shall be forwarded by the renter to the Commission for each occasion on which bingo games are held, pursuant to N.J.S.A. 5:8-24 et seq. Payment of this fee shall be made no later than the 10th day of the month immediately following the month in which the premises was used for the holding, operating or conducting of bingo together with a statement disclosing:

1) Location of premises and name of person receiving payment;

2) Date and amount of payment received and description of method of payment;

3) Name, identification number and bingo license number of organization which conducted bingo;

4) Date when bingo was conducted; and

5) The commercial renter's license number issued by the Control Commission for the premises.

j) No rentor shall allow or permit bingo to be conducted or played on premises rented for that purpose unless there shall be in existence a valid license for the conduct of the games by the organization actually conducting the same and unless the aid license is prominently displayed on the premises during the conduct of the game as required by the rules and regulations applicable.

k) No rentor shall lend money to or borrow money from any organization licensed to conduct bingo games, or any person who is an officer of any such organization or who is in charge of or assists in the conduct of the games, so long as such rentor shall rent, or offer to rent or allow the use of premises for the conduct or playing of bingo.

l) A rentor which is itself licensed to hold, operate or conduct games of chance under the Bingo Licensing Law, and which executes and files with the Commission a declaration of trust, in such form as it may require, stating that it will devote the entire gross rentals received by it for the rental or use of premises, exclusively to one or more authorized purposes expressly identified in such declaration and approved by the Commission, need not submit any data or information to support the fairness and reasonableness of the rental or other payment to be received.

m) Every commercial rentor shall promptly notify the Commission of any change in its organization structure or mode of operation, and of any change in the identity of the persons named or required to be named in the application or of the nature or extent of their interest as set forth in the application.

n) Every rentor holding a license shall, at the Commission's request, file such forms and furnish such information as may be required from time to time for the purpose of maintaining current and reliable information as to the continuance of the qualifications required for such license.

o) Qualified organizations registered with the Control Commission may donate their premises to another qualified organization, licensed to conduct bingo, but may not make any change for services rendered or otherwise.

p) A rentor must post the license on the premises where bingo is played.

q) Rentals must be collected by the commercial rentor within 48 hours after the holding of the bingo occasion.

13:47-14.4 PREMISES LOCATED IN SENIOR CITIZEN DEVELOPMENT; EXEMPTION FROM FEES AND REPORTS

Any premises located in a senior citizen development, whether incorporated or unincorporated, which are held as a common element, are regularly used and occupied by the senior citizen association or club for activities other than the conduct of legalized games of chance that are leased, rented or provided with or without charge to a qualified senior citizen association or club for the conduct of bingo solely by and for its own members shall be subject to all of the provisions of the Bingo Licensing Law N.J.S.A. 5:8-24 et seq., and this chapter, except that the owners of the premises shall not be required to pay the annual licensing fee prescribed by N.J.A.C. 13:47-14.2(h) or to file the report or pay the per occasion fee prescribed by N.J.A.C. 13:47-14.3(h).

13:47-14.5 SENIOR CITIZEN RENTOR; EXEMPTION

For the purposes of this chapter, no owner of property in a senior citizen development who is also a member of the senior citizen association or club holding, operating or conducting bingo solely by and for its own members in a premises described in N.J.A.C. 13:47-14.4 shall be considered a rentor or in any way be subject to the restrictions placed on persons approved as commercial rentors pursuant to this subchapter.

SUBCHAPTER 15.
GENERAL PROVISIONS

13:47-15.1 FORMS

a) All forms other than Form 1-A, 8B-A, 8R-A, 8R-A1, 11, 12, and 12A, 14, 15, 16, 17, 18, 19, 20, and 21, shall be supplied by the municipalities.

b) All forms, other than Form 1-A, and all papers on appeal shall be on good white paper. Forms 2B-A, 2R-A, 8B-A and 8R-A shall be on paper 8½ x 22 inches in size.

c) Other forms, with the exception of Forms 1-A, 3, 4, 8B-A, 8R-A and 11 and papers on appeal shall be on paper 8½ x 11 inches in size.

13:47-15.2 SEAL

The seal of the Control Commission shall consist of the seal of the State of New Jersey with the words “New Jersey Legalized Games of Chance Control Commission” around the circumference.

13:47-15.3 (RESERVED)

SUBCHAPTER 16.
SCHEDULES

13:47-16.1 RATES FOR EQUIPMENT

a) The schedule of rates “A” is:

	Rental (No more than)	
Equipment	Per week	Per day
Number Merchandise Wheels 60" and larger	$100.00	$ 75.00
Number Merchandise Wheels less than 60"	10.00	2.00
Merchandise Dart Wheels	10.00	2.00
Big Six Wheel	500.00	150.00
Horse Race Wheel	500.00	150.00
Raffle Barrel	10.00 per week or any fraction thereof	
Any other equipment in the nature of Raffle Wheels not specifically referred to above	7.50	1.50
8" x 14" Tent with or without Booth	26.00 per week or any part thereof	
14" x 14" Tent with or without Booth	32.50 per week or any part thereof	

8" x 14" Booth without Tent	26.00 per week or any part thereof
14" x 14" Booth without Tent	32.50 per week or any part thereof

b) No rate in excess of that set forth in this section shall be paid or accepted for the rental or use of any equipment used in or in connection with the holding, operating or conducting of a raffle.

c) The rate for the rental or use of any authorized game shall include all equipment, material and devices necessary to hold, operate or conduct the particular game.

d) The maximum rate for the rental or use of casino night games, which include baccarat, beat the dealer, blackjack, Caribbean stud poker, chuck-a-luck, craps, joker seven, let it ride, mini baccarat, money wheel, multi-action blackjack, red dog, roulette, skill stop reel or skill stop video games, token pushers or under/over, is $250.00 per game per day.

13:47-16.2 RATES FOR SERVICES

a) The following fees may be charged for the services listed:

Schedule of Fees "B"

Service	Fee (No more than)
Making bookkeeping entries for operation of games of chance on any one day	$ 2.00
Preparing Reports of Operations for any one game	3.00
Opening books for a game of chance account	15.00
Supervising bookkeeping and accounting system without making entries or preparing reports	5.00 per month
Supervising accounting system and making bookkeeping entries and preparing reports	15.00 per month

b) No rate in excess of that set forth in this section shall be paid or accepted for the services provided.

c) A person may be compensated for the following services at a rate that is not less than the minimum wage required to be paid by employers to their employees established from time to time pursuant to N.J.S.A. 34:11-56a4, as amended and supplemented:

1) Armchair race projectionist;

2) Armchair race cashier;

3) Class “A” casino night operator; and

4) Class “B” casino night operator.

13:47-16.3 (RESERVED)

13:47-16.4 (RESERVED)

13:47-16.5 (RESERVED)

13:47-16.6 (RESERVED)

13:47-16.7 (RESERVED)

13:47-16.8 (RESERVED)

13:47-16.9 (RESERVED)

13:47-16.10 (RESERVED)

13:47-16.11 (RESERVED)

13:47-16.12 (RESERVED)

13:47-16.13 (RESERVED)

13:47-16.14 (RESERVED)

13:47-16.15 (RESERVED)

13:47-16.16 (RESERVED)

13:47-16.17 (RESERVED)

13:47-16.18 (RESERVED)

13:47-16.19 (RESERVED)

13:47-16.20 (RESERVED)

13:47-16.21 (RESERVED)

13:47-16.22 (RESERVED)

13:47-16.23 (RESERVED)

13:47-16.24 (RESERVED)

13:47-16.25 (RESERVED)

13:47-16.26 (RESERVED)

13:47-16.27 (RESERVED)

SUBCHAPTER 17.
(RESERVED)

SUBCHAPTER 18.
CONDUCT OF ARMCHAIR RACES

13:47-18.1 PURPOSE AND SCOPE

a) The purpose of the rules in this subchapter is to implement P.L. 1999, c.17 concerning the conduct of armchair races.

b) This subchapter shall apply to all persons who hold an armchair race.

13:47-18.2 DEFINITIONS

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

"Armchair race(s)" means an event at which wagers are placed with imitation money on the outcome of a previously filmed horse race(s) and wagerers do not know the results in advance, when the prize awarded consists of merchandise or raffle tickets only, and not cash or money.

"Armchair race equipment provider" means a person approved by the Control Commission to provide armchair race equipment for use in or in connection with the holding of an armchair race in accordance with this subchapter.

"Armchair race holder" means the registered organization in whose name the armchair race license is issued from a municipality.

"Armchair race operator" means a person who works any game of chance at an armchair race including, but not limited to, cashiers and projectionists.

"Banker" means a person who converts cash or money into imitation money at the posted exchange rate.

"Cashier" means a person who processes transactions involving imitation money which do not also involve legal currency, cash or money, including accepting wagers, paying out winnings and redeeming imitation money for raffle tickets or merchandise prizes.

"Daily double" means a wager on which horses will finish first in two designated races.

"Exacta" means a wager on which horse will finish first and which horse will finish second in a race.

"Exchange rate" means the rate at which cash or money is converted into imitation money used to place wagers at an armchair race.

"Exchange ratio" means the rate of exchange of imitation money for raffle tickets.

"Film" means any recording medium used to show previously filmed horse races including, but not limited to, film, videotape and digital video discs.

"Imitation money" means any script which is either used to place wagers and pay winnings, or is redeemed for raffle tickets or merchandise prizes at an armchair race.

"Tamper evidencing seal" means a seal on a film container, bearing the equipment providers' name and/or logo, that is constructed in such a way that should the container be opened or tampered with, such opening or tampering would be easily discernible and obvious.

"Quiniela" means a wager to select the first two horses to finish in a race, irrespective of the order in which the horses finish in that race.

"Straight betting" means a wager on which horse will finish first in the race.

"Trifecta" means a wager made on which horse will finish in first, second and third place in a race.

13:47-18.3 ARMCHAIR RACE; AUTHORIZATION; LICENSE REQUIRED

It shall be lawful to hold or operate an armchair race when properly licensed in accordance with the provisions of N.J.S.A. 5:8-50 et seq. and this subchapter.

13:47-18.4 PERSONNEL; COMPENSATION; QUALIFICATIONS

a) In addition to bookkeepers and accountants, who may be compensated pursuant to N.J.A.C. 13:47-6.5, a person approved by the Control Commission pursuant to N.J.A.C. 13:47-19 who is not a member of the licensed organization, an auxiliary or affiliated organization may be compensated for services as a cashier or projectionist at an armchair race, but only in the amounts set forth in the schedule in N.J.A.C. 13:47-16.2.

b) An armchair race holder or operator shall be thoroughly familiar with the method of armchair race operations as set forth in this subchapter.

13:47-18.5 RESTRICTIONS; EQUIPMENT; WAGERING; PRIZES

a) On the occasion of an armchair race, no gambling shall take place other than that specifically authorized in this chapter.

b) No person shall use, rent, lease, acquire or provide any equipment or service for use in or in connection with the holding of any armchair race which is not provided in accordance with the provisions of the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter.

c) An armchair race holder shall not:

1) Allow any wager to be placed on an armchair race game by any means except with imitation money;

2) Allow wagering between players, commonly known as side betting;

3) Offer or award any prize consisting of cash or money;

4) Offer or award any merchandise prize of a type prohibited by N.J.A.C. 13:47-6.20(a); or

5) Purchase or exchange any merchandise prize for a player for cash or money or imitation money.

d) An armchair race operator, banker, cashier or member in charge shall not on the occasion of the armchair race:

1) Participate as a player in any game of chance, including, but not limited to, an armchair race;

2) Accept any direct or indirect tip or gratuity; or

3) Consume alcoholic beverages during the period between the commencement of the first race and conclusion of the final race of the armchair event.

e) Nothing contained in this section shall be construed to prohibit the award of cash or money as a prize in an authorized bingo or raffle game or to prohibit such a game from being held, operated and conducted in accordance with N.J.A.C. 13:40-6.20(b) in conjunction with an armchair race.

13:47-18.6 DISPLAY OF NOTICES

a) In addition to the notices required by N.J.A.C. 13:47-6.6, an armchair race holder shall conspicuously post the following notices at the places indicated:

1) The exchange rate: at the banker's window; and

2) The method by which all prizes will be awarded: in the room(s) or area(s) where the race(s) is shown and where the prize(s) is displayed.

b) If a prize(s) is to be awarded based upon a drawing, the exchange ratio shall be posted in the room(s) or area(s) where the race(s) is shown and where the prize(s) is displayed.

c) If the value of imitation money is color-coded, the value of each color shall be posted in the room(s) or area(s) where the race(s) is shown and where the prize(s) is displayed.

13:47-18.7 IMITATION MONEY; SALES; RESTRICTIONS; AMOUNTS

a) Imitation money shall be obtained from the equipment provider or shall be provided by the armchair race holder.

b) The value of imitation money shall be marked on each script or shall be color coded.

c) The minimum exchange rate shall be $2.00 of imitation money for every $1.00 of cash or money.

d) Imitation money shall be:

1) Issued in full dollar amounts;

2) Distributed at the time and place of the event at which it is to be used;

3) Sold by a banker at a banker's window;

4) Used to place wagers or pay winnings or redeemed for raffle tickets or merchandise prizes; and

5) Dated with the date of the armchair race event and bear the name of the organization holding the event.

e) Imitation money shall not be:

1) Converted into cash or money; or

2) Removed from the room or area where the event is held.

13:47-18.8 ADMISSION FEE

An armchair race holder may charge a fee for admission to the armchair race.

13:47-18.9 PREVIOUSLY FILMED HORSE RACE CONTAINER SEAL

Prior to shipment, an armchair race equipment provider shall seal the container(s) holding a previously filmed horse race(s) with a tamper evidencing seal(s) bearing the equipment provider's name and/or logo. The seal(s) shall be constructed in such a way that should the container(s) be opened or tampered with, such tampering or opening would be easily discernable and obvious.

13:47-18.10 PREVIOUSLY FILMED HORSE RACES; TIME LIMITS

An armchair race equipment provider shall not supply a previously filmed horse race film for use in any armchair race unless the horse race was run at least one year prior to the date of the armchair race.

13:47-18.11 QUALIFICATIONS OF EQUIPMENT PROVIDER

An armchair race equipment provider shall be thoroughly familiar with the method of operation of an armchair race as set forth in this subchapter.

13:47-18.12 EQUIPMENT; METHOD OF PLAY

a) All equipment used in an armchair race shall be provided by an equipment provider approved by the Control Commission pursuant to the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter.

b) An armchair race holder shall obtain the following equipment from an approved armchair race equipment provider:

1) A container, holding a previously filmed horse race(s), sealed in accordance with N.J.A.C. 13:47-18:9;

2) A race program which indicates the number of horses in each race and identifies the horses in each race by number and fictitious name but which in no way indicates the past performance of the horses;

3) Wagering tickets which contain at least the following information:

i) The date of the occasion;

ii) The name of the organization and the identification number issued to it by the Control Commission;

iii) The license number issued by the municipality for the armchair race;

iv) The race number;

v) The number of the horse(s) wagered upon; and

vi) The serial number to identify the tickets used at that armchair race; and

4) Ticket control and wager computation sheets.

13:47-18.13 ARMCHAIR RACE; METHOD OF OPERATION; RESTRICTION

a) If a film contains only one race, all wagers shall be placed and all cashier windows shall be closed prior to removing the seal on the film container. The race shall not be shown if the seal has been tampered with or removed.

b) If a film contains more than one race, the armchair race holder shall announce, prior to the removal of the seal on the film container, whether wagers for all races on that film shall be placed before the seal is broken or whether wagers shall be placed on each race prior to the showing of each race. If wagers are to be placed prior to the showing of each race, the film shall be stopped at the blank space at the end of each race to allow wagers to be placed on the horses in the next race.

c) The film(s) shall not be shown if the equipment provider's seal has been tampered with or removed, except when a film contains more than one race and an announcement has been made, and the film has been stopped at the end of each race, as required by (b) above.

d) An armchair race holder may accept wagers for one or more races provided that the equipment provider's seal on the films has not been broken, except when a film contains more than one race and an announcement has been made, and the film has been stopped at the end of each race, as required by (b) above.

e) No person shall disclose any information regarding the identity of a horse, its past performance, or the outcome of a race prior to the conclusion of the race.

f) No previously filmed horse race shall be shown more than once at any armchair race event.

g) A previously filmed horse race shown at an armchair race event shall have been run at least one year prior to the date of the armchair race event.

13:47-18.14 ARMCHAIR RACE; DESIGNATED MEMBER IN CHARGE OF THE CONDUCT OF THE EVENT

a) The officers of the armchair race holder shall designate a member who shall be in charge of the conduct of the event. The duties of the member in charge shall include all the duties set forth in N.J.A.C. 13:47-6.1 and, in addition, the member in charge shall:

1) Supervise the banker, cashier, projectionist and all persons operating games at the event;

2) Receive the film(s) and any associated documents from the approved equipment provider;

3) Maintain the equipment provider's seal(s) placed on the film(s) until each race is shown; and

4) Return the film(s) to the approved equipment provider on the next business day following the day upon which the armchair race event is held.

13:47-18.15 ARMCHAIR RACE; DESIGNATED MEMBER IN CHARGE OF NET PROCEEDS

The officers of the armchair race holder shall designate a member in charge of proceeds who shall have the responsibilities as set forth in N.J.A.C. 13:47-6.2.

13:47-18.16 ARMCHAIR RACE BANKER

a) An armchair race banker shall:

1) Be a bona fide active member of the armchair race holder; and

2) Convert cash or money into imitation money at the posted exchange rate.

b) An armchair race banker shall not:

1) Convert imitation money into cash or money;

2) Work as a cashier at the same armchair race event; or

3) Be compensated for services as a banker.

13:47-18.17 ARMCHAIR RACE CASHIER

a) An armchair race cashier shall:

1) Accept wagers and pay out winnings for successful wagers;

2) Exchange imitation money for merchandise or raffle tickets at the posted exchange rate;

3) Complete a ticket control and wager computation sheet for each race, daily double, trifecta, quiniela and exacta. Each sheet shall contain the following information:

i) Total number of tickets sold;

ii) Total dollar amount collected;

iii) Amount of commission;

iv) Distribution of winnings;

v) Winning entry or combination;

vi) Winners to be paid: and

vii) Total to be paid; and

4) Distribute the winnings.

b) An armchair race cashier shall not:

1) Process transactions involving cash or money;

2) Work as a banker at the same armchair race event; or

3) Convert imitation money into cash or money.

13:47-18.18 AUTHORIZED WAGERING

a) Wagers for armchair races shall be in full dollar amounts in imitation money.

b) Only straight betting, exacta, daily double, trifecta and quiniela wagering shall be allowed at an armchair race.

13:47-18.19 DISTRIBUTION OF WINNINGS

The armchair race holder shall retain a percentage of the total amount wagered in each race, daily double, trifecta, quiniela and exacta. The amount remaining shall be distributed among the winners.

EXAMPLE: The total amount of imitation money wagered in a race is $400.00. The armchair race holder retains a 50 percent commission on the race, leaving $200.00 of imitation money to be distributed among the winners. Horse number 6 wins the race. Eight wagers were placed

(that is, tickets were purchased) on horse number 6. The cashier divides eight into $200.00 and pays out $25.00 in imitation money for each ticket purchased.

13:47-18.20 PRIZES

The aggregate retail value of all merchandise prizes awarded at an armchair race event by drawing and/or redemption shall not exceed $100,000.

SUBCHAPTER 19.
PERSONNEL; ARMCHAIR RACES; CASINO NIGHTS

13:47-19.1 APPLICATION PROCEDURE

a) A person who wants to be a compensated armchair race projectionist or cashier, a compensated class “A” or class “B” casino night game operator or a non-compensated class "A” casino night game operator shall submit to the Control Commission a Commission-provided application and a non-refundable $100.00 fee by check or money order made payable to the Legalized Games of Chance Control Commission. The application shall be completed in duplicate, signed by the applicant and notarized.

b) A person who wants to be a compensated armchair race projectionist or cashier, or a compensated class ''A” or class “B” casino night operator, who is employed by a licensed equipment provider, shall submit to the Control Commission a Commission-provided application and a non-refundable $25.00 fee by check or money order made payable to the Legalized Games of Chance Control Commission. The application shall be completed in duplicate, signed by the applicant and the approved equipment provider by whom the applicant is employed, and shall be notarized.

c) The Commission shall review the application for completeness, and barring any conviction of a crime, violation of the Bingo Licensing Law, the Raffle Licensing Law, the Amusement Games Licensing Law or disciplinary action relative to a license, certificate or registration in another state, shall approve the application.

d) The Commission shall notify the applicant of the approval and issue a license and license number.

13:47-19.2 AGENT FOR SERVICE OF PROCESS

a) All armchair race projectionist and cashier applicants and casino night class “A” and class “B” operator applicants shall appoint the Executive Officer of the Control Commission as agent for service of process on a form provided by the Control Commission.

b) Upon the service of any papers on the Executive Officer of the Control Commission as agent for an armchair race projectionist or cashier, or a casino night class “A” or class “B” operator, the Executive Officer shall forward the papers by registered or certified mail, return receipt requested, to the person named and who is a defendant in the proceeding at the last known address on file with the Control Commission.

13:47-19.3 AUTHORIZED EVENTS; ARMCHAIR RACES AND CASINO NIGHTS

a) A person who has been approved as an armchair race projectionist or cashier by the Control Commission shall not work at an armchair race event unless the event has been authorized by the Control Commission and licensed by the municipality in which the race(s) are to be held or at which the equipment to be used was not provided by an approved provider in accordance with this chapter.

b) A person who has been approved as a casino night class “A” or class “B” operator by the Control Commission shall not work at a casino night event or operate a casino night game(s) unless the event and the game(s) have been authorized by the Control Commission and the event has been licensed by the municipality in which the event is to be held. The operator shall not work at a casino night event at which the equipment to be used was not provided by an approved provider in accordance with this chapter.

13:47-19.4 LICENSE APPROVAL AND RENEWAL

a) Upon notification of approval by the Control Commission, each armchair race projectionist or cashier or casino night class “A” or class “B” operator shall forward a license fee of $125.00 by certified check or money order made payable to the Legalized Games of Chance Control Commission. The license shall be valid for one year unless modified, suspended or revoked by the Control Commission.

b) Upon notification of approval by the Control Commission, each armchair race projectionist or cashier, or casino night class “A” or class “B” operator, who is employed by a licensed equipment provider, shall forward a license fee of $25.00 by certified check or money order made payable to the Legalized Gaines of Chance Control Commission. The license shall be valid for one year unless modified, suspended or revoked by the Control Commission.

c) Prior to the expiration of the annual license period, each licensed armchair race projectionist or cashier, or each licensed casino night class “A” or class “B” operator shall submit an application for license renewal together with an annual license renewal fee of $125.00.

d) Prior to the expiration of the annual license period, each licensed armchair race projectionist or cashier, or a class “A” or class “B” casino night game operator, who is employed by a licensed equipment provider shall submit an application for license renewal together with an annual license renewal fee of $25.00.

e) The Control Commission may suspend or revoke the license of an armchair race projectionist or cashier or a casino night class “A” or class “B” operator, after an opportunity to be heard for any violation of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffle Licensing Law, N.J.S.A. 5:8-50 et seq., the Amusement Games Licensing Law, N.J.S.A. 5:8-100 et seq., this chapter or any other applicable statute or rule of the Commission.

SUBCHAPTER 20.
CONDUCT OF CASINO NIGHTS

13:47-20.1 PURPOSE AND SCOPE

a) The purpose of the rules in this subchapter is to implement P.L. 1999, c.17 concerning the conduct of casino nights.

b) This subchapter shall apply to all persons who conduct a casino night event.

13:47-20.2 DEFINITIONS

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

“All-in” means a player who has no funds remaining on the poker table to continue betting in a round of play but who still retains the right to contend for that portion of the pot in which the player has already placed a bet.

“Ante” means a predetermined wager which each player is required to make in some poker games prior to any cards being dealt in order to participate in the round of play.

“Assistant” means a person who may be used to assist a qualified casino night operator in the operation of a casino night game.

“Baccarat” means a card game in which a player places a bet that either the bank or the player will attain a score of or closest to nine, or that the bank and player will be dealt cards of equal card point value. Originally, four cards are dealt to the player and the bank. If the point value of either original hand is eight or nine, it is called a “natural” and no additional cards are dealt. Additional cards are dealt if appropriate according to a set schedule. Up to 14 players can be accommodated at a single table.

“Banker” means a person who converts cash or money into imitation money at the posted exchange rate.

“Beat the dealer” means a dice game played using two dice tumbled in a cage or chute by the dealer and then the player. A point count is calculated based upon the numbers showing on the top side of the dice. To win, a player must get a higher point count than the dealer.

“Bet” means an action by which a player places imitation money into the pot on any betting round.

“Betting round” means a complete wagering cycle in a hand of poker after all players have called, folded or gone all-in.

“Blackjack” means a card game in which a player attempts to draw cards that total 21 or that comes closer to 21 than the dealer.

“Blind bet” means a mandatory wager in some poker games which only players sitting in specific betting positions at the poker table shall be required to place prior to looking at any cards.

“Burning a card” or “burnt card” means the dealer removes the first card from the deck and discards it by placing it to the side, face-down, without showing its value.

“Button” means an object which is moved clockwise around the table to denote an imaginary dealer and thereby determine the betting and dealing sequence.

“Call” means a wager made in an amount equal to the immediately preceding wager.

“Caribbean stud poker” means a card game similar to five card stud, except that the players bet against the house rather than each other. Players make an “ante” bet to receive a hand of five cards. After reviewing the cards dealt, each player makes a decision whether or not to continue in the game. If the player decides to continue with the hand dealt, the player must place an additional wager known as a “bet” wager.

"Casino night" means an event at which players use imitation money purchased from the licensee to wager in games of chance known as baccarat, beat the dealer, blackjack, Caribbean stud poker, chuck-a-luck, craps, joker seven, let it ride, mini-baccarat, money wheel, multi-action blackjack, red dog, roulette, skill stop reel or skill stop video games, token pushers or under/over, at which the imitation money is redeemable for merchandise prizes or raffle tickets only and not for cash or money. Nothing in this definition shall be construed to prohibit the conduct of any other legalized game of chance authorized to award cash or money as a prize on the occasion of a casino night.

"Casino night equipment provider" means a person approved by the Control Commission to provide casino night equipment or personnel in connection with the holding of a casino night in accordance with this subchapter.

"Casino night holder" means the registered organization in whose name a casino night license is issued from the municipality.

"Check" means that a player waives the right to initiate the betting in a betting round but retains the right to act if another player initiates the betting.

"Chuck-a-luck" means a dice game using three dice, a cage or chute and a table layout bearing the numbers one through six. The players place a bet on one or more of the layout numbers. The dice are tumbled in the cage, cup or chute. Winners are determined by comparing the wagers placed on the layout and the numbers showing on the top side of the dice.

"Class A casino night operator" means a person, whether compensated or not, approved by the Control Commission to operate all casino night games authorized by this subchapter, to instruct personnel in the proper operation of casino night games and to supervise the operation of casino night games and the personnel necessary to operate such games.

"Class B casino night operator" means a person who is approved by the Control Commission to operate all casino night games except craps and roulette and who has received instruction from and is supervised by a "class A" casino night operator in the operation of casino night games.

“Common card” means, in any game of stud poker, a card which is dealt face upward if there are insufficient cards left in the deck to deal each player a card individually and which can be used by all players at the showdown.

“Community card” means any card which is dealt face upward and which can be used by all players to form their best hand.

“Cover card” means a yellow or green plastic card used during the cut process and then to conceal the bottom card of the deck.

“Craps” means a game played with two dice and a table with a craps wagering layout. Players place wagers indicated on the layout. A player tosses the dice. The point value shown on the top side of the dice is compared to the wagers placed to determine the winner(s). Winners are paid according to a set schedule.

“Cutting card” means a card of an opaque solid color, with no figures or value, used only for cutting a deck.

“Dealer” means the person who is in charge of the operation of the game and controls the bank.

“Exchange rate” means the rate at which cash or money is converted into imitation money.

“Exchange ratio” means the rate at which imitation money is redeemed for merchandise or raffle tickets.

“Flush” means a hand consisting of five cards of the same suit.

“Fold” means to withdraw from a round of play.

“Forced bet” means a wager which is required to start the wagering on the first betting round.

"Fouled hand" means a hand that either has an improper number of cards or has come into contact with other cards in such a way as to render it impossible to determine accurately which cards are contained in the hand.

"Four-of-a-kind" means a hand consisting of four cards of the same rank, with four aces being the highest ranking four-of-a-kind and four deuces being the lowest ranking four-of-a-kind.

"Full house" means a hand consisting of "three-of-a-kind" and a "pair," with three aces and two kings being the highest ranking full house and three deuces and two threes being the lowest ranking full house.

"Hand" means the cards dealt to a player or a dealer in a particular round of play.

"High" means a game of poker in which the highest ranking hand wins the pot.

"Hold 'em" or "Texas Hold 'em" means a seven card poker game in which players wager chips against each other on the strength of their hands by placing bets in a common pot. The player with the strongest hand at the conclusion of the round of play wins the pot.

"Hole card" means any card dealt to a player face down.

"Imitation money" means any chip, script, ticket or token which is used to place a wager, pay a winning wager, redeem a merchandise prize or purchase a raffle ticket for an opportunity to win a merchandise prize.

"Joker seven" means a card game played with one deck of cards and two jokers included with the deck and a layout which shows various combinations which can occur when a hand of seven cards is dealt. Players place wagers on the various combinations. Winners are paid according to a set schedule.

"Let it ride" means a card game based on five card stud poker. Players do not compete against the dealer or each other. Each player is dealt three cards. Using the dealt cards and two community cards held by the dealer, each player attempts to attain the best poker hand possible. Winning wagers are paid according to a set payout schedule.

"Mini-baccarat" means a card game in which a player places a bet that either the bank or the player will attain a score of or closest to nine, or that the bank and player will be dealt cards of equal point value. Originally four cards are dealt alternately to the player and the bank. If the point value of either original hand is eight or nine it is called a "natural" and no additional cards are dealt. Additional cards are dealt if appropriate according to a set schedule. Up to seven players can be accommodated at a single table.

"Money wheel" means a wheel with a 48-inch or 60-inch diameter divided into 50 equal spaces. Each space is divided by a peg. The face of $1.00, $2.00, $5.00, $10.00 or $20.00 bills appear in all but two spaces. Two of the spaces are marked with a special designator(s). Players place wagers on a layout with identical faces and designators as the wheel. The dealer spins the wheel. A player wins when the wheel stops and the indicator arm rests on a bill face or designator that is identical to a bill face or designator on the layout on which the player placed a wager.

"Multi action blackjack" means a card game in which a player attempts to draw cards that total a maximum point value of 21 or comes closer to 21 than the dealer, which is similar to blackjack except that three hands are played. The dealer retains his original card in all three rounds of play, while players are dealt a completely new hand of cards each round of play.

"Opening bet" means the first bet in a round of play.

"Pair" means two cards of the same rank.

"Poker" means a card game played by two or more players who bet on the value of their hands.

"Pot" means the amount which is awarded to the winning player or players at the conclusion of a round of play and is equal to the total amount anted and bet by the players during the round of play, less any rake.

"Protected hand" means a hand of cards which the player is physically holding or has placed under imitation money.

“Push” means the relative ranking of the hand dealt to the player and the hand dealt to the dealer in the same round of play are equal.

“Raise” means a bet in an amount greater than the immediately preceding bet in that betting round.

“Rake” means the amount of imitation money collected by the dealer as poker revenue.

“Red dog” means a card game in which the player bets that the third card dealt will or will not be between the point spread of the first and second card dealt.

“Roulette” means a game played on a table that consists of a betting area displaying several wagering opportunities and a large bowl shaped recess in which the wheel head rests. The wheel contains 36 numbers and the symbols 0 and 00. A roulette ball, which the dealer spins in a groove in the interior of the circumference of the wheel, settles in a section of the wheel to determine the winner(s). Winning wagers are paid in accordance with a set schedule.

“Round of play” means, for any game of poker, the process by which cards are dealt, bets are placed and the winner of the pot is determined and paid in accordance with the rules of this subchapter.

“Royal flush” means a hand consisting of an ace, king, queen, jack and 10 of the same suit.

“Seven card poker” means a card game similar to stud poker in which a player uses seven cards to make the best possible five card hand.

“Showdown” means the action of revealing the hands of each player in order to determine who shall win the pot.

“Shuffle” means immediately prior to commencement of play and after the completion of each round of play, the dealer intermixes the entire deck of cards, either manually or by use of an automated shuffling device, so that the cards are randomly arranged.

“Side pot” means a separate pot formed when one or more players are all-in.

"Skill stop reel" means a mechanical game which upon insertion of a token operates a certain number of reels containing figures which a player stops by pressing a button adjacent to each reel. Imitation money is awarded according to a set schedule based upon the combination of figures showing on the win line(s) when the player stops the reel.

"Skill stop video" means an electronic video game which upon insertion of a token operates a certain number of video images which a player stops by pressing a button adjacent to each image or touching the screen. Imitation money is awarded according to a set schedule based upon the combination of images showing on the win line(s) when the player stops the images.

"Straight" means a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three).

"Straight flush" means a hand consisting of five cards of the same suit in consecutive ranking with king, queen, jack, 10 and nine being the highest ranking straight flush and ace, two, three, four and five being the lowest ranking straight flush.

"Stub" means the remaining portion of the deck after all cards in a round of play have been dealt.

"Suit" means one of the four categories of cards: club, diamond, heart or spade, with no suit being higher in rank than another.

"Table stakes" means the imitation money on the table in play from which a player may not subtract at any time during ongoing play.

"Three card poker" means a card game similar to stud poker in which a player has the choice of playing against the dealer, playing solely on his or her hand's value, or doing both.

"Three-of-a-kind" means a hand consisting of three cards of the same rank, with three aces being the highest ranking three-of-a-kind and three deuces being the lowest ranking three-of-a-kind.

"Token pusher" means an electronic game where a player inserts a token into a chute in an effort to place it in a position to push other tokens off a moving shelf.

"Two pairs" means a hand containing two "pair."

"Under/over" means a game played with two large dice enclosed in a wire cage or chute and a layout with a wagering section marked "seven, over seven and under seven." A player places a wager on the layout. The dealer turns the cage or chute to tumble the dice. Winner(s) are determined by adding the point value on the top side of the two dice, which will show "seven, over seven or under seven."

"Up-card" means, in a game of stud poker, any card dealt to a player face up.

13:47-20.3 CASINO NIGHT; AUTHORIZATION; LICENSE REQUIRED

It shall be lawful for a registered organization to hold a casino night when properly licensed in accordance with the provisions of N.J.S.A. 5:8-50 et seq. and this subchapter.

13:47-20.4 CASINO NIGHT; GAMES AUTHORIZED; LICENSE REQUIRED

It shall be lawful for a registered organization to conduct any of the following games at a lawfully operated casino night, if the games are properly licensed in accordance with the provisions of N.J.S.A. 5:8-50 et seq. and this subchapter: baccarat, beat the dealer, blackjack, Caribbean stud poker, chuck-a-luck, craps, hold 'em poker, joker seven, let it ride, mini-baccarat, money wheel, multi action blackjack, red dog, roulette, seven-card stud poker, skill-stop reel, still-stop video, token pusher, under/over, Texas Hold 'em tournament or three card poker.

13:47-20.5 PERSONNEL; QUALIFICATIONS; COMPENSATION

a) To be qualified as a class "A" operator, a person shall be thoroughly familiar with the casino night method of operation as set forth in this subchapter, and:

   1) Complete a course of study from a casino dealer school which includes instruction in the operation and conduct of the games as defined in this subchapter;

   2) Demonstrate at least three years of experience working at a lawfully operated casino(s) supervising or operating casino games which are comparable to those as defined in this subchapter; or

3) Demonstrate at least three years of experience working at lawfully operated casino nights, operating and supervising the operation of casino night games as defined in this subchapter and the personnel necessary to operate the games.

b) To be qualified as a class "B" operator a person shall:

1) Prior to operating any casino night game, receive instruction in the operation of the game(s) from a class "A" operator responsible for supervising the class "B" operator's work; and

2) Be thoroughly familiar with the casino night method of operation as set forth in this subchapter.

c) Any person who assists a class "A" or a class "B" operator in the conduct of any casino night game shall be thoroughly familiar with the method of operation of the game.

d) In addition to bookkeepers and accountants who may be compensated pursuant to N.J.A.C. 13:47-6.5, a person who is not a member of the licensed organization, an auxiliary or affiliated organization and has been approved by the Control Commission pursuant to N.J.A.C. 13:47-19.1, may be compensated for services as a class "A" or class "B" operator at a casino night, but only in the amounts set forth in the schedule in N.J.A.C. 13:47-16.2.

13:47-20.6 CASINO NIGHT; DESIGNATED MEMBER IN CHARGE OF THE CONDUCT OF THE EVENT

a) The officers of the casino night holder shall designate a member who shall be in charge of the conduct of the event. The duties of the member in charge shall include all the duties set forth in N.J.A.C. 13:47-6.1, and the member in charge shall also:

1) Supervise the banker and all persons operating or assisting in the operation of any casino night game or other legalized game of chance except that the member in charge shall not overrule the decision of a class "A" operator regarding the operation of a casino night game; and

2) Receive the equipment from the approved equipment provider.

13:47-20.7 CASINO NIGHT; DESIGNATED MEMBER IN CHARGE OF NET PROCEEDS

The officers of the casino night holder shall designate a member in charge of proceeds who shall have the responsibilities set forth in N.J.A.C. 13:47-6.2.

13:47-20.8 CASINO NIGHT BANKER

a) A casino night banker shall:

1) Be a bona fide member of the casino night holder;

2) Convert cash or money into imitation money, at the posted exchange rate; and

3) Immediately upon conclusion of the event, deposit the gross receipts of the event into the holder's account as required by N.J.A.C. 13:47-6.2(b).

b) A casino night banker shall not:

1) Convert imitation money into cash or money;

2) Work as a game operator while acting as the banker; or

3) Be compensated for services as a banker.

13:47-20.9 CASINO NIGHT CLASS "A" AND CLASS "B" OPERATORS

a) Any person, including, but not limited to, a person compensated for conducting or assisting in the conduct of a casino night event, shall be subject to the supervision of the member in charge of the occasion appointed in accordance with N.J.A.C. 13:47-6.1.

b) A class "A" operator shall:

1) Operate casino night games pursuant to the rules set forth in this subchapter;

2) Open the gaming tables pursuant to the rules set forth at N.J.A.C. 13:47-20.18; and

3) Perform all of the duties and functions commonly associated with operating the event, except that no such person shall be authorized to make payments from the licensed organization's games of chance account required by N.J.A.C. 13:47-6.2.

c) A class "B" operator shall:

1) Operate casino night games pursuant to the rules set forth in this subchapter under the supervision of a class "A" operator; and

2) Operate or assist in the operation of only those casino night games for which the class "B" operator received instruction from the class "A" operator who is supervising the event.

d) A class "B" operator shall not operate casino night games known as craps or roulette.

13:47-20.10 RESTRICTIONS; EQUIPMENT; WAGERING; PRIZES

a) On the occasion of a casino night, no gambling shall take place other than that specifically authorized by this subchapter.

b) No person shall use, rent, lease, acquire or provide any equipment or service for use in or in connection with the holding of any casino night which is not provided in accordance with the provisions of the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and this chapter.

c) A casino night holder shall not:

1) Allow any wager to be placed on any casino night game by any means other than with imitation money;

2) Allow wagering in any manner not set forth in this subchapter;

3) Offer or award any prize consisting of cash or money in a casino night game;

4) Offer or award any merchandise prize of a type prohibited by N.J.A.C. 13:47-6.20(a);

5) Purchase or exchange any merchandise prize for a player for cash or money or imitation money; or

6) Compensate a member of its organization or an affiliated organization.

d) A casino night operator, assistant, member in charge or banker shall not on the occasion of the casino night:

1) Participate as a player in any game of chance held, operated or conducted at the event;

2) Accept any direct or indirect tip or gratuity; or

3) Consume alcoholic beverages during the casino night event.

13:47-20.11 DISPLAY OF LICENSE; OTHER NOTICE

a) In addition to the notices required by N.J.A.C. 13:47-6.6, each casino night holder shall conspicuously post the following notices at the places indicated:

1) The exchange rate: at the banker's window; and

2) The method by which all prizes shall be awarded: in the room(s) or area(s) where the casino night game(s) is operated and where the prize(s) is displayed.

b) If a prize(s) is to be awarded based upon a drawing, the exchange ratio shall be posted in the room(s) or area(s) where the casino night game(s) is operated and where the prize(s) is displayed.

c) If a prize(s) is to be redeemed, the amount of imitation money needed to redeem the prize shall be clearly posted on the prize.

d) If the value of imitation money is color-coded, the value of each color shall be posted in the room(s) or area(s) were the casino night game(s) is operated and where the prize(s) is displayed.

e) The value of any token used in connection with a casino night game shall be clearly marked on the token.

13:47-20.12 IMITATION MONEY SALES; RESTRICTIONS; AMOUNTS

a) The value of imitation money shall be marked on each chip, script, ticket or token or shall be color coded.

b) The minimum exchange rate shall be $2.00 of imitation money for every $1.00 of legal currency.

c) Imitation money shall be:

1) Issued in full dollar amounts;

2) Distributed at the time and place of the event at which it is to be used;

3) Sold by a banker at a banker's window; and

4) Used to place wagers, pay winnings or redeemed for raffle tickets or merchandise prizes.

d) Any script or ticket used in a casino night event shall bear the date of the event and the name of the organization holding the event.

13:47-20.13 ADMISSION FEE

A casino night holder may charge a fee for admission to the casino night event.

13:47-20.14 QUALIFICATIONS OF EQUIPMENT PROVIDER

A casino night equipment provider shall be approved by the Control Commission pursuant to N.J.A.C. 13:47-13 and be thoroughly familiar with the method of operation of a casino night event as set forth in this subchapter.

13:47-20.15 EQUIPMENT

a) All equipment used in a casino night shall be provided by an equipment provider approved by the Control Commission pursuant to the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and N.J.A.C. 13:47-8.14.

b) Equipment used in a casino night, including any piece(s) or part(s) of any games, shall be maintained and operated in a condition which does not show signs of wear. The Control Commission may, at its discretion, determine that equipment is not fit for use and direct that it be removed from play.

c) A roulette wheel shall be horizontal and level at all times during its operation.

d) Each skill stop reel, skill stop video and token pusher game used in a casino night shall be identical in all electrical, mechanical and other aspects to a model which has been tested by the Control Commission and certified for use pursuant to N.J.A.C. 13:3-7.

13:47-20.16 PRIZES; LIMITS; RESTRICTIONS; OTHER GAMES

a) The aggregate retail value of all merchandise prizes awarded at a casino night event whether by drawing or redemption shall not exceed $100,000.

b) Nothing contained in this section shall be construed to prohibit the award of cash or money as a prize in an authorized bingo or raffle game or to prohibit such a game from being held, operated and conducted in accordance with the provisions of the Bingo Licensing Law, N.J.S.A. 5:8-24 et seq., the Raffles Licensing Law, N.J.S.A. 5:8-50 et seq., and the rules

governing the conduct of legalized games of chance, N.J.A.C. 13:47, in conjunction with a casino night event.

13:47-20.17 METHOD OF PLAY; AUTHORIZED WAGERING

a) Wagers for casino night games shall be in full dollar amounts in imitation money.

b) Any casino night game operated or conducted at a casino night event shall be operated or conducted in accordance with the provisions of this subchapter.

13:47-20.18 METHOD FOR OPENING CARD GAME TABLES

a) Tables used for card games operated or conducted at a casino night shall be opened pursuant to the following procedures:

1) After receiving the cards at the table, the dealer shall sort and inspect the cards and the supervising class “A” operator shall verify the inspection;

2) Following the inspection of the cards by the dealer and the verification by the supervising class “A” operator, the cards shall be spread out face up on the table, according to suit and in sequence, for visual inspection by the first player to be seated at the table;

3) Immediately prior to the commencement of play and not before a player is afforded an opportunity to visually inspect the cards from each deck at the table, each deck shall be separately turned face down on the table, mixed thoroughly and stacked;

4) Each deck of cards shall be shuffled and cut in accordance with the provisions of this subchapter;

5) If an automated shuffling device is being used, one of the decks shall be cut in accordance with the provisions of this subchapter and the other deck shall be placed or left in the automated shuffling device for the next round of play; and

6) If an automated shuffling device is not being used, one of the decks shall be cut in accordance with the provisions of this subchapter and the other deck shall be maintained for subsequent use. In the alternative, a casino night holder may mix, shuffle and cut only the deck intended for immediate use and maintain the other deck for rotation into the game. Upon rotation, prior to being dealt, the other deck shall be mixed, shuffled and cut.

13:47-20.19 CARDS: SHUFFLING; CUTTING; DEALING

a) Cards used in casino night games shall be shuffled as follows:

1) The dealer shall shuffle the cards prior to the beginning of play, whenever the dealer relieves another dealer at a table already in play, at the end of a stack, or at the direction of a class “A” operator; and

2) Cards shall be shuffled by hand or with an automated shuffling device.

b) Cards used in casino night games shall be cut as follows:

1) After the cards have been shuffled, the dealer shall offer the stack of cards to be cut, with the backs facing away from the dealer, to the player at the farthest point to the right of the dealer provided, however, if the game is just beginning, the cards shall be offered to the first player at the table. If the first player offered the cards refuses the cut, the cards shall be offered to each other player moving clockwise around the table until a player accepts the cut;

2) If no player accepts cut, the dealer shall cut the cards;

3) The person making the cut shall place the cutting card in the stack at least 10 cards from either end. Once the cutting card has been inserted, the dealer shall take all the cards in front of the cutting card and place them on the back of the stack. The dealer shall then insert the cutting card in a position approximately one-quarter of the way from the back of the stack;

4) The stack of cards shall then be inserted into the dealing shoe or held by the dealer for commencement of play; and

5) After the cards have been cut and before any cards have been dealt, a class “A” casino night operator may require the cards to be recut if he or she determines that the cut was performed improperly or in any way that might affect the integrity or fairness of the game. If a recut is required, the cards shall be recut, at the class “A” casino night operator’s option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (a)1 above,

c) Cards used in a casino night game shall be dealt as follows:

1) The dealer shall deal each card by holding the deck of cards in the chosen hand and using the other hand to remove the top card of the deck and place it appropriately on the layout; or

2) The dealer shall deal each card from a dealing shoe and place it appropriately on the layout.

13:47-20.20 RULES OF THE GAME OF BACCARAT

a) The following words and terms as used for the game of baccarat shall have the following meanings:

"Bank" means the organization licensed to hold the casino night event or its designee.

"Natural" means the point value if either original hand is eight or nine.

"Point count" means the total value of all cards in a hand.

"Stack" means two or more decks of cards which have been shuffled together.

b) The following equipment shall be used in the game of baccarat:

1) A table, which shall accommodate a maximum of 14 players, with a layout showing wagering options and player and dealer positions;

2) Cards with the following specifications:

i) A minimum of six decks of cards with backs of identical color and design;

ii) Two cutting cards of an opaque solid color, readily distinguishable from the color of the backs and edges of the playing cards and each other; and

iii) Face values as follows:

(1) Any card from two to nine: the value as indicated on the card;

(2) Any 10, jack, queen or king: a value of zero; and

(3) Any ace: a value of one.

c) The following equipment is optional in the game of baccarat:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards pursuant to N.J.A.C. 13:47-20.18 and the method of play in (e) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players;

4) Collect all losing wagers and pay all winning wagers; and

5) Collect a five percent commission in imitation money on all winning bets after each round of play.

e) The method of play for the game of baccarat shall be as follows:

1) A player places a bet that either the bank or the player will attain a score of nine or closest to nine, or that the bank and player will be dealt cards of equal point value. Originally, four cards are dealt alternately to the player and the bank. If the point value of either original hand is eight or nine, it is called a “natural” and no additional cards are dealt. Additional cards are dealt, if appropriate, as set forth in (e)2 and 3 below.

2) Players shall draw or stand as follows:

i) When the players first two cards total zero, one, two, three, four or five, the player shall draw another card;

ii) When the first two cards total a six or seven, the player stands;

iii) When the first two cards total an eight or nine, the player has achieved a natural and the player stands.

3) Dealers shall draw or stand as follows:

i) When the player stands on a six or seven, the dealer shall draw on totals of zero through five, and stand on six through nine;

ii) When the player does not have a natural, the dealer shall draw on the totals of zero, one or two.

4) The point count shall be calculated as follows:

i) Picture cards and any combination of cards that add up to 10 have no value;

ii) Whichever hand totals nine or is closest to nine wins;

iii) If the total value of the cards in a hand is a two-digit number, the left digit of the number shall be discarded having no value and the right digit, zero through nine, shall constitute the point count of the hand (for example, a hand composed of an ace, a two and a four has a point count of seven and a hand composed of an ace, a two and a nine has a total of 12, but a point count of two since the digit one in the number 12 is discarded).

5) Winning wagers shall be paid as follows:

i) Winning hands shall be paid even money; and

ii) A winning bet on a tie shall be paid 8 to 1.

13:47-20.21 RULES OF THE GAME OF BEAT THE DEALER

a) The following equipment shall be used in the game of beat the dealer:

1) A cage having an 18 inch diameter constructed of wire or a similar material so as to give a clear view of the dice within it; or a chute of sufficient height and width to tumble the dice, equipped with at least three baffles;

2) Two dice with the following specifications:

i) With six sides measuring 2.5 inches on each side;

ii) Of a weight equally distributed throughout the cube with no side of the cube heavier than any other side of the cube; and

iii) With spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side

containing five spots and the side containing three spots is directly opposite the side containing four spots; and

3) A table with 10 player positions and a layout showing the numbers 1 through 12.

b) The dealer shall:

1) Tumble the dice;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

c) The method of play for the game of beat the dealer shall be as follows:

1) The dealer and then the player each tumble the dice by inverting the cage. The winner is determined by calculating the point count on the top side of the dice when they come to rest. The winner is the person with the highest point count. The dealer wins all ties.

d) Winning wagers shall be paid 1 to 1.

13:47-20.22 RULES OF THE GAME OF BLACKJACK

a) The following words and terms as used for the game of blackjack shall have the following meanings:

"Blackjack," "twenty-one" or "natural" means an ace and any other card having a point value of 10, dealt as the initial two cards to a player or a dealer.

"Bust" means the value of the cards dealt in a single hand exceeds 21.

"Double down" means a player's first two cards total either 10 or 11, and the player chooses to double the wager and draw only one additional card.

"Hole card" means the card dealt face down to the dealer.

"Insurance betting" means the dealer's face-up card is an ace and a player(s) makes an additional bet against the possibility of the dealer having a blackjack natural.

"Splitting pairs" means separating any pair dealt and playing each card as an individual hand.

"Stand" or "stay" means a decision not to draw another card.

b) The following equipment shall be used in the game of blackjack:

1) A table with a blackjack layout showing seven betting positions and all wagering options;

2) One to four decks of 52 cards each, shuffled together and used as one, with the following specifications:

i) Backs of the same color and design: and

ii) Face values as follows:

(1) Any card from two to nine: the value as indicated on the card;

(2) Any 10, jack, queen or king: a value of 10;

(3) Any ace: a value of one or 11 at the discretion of the player.

c) The following equipment is optional in the game of blackjack:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards pursuant to N.J.A.C. 13:47-20.18 and the method of play in (g) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

e) If a dealer errs and deals a player a card which the player did not call for, and the card is refused by the player, the card is considered a dead card and shall be “burnt” and discarded by the dealer.

f) There may be up to seven players at any one table, each of whom may bet on several of their own hands depending on the betting spaces available.

g) The method of play for the game of blackjack shall be as follows:

1) A player may choose to split pairs. In addition, any two cards each are having a value of 10 may be treated as pairs for blackjack only, such as a 10 and jack, jack and queen, or queen and king. A player who receives two cards which are a pair or as treated as a pair on the initial round may choose to separate the two cards and treat each card as the first card dealt in two separate hands;

2) When pairs are split, the player’s original wager is placed on one of these cards and an equal amount must be wagered on the other. The player is then dealt one face-up card on the face-up card on his or her right, and he or she must play this hand out. If, in drawing to the first face-up card, the player forms a pair again, he or she may again split pairs, wagering an amount equal to his or her first card on this third hand. The player may continue to split any further pairs. When a player splits a pair of aces, he or she is only permitted to draw one card to each split ace, giving the player two cards in all. If a picture card or 10 or ace is part of a split hand and the player makes a two-card count of 21, it is not a natural and the player is paid off at even money. A player is not permitted to double down on split pairs;

3) A player may choose to double down when his or her first two cards total either 10 or 11. The player doubles his or her wager and is allowed to draw only one additional card. A player, before calling “double down,” must double his or her original wager. The player is then dealt a third and final card on the two face-up cards;

4) A player may choose to place an insurance bet/wager when the dealer’s face-up card is an ace. Players may make an insurance bet against the dealer’s possible natural 21. The dealer, before looking at his or her hole card, inquires if any player wants insurance. A player who desires insurance places an amount equal to half of the present wager on his or her own hand. When the insurance wager is made, the dealer looks at his or her down card. If it is a 10-count, the dealer turns it face-up and announces a “natural.” The

insurance bettor is paid off at the rate of 2 to 1 for the amount of the insurance bet. If the dealer's hole card is not a 10-count card, the player loses his or her insurance wager;

5) Wagers shall be placed as follows:

   i) Before the deal begins, each player must place his or her wager in the betting space directly before himself or herself in full view of the dealer;

   ii) When a player plays more than one hand at a time, the player must play the hand farthest to his or her right to completion before being permitted to play the next hand or hands;

6) After all players' bets are placed, the dealer removes the first card from the deck and discards it by placing it aside face-down without showing its face value. This card and other discarded cards are not to be used again until the dealing shoe is empty or the deck in the dealer's hand has been completely dealt. All cards used to make a hand are discarded in the same manner. After the first card has been "burnt," the dealer, starting with the player on the dealer's extreme left, begins dealing clockwise giving one card face-up to each player and one face up to himself or herself. The dealer next deals each player, starting with the player on his or her extreme left, a second face-up card and one face-down to himself or herself. The dealer has the option of dealing one facedown card to each player;

7) A casino night holder shall have three options in the event of ties between the dealer and the player(s). The method of resolving ties shall be posted at the table. Ties between a player and dealer shall be resolved pursuant to one of the following options:

   i) Option i: The casino night holder shall honor a "push" or standoff in the case of all ties;

   ii) Option ii: The casino night holder shall honor a "push" or standoff only when the dealer and players have a natural 21; or

   iii) Option iii: The casino night holder shall win all ties between the dealer and the player(s);

8) The procedure for when the dealer has a natural is as follows:

   i) When the dealer's face-up card is a 10-count or an ace, the dealer must look at his or her hole card. If the dealer has a natural, he or she must immediately turn it face up and announce "twenty-one" or "black jack." If the casino night holder has exercised

the option that all ties shall constitute wins for the casino night holder, the dealer then wins and collects all bets, including bets from players having a natural 21. If the casino night holder has exercised either option number one or number two, the dealer declares all ties to be “pushes” and no action is taken on these hands. The dealer wins and collects the bets from players not having a natural 21;

9) The procedure for when a player has a natural is as follows:

i) When the dealer does not hold a natural 21, the player at his or her extreme left plays first. If the player holds a natural 21, he or she announces it and faces the cards so the dealer can verify the count. If the casino night holder has exercised option number two or option number three, the dealer pays off the winning natural 20 at 2 to 1 odds. If the casino night holder has exercised the option that all ties are “pushes” (standoffs), then the dealer pays off the winning natural 21 at 3 to 2 odds. The dealer then “burns” the two played-out cards;

10) The procedure for continuing when no player or the dealer holds cards totaling 21 is as follows:

i) If the player's two cards total less than 21, the player may choose either to:

(1) Stay if satisfied with the total count of his or her two cards; or

(2) Ask for an additional card if he or she is not satisfied with the total count;

ii) The player can continue to ask for cards until he or she is satisfied with the total count of his cards. If the player draws a card which puts the player over 21, he or she must announce a “bust.” The dealer takes the player’s wager and cards and “burns” the cards in the discard pile;

iii) The play moves to the player’s left, clockwise around the table, until all players have played out their hands;

iv) If all players have “busted,” the dealer places his or her own cards in the discard pile and deals a new hand;

v) If any player or players are left, the dealer plays his or her hand as follows:

(1) The dealer turns up his or her hole card so that all the cards are exposed;

(2) If the dealer's count is 17, 18, 19 or 20, he or she must stay;

(3) If the dealer's count is 16 or less, he or she must draw a card and continue to draw until the count reaches 17 or more, at which point he or she must stay. If the dealer holds a "soft" 17, that is, a 17-count which includes an ace, he or she must also stay. This also applies to a soft 18, 19 or 20. The dealer stays on 17 and must draw on 16 or less. Dealer busts on 22.

h) Payouts on winning wagers in the game of blackjack shall be as follows:

1) At the end of the dealer's play, the dealer starts with the first active player on the dealer's extreme right and moves around the table counterclockwise, paying off players who have a higher count than the dealer's with an amount equal to the wager they placed and collecting the wagers from players showing a lesser count;

2) If the dealer's count exceeds 21, the dealer pays off each surviving player an amount equal to the player's wager;

3) If the player and dealer have the same count, the dealer either wins and collects the bet or declares a "push" (standoff), depending upon the option exercised by the casino night holder (as found in (g)7 above).

13:47-20.23 RULES OF THE GAME OF CARIBBEAN STUD POKER

a) The following words and terms as used for the game of Caribbean stud poker shall have the following meanings:

"Ante wager" means the initial wager placed prior to any cards being dealt in order to participate in the round of play.

"Bet wager" means an additional wager made by a player, in an amount double the player's ante wager, after all cards for the round of play have been dealt but before the dealer's hole cards are exposed.

"Fold" means the withdrawal of a player from a round of play by discarding the player's hand after all cards have been dealt, but prior to placing a bet wager.

"Hand" means the five card hand dealt to each player and the dealer.

"Hole card" means any of the four cards which are dealt face down to the dealer.

"Qualifying hand" means a dealer's hand with a rank of ace, king, four, three and two or better.

"Rank" or "ranking" means the relative position of a card or group of cards.

"Round of play" or "round" means one complete cycle of play during which all players have placed ante-wagers, been dealt a hand, have folded or placed bet wagers upon it, and have had their wagers paid off or collected in accordance with the rules of this subchapter.

"Stub" means the cards remaining in a deck after all cards in a round of play have been dealt.

b) The following equipment shall be used in the game of Caribbean stud poker:

1) Two decks of cards with backs of the same color and design;

2) One cutting card of an opaque solid color, readily distinguishable from the color of the backs and edges of the playing cards and each other;

3) A table with a Caribbean stud poker layout; and

4) A discard rack.

c) The following equipment is optional in the game of Caribbean stud poker:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards in accordance with N.J.A.C. 13:47-20.18 and the method of play in (g) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

e) Players shall keep the five cards dealt in full view of the dealer at all times, examine the cards dealt and place the five cards down on the appropriate area of the layout.

f) Players shall not touch the cards once they have been placed down on the layout or exchange or communicate information regarding the player's hand prior to revealing the hole cards.

g) Any violation of (e) or (f) above shall result in a forfeiture of all wagers.

h) The method of play for the game of Caribbean stud poker shall be as follows:

1) Only one deck of cards shall be used at a time.

2) A player shall not be permitted to play more than one hand per round of play.

3) Only players who are seated at the Caribbean stud poker table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

4) The permissible poker hands at the game of Caribbean stud poker, in order of highest to lowest rank, shall be: royal flush, straight flush, four-of-a-kind, full house, flush, straight, three-of-a-kind, two pairs, and one pair.

5) Players place initial ante wagers in the "ante" betting area of the table. All ante wagers shall be placed prior to the dealer announcing "no more bets".

6) The dealer shall deal the first card face down to the player farthest to the left of the dealer and then, moving clockwise around the table, deal each remaining player a card, face down. The dealer shall then deal one card face down to an area directly in front of the table inventory container designated for the dealer's hand. This procedure shall be repeated until all players have received five cards face down. The dealer's fifth card shall be dealt face up. The cards shall be dealt to each player on top of that player's preceding card.

7) After five cards have been dealt to each player and the dealer, the dealer shall remove the stub from play and place it in the discard rack without exposing the cards.

8) Each player shall, after examining his or her cards, either place a “bet” wager or fold. If a player folds, the player shall forfeit his or her ante wager which shall be collected by the dealer and placed in the table inventory container. A folded hand shall then be immediately collected by the dealer and placed in the discard rack. If a player decides to place a “bet” wager, the “bet” wager shall be in an amount exactly twice that of the “ante” wager.

9) After all players have either placed a bet wager or folded, the dealer shall turn over and reveal his or her hole cards and determine the highest ranking poker hand.

10) Except as otherwise provided below, after the dealer’s hole cards are revealed, the dealer shall, starting with the player farthest to his or her right, turn over the player’s cards and, if the dealer has a qualifying hand:

    i) All losing wagers shall immediately be collected by the dealer;

    ii) All losing hands shall then be immediately collected by the dealer and placed in the discard rack; and

    iii) Ante and bet wagers made by a player shall be lost if the qualifying hand of the dealer has a hand rank which is higher than the hand of that player.

11) If the hand of the player ties with that of the dealer’s qualifying hand, the player’s hand shall be a push. The dealer shall not collect or pay the wagers, but shall immediately collect the cards of that player after all losing wagers and hands have been collected.

12) After all losing wagers and pushes have been resolved, all winning wagers shall be paid. All winning hands shall remain face up on the layout until all winning ante and bet wagers are paid. Winning wagers shall be paid in accordance with the payout odds posted. The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. After paying all winning ante and bet wagers, the dealer shall immediately collect the cards of all winning players and place them in the discard rack together with the remaining cards in the deck used for that round of play.

13) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

i) Payouts on winning wagers in the game of Caribbean stud poker shall be as follows:

1) Winning ante wagers shall be paid at payout odds of 1 to 1.

2) Subject to the payout limitation below, each winning wager at the game of Caribbean stud poker shall be paid at payout odds no less than the odds listed below:

Wager	Payout Odds
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	4 to 1
Three-of-a-kind	3 to 1
Two Pair	2 to 1
One Pair or less	1 to 1

j) The following restrictions shall apply to the method of play:

1) If a hole card is exposed prior to the dealer announcing “No more bets,” all hands shall be void.

2) A card that is found face up in the deck while the cards are being dealt shall not be used in the game and shall be placed in the discard rack. If more than one card is found face up in the deck during the dealing of the cards, all hands shall be void and the cards shall be reshuffled.

3) A card drawn in error without its face being exposed shall be used as though it was the next card from the deck.

4) If any player is dealt an incorrect number of cards, that player’s hand shall be void. If the dealer is dealt four cards of the five card hand, the dealer shall deal an additional card to complete the hand. Any other misdeal to the dealer shall result in all hands being void and the cards shall be reshuffled.

13:47-20.24 RULES OF THE GAME OF CHUCK-A-LUCK

a) The following equipment shall be used in the game of chuck-a-luck:

1) A cage, with an 18-inch diameter in which the dice are tumbled; or a chute of sufficient height and width to tumble the dice, equipped with at least three baffles;

2) Three dice with the following specifications:

i) Of a size measuring 2.5 inches on each side;

ii) With six sides bearing traditional dice markings;

iii) Of a weight equally distributed throughout the cube and no side of the cube heavier than any other side of the cube; and

iv) With spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; and

3) A table with a layout bearing the numbers 1, 2, 3, 4, 5, 6.

b) The dealer shall:

1) Tumble the dice;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite of the players; and

4) Collect all losing wagers and pay all winning wagers.

c) The number of players at the table shall be at the dealer's discretion.

d) The method of play for the game of chuck-a-luck shall be as follows:

1) Players place their wagers on one or more of the layout numbers; and

2) The dice are tumbled in the cage or chute by the dealer.

e) The method of determining and paying a winner(s) shall be as follows:

1) After the dice come to rest, if a player's number appears on one dice, the payoff odds are 1 to 1;

2) If a player(s) number appears on two dice, the payoff odds are 2 to 1; and

3) If a player(s) number appears on all three dice, the payoff odds are 3 to 1.

13:47-20.25 RULES OF THE GAME OF CRAPS

a) The following words and terms as used for the game of craps shall have the following meanings:

"Boxperson" means the person responsible for answering any questions or resolving any disputes regarding the conduct of the game.

"Come out point" shall mean a total of four, five, six, eight, nine or 10 thrown by the shooter on the come out roll.

"Come out roll" means the first roll of the dice at the opening of the game and the first roll of the dice after a decision with respect to a "pass bet" and "don't pass bet" has been made.

"Come point" means a total of four, five, six, eight, nine or 10 thrown by the shooter on the next roll following placement of a come bet or don't come bet.

"Crap" means the shooter throws a two, three or 12 on the come-out roll.

"Natural" means if the shooter throws a seven or 11 on the come-out roll.

"Stickperson" means the person responsible for the dice in play.

"Shooter" means the player who is currently throwing the dice.

b) The following equipment shall be used in the game of craps:

1) A table with high walled sides and an upright rail, which surrounds the table's outside edges, sufficient to prevent the dice from rolling off the table, forming a rectangular enclosure. On the surface of the table is a layout showing all possible wagering options; and

2) Five or more dice with the following specifications:

   i) Being formed in the shape of a perfect cube and of a size no smaller than 0.75 of an inch on each side nor any larger than 0.775 of an inch on each side;

   ii) Being transparent and made exclusively of cellulose except for the spots, name or trade name of the licensed equipment provider and serial numbers or letters contained thereon;

   iii) Having the surface of each of its sides perfectly flat and the spots contained in each side perfectly flush with the area surrounding them;

   iv) Having all edges and corners perfectly square and forming perfect 90 degree angles;

   v) Having the texture and finish of each side exactly identical to the texture and finish of all other sides;

   vi) Having its weight equally distributed throughout the cube and no side of the cube heavier or lighter than any other side of the cube;

   vii) Having its six sides bearing white circular spots from one to six respectively with the diameter of each spot equal to the diameter of every other spot on the die;

   viii) Having spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing four spots is directly opposite the side containing three spots; each spot shall be placed on the die by drilling into the surface of the cube and filling the drilled out portion with a compound which is equal in weight to the weight of the cellulose drilled out and which forms a permanent bond with the cellulose cube, and shall extend into the cube exactly the same distance as every other spot extends into the cube to an accuracy tolerance of .0004 of one inch; and

   ix) Having the name or the trade name of the licensed equipment provider imprinted or impressed thereon.

c) The dealer shall be responsible for the betting, the payouts and the general conduct of the game in accordance with the provisions of this subchapter.

d) The boxperson shall be responsible for any questions or disputes regarding the conduct of the game consistent with the provisions of this subchapter.

e) The stickperson shall be responsible for:

1) Controlling the dice at the table;

2) Retaining all dice not in play in a dice cup;

3) Offering at least five dice from which the first shooter shall select two to throw;

4) Calling out the sum of the numbers on the high or uppermost sides of the two dice when the dice come to rest after a valid throw; and

5) Collecting the dice.

f) Any number of players can play provided there is room at the table.

g) The method of play for the game of craps shall be as follows:

1) The stickperson shall offer the dice to the player immediately to the left of the boxperson at the table. If the player rejects the dice, the stickperson shall offer the dice to each of the other players in turn, clockwise around the table until a player accepts the dice;

2) The first player to accept and select two dice becomes the shooter. The shooter throws until he throws a pass or a miss-out;

3) The dice are thrown. After the dice come to rest, the numbers on the upward faces of the dice are added together. The total is the deciding number;

4) On the come-out, if the shooter throws a natural (seven or 11), it is a winning decision called a pass;

5) On the come-out, if the shooter throws a crap (two, three or 12), it is a losing decision called a miss-out. If the shooter throws a four, five, six, eight, nine or 10, that number becomes the shooter's point and the shooter continues throwing until either the shooter

throws the point again, which is a winning decision or pass; or the shooter throws a seven, which is a losing decision or a miss-out;

6) When the shooter misses out on the point, the dice pass to the next player on his or her left, and it becomes the next player's turn to shoot. The shooter may pass the dice to the next player on completion of a decision without waiting to miss out on the point;

7) Any player may refuse to shoot in his or her turn, and pass the dice to the next player; and

8) Players may call for a change of dice at any time; the change shall take place immediately after the next decision.

h) The following shall constitute the definitions of permissible wagers at the games of craps and mini-craps:

9) All bets shall be made before the dice are thrown and shall consist of the following:

i) "Pass bet" shall mean a wager placed on the pass line of the layout immediately prior to the come out roll.

(1) All pass bets shall win if, on the come out roll:

A. A total of seven or 11 is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and that total is again thrown before a seven appears.

(2) The Pass Bet shall lose if, on the come out roll:

A. A total of two, three, or 12 is thrown; or

B. A total of four, five, six, eight, nine or 10 is thrown and a seven subsequently appears before the total is again thrown.

ii) "Don't Pass Bet" shall mean a wager placed on the Don't Pass Line of the layout immediately prior to the come out roll.

(1) The Don't Pass Bet shall win if, on the come out roll:

A. A total of two or three is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and a seven subsequently appears before the total is again thrown.

(2) The Don't Pass Bet shall lose if, on the come out roll:

A. A total of seven or 11 is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and that total is again thrown before a seven appears.

(3) The Don't Pass Bet shall be void if, on the come out roll, a total of 12 is shown.

iii) "Come Bet" shall mean a wager placed on the Come Line of the layout at any time after the come out roll.

(1) The Come Bet shall win if, on the roll immediately following placement of such bet:

A. A total of seven or 11 is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and that total is again thrown before a seven appears.

(2) The Come Bet shall lose if, on the roll immediately following placement of such bet:

A. A total of two, three, or 12 is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and a seven subsequently appears before that total is again thrown.

iv) "Don't Come Bet" shall mean a wager placed on the "Don't Come" area of the layout at any time after the come out roll.

(1) The Don't Come Bet shall win if, on the roll immediately following placement of such bet:

A. A total of two or three is thrown; or

B. A total of four, five, six, eight, nine; or 10 is thrown and a seven subsequently appears before that total is again thrown.

(2) The Don't Come Bet shall lose if, on the roll immediately following placement of such bet:

A. A total of seven or 11 is thrown; or

B. A total of four, five, six, eight, nine, or 10 is thrown and that total is again thrown before a seven appears.

(3) The Don't Come Bet shall be void if, on the roll immediately following such bet, a total of 12 is thrown.

v) "Place Bet to Win" shall mean a wager that may be made at any time on any of the numbers four, five, six, eight, nine or 10 which shall win if the number on which the wager was placed is thrown before a seven and shall lose if a seven is thrown before such number. All place bets shall be inactive on any come out roll unless called "on" by the player and confirmed by the dealer through placement of an "on" marker button on top of such player's wager.

vi) A "Place Bet to Lose" shall mean a wager that may be made at any time against any of the numbers four, five, six, eight, nine or 10 which shall win if a seven is thrown before the particular number against which the wager is placed and shall lose if the particular number against which the wager is placed is thrown before a seven appears.

vii) "Four the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of four is thrown the hardway (that is, with two appearing on each die) before four is thrown in any other way and before a seven is thrown.

viii) "Six the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of six is thrown the hardway (that is, with three appearing on each die) before six is thrown, in any other way and before a seven is thrown.

ix) "Eight the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of eight is thrown the hardway (that is, with four appearing on each die) before eight is thrown in any other way and before seven is thrown.

x) "10 the Hardway" shall mean a wager, that may be made at any time, which shall win if a total of 10 is thrown the hardway (that is, with five appearing on each die) before 10 is thrown in any other way and before a seven is thrown.

xi) "Field Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the totals two, three, four, nine, 10, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if a total of five, six, seven or eight is thrown on such roll.

xii) "Any Seven" shall mean a one roll wager that may be made at any time which shall win if a total of seven is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xiii) "Any Craps" shall mean a one roll wager that may be made at any time which shall win if a total of two, three or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xiv) "Craps Two" shall mean a one roll wager that may be made at any time which shall win if a total of two is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xv) "Craps Three" shall mean a one roll wager that may be made at any time which shall win if a total of three is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xvi) "Craps Twelve" shall mean a one roll wager that may be made at any time which shall win if a total of 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xvii) "11 in One Roll" shall mean a one roll wager that may be made at any time which shall win if a total of 11 is thrown on the next roll and shall lose if any other total is thrown.

xviii) "Craps-11 or C and E" shall mean a one roll wager that may be made at any time which shall win, as provided at (i)4 below if either a craps (two, three or 12) or 11 is rolled immediately following placement of such bet and shall lose if any other total is thrown.

xix) "Horn Bet" shall mean a one roll wager that may be made at any time which shall win if any one of the totals two, three, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown.

xx) "Horn High Bet" shall mean a wager that may be made at any time which shall win if any one of the totals two, three, 11 or 12 is thrown on the roll immediately following placement of such bet and shall lose if any other total is thrown. A Horn High Bet shall be placed in units of five with four units wagered as a Horn Bet and an additional unit wager on one of the totals two, three, 11 or 12. A casino licensee that does not have a designated area on its layouts for the acceptance of a Horn High Bet shall break down the wager into two separate wagers on the "Horn" and one of the totals two, three, 11 or 12.

i) Payout odds shall be as follows:

1) All odds stated on any layout or in any brochure or other publication distributed by a casino night licensee shall be stated through use of the word "to" and no odds shall be stated through use of the word "for."

2) No casino night licensee or any employee or agent thereof shall pay off winning wagers at the game of craps or mini-craps at less than the odds listed below. A casino night licensee may pay off winning wagers at higher odds than those listed below provided that such odds are uniform at the casino night event.

Wager	Payout Odds
Pass Bet	1 to 1
Don't Pass Bet	1 to 1
Come Bet	1 to 1
Don't Come Bet	1 to 1
Place Bet Four to Win	9 to 5
Place Bet Five to Win	7 to 5
Place Bet Six to Win	7 to 6
Place Bet Eight to Win	7 to 6
Place Bet Nine to Win	7 to 5
Place Bet 10 to Win	9 to 5
Place Bet Four to Lose	5 to 11
Place Bet Five to Lose	5 to 8
Place Bet Six to Lose	4 to 5
Place Bet Eight to Lose	4 to 5
Place Bet Nine to Lose	5 to 8
Place Bet 10 to Lose	5 to 11
Four the Hardway	7 to 1

Six the Hardway	9 to 1
Eight the Hardway	9 to 1
10 the Hardway	7 to 1
Field Bet	1 to 1 on three, four, nine, 10, 11 2 to 1 on two 2 to 1 on 12
Any Seven	4 to 1
Any Craps	7 to 1
Craps Two	30 to 1
Craps Three	15 to 1
Craps 12	30 to 1
11 in one roll	15 to 1

3) A Horn Bet and Horn High Bet shall be paid as if they were four separate wagers on two, three, 11 and 12.

4) A Craps-11or C and E bet shall be paid as if one half of the wagered amount had been placed on “Any Craps” and one half on “11,” and shall be paid as if two separate wagers were made for the one roll.

j) In addition to the payout odds set forth in (i) above for place bets to win on four, five, six, eight, nine and 10, a casino licensee may offer a player the option of receiving true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount wagered which in no event shall exceed five percent of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets:

Bet	Odds
Four to Win	2 to 1
Five to Win	3 to 2
Six to Win	6 to 5
Eight to Win	6 to 5
Nine to Win	3 to 2
10 to Win	2 to 1

k) In addition to or in lieu of the payout odds set forth in (i) above for place bets to lose on four, five, six, eight, nine and 10, a casino licensee may offer a player true odds on these bets in return for the player paying to the casino licensee, at the time of making the bet, a percentage of the amount the player could win on such bet which in no event shall exceed

five percent of such wager. Under such circumstances, a casino licensee shall conform to the odds listed below in paying off winning wagers on these bets:

Bet	Odds
Four to Lose	1 to 2
Five to Lose	2 to 3
Six to Lose	5 to 6
Eight to Lose	5 to 6
Nine to Lose	2 to 3
10 to Lose	1 to 2

l) Except as provided for in (j) and (k) above, no casino licensee shall charge any percentage, fee or vigorish to a player in making any wager in the game of craps or mini-craps.

13:47-20.26 RULES OF THE GAME OF JOKER SEVEN

a) In the game of joker seven, “prial” means three cards of the same rank.

b) The following equipment shall be used in the game of joker seven:

1) A table with a joker seven betting layout; and

2) One deck of 52 cards and two jokers.

c) The following equipment is optional in the game of joker seven:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards in accordance with the provisions in N.J.A.C. 13:47-20.19 and the method of play in (f) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

e) The dealer shall decide the number of players in the game of joker seven.

f) The method of play for the game of joker seven shall be as follows:

1) Players place bets on the betting squares which represent the various combinations which can arise from a seven card hand.

2) The dealer deals cards face up from the top of the deck to each player one at a time until each player has seven cards.

g) Winning wagers shall be paid as follows:

1. Color bets:	Odds
i. Four or more red cards or four or more black cards	Even money
ii. Four red cards or four black cards (exact)	2 to 1
iii. Five red cards or five black cards (exact)	5 to 1
iv. Six red cards or six black cards (exact)	15 to 1
v. Seven red cards or seven black cards (exact)	25 to 1

2. Other wagering options:	Odds
i. No pairs or two pairs	3 to 1
ii. One joker	3 to 1
iii. Two jokers	20 to 1

iv. Any specific pair—aces to kings	9 to 1
v. Prial	12 to 1
vi. The pair within a prial	9 to 1

(1) Two jokers are considered one pair.

(2) The joker has no color value.

(3) A joker bet loses if two jokers are dealt.

3. Odds when four of a kind is dealt:	Odds
i. A bet on one pair	9 to 1
ii. A bet on two pairs	3 to 1
iii. A bet on a prial	12 to 1

13:47-20.27 RULES OF THE GAME OF LET IT RIDE

a) The following words and terms as used in the game of let it ride shall have the following meanings:

"Community card" means any of the three cards which is initially dealt face down to a designated area of the table and which is used by all players to form a five card poker hand.

"Hand" means the five card poker hand formed by combining the three cards dealt to the player and the two community cards.

"Let it ride" means that a player chooses not to take back a wager that may be withdrawn.

"Round of play" means one complete cycle of play during which all wagers have been placed, all cards have been dealt and all remaining wagers have been paid off or collected.

b) The following equipment shall be used in the game of let it ride:

1) Two decks of cards with backs of a different color;

2) One cutting card of an opaque solid color, readily distinguishable from the color of the backs and edges of the playing cards;

3) A table with a layout showing first bet, second bet and third bet boxes at each player position and a place for the three community cards on the dealer's side of the table; and

4) A discard rack.

c) The following equipment is optional in the game of let it ride:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards in accordance with the provisions in N.J.A.C. 13:47-20.19 and the method of play in (f) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

e) Players shall:

1) Place their wager and make decisions to withdraw or let it ride; and

2) Keep all cards dealt to them in full view of the dealer at all times.

f) The method of play for the game of let it ride shall be as follows:

1) Only one deck of cards shall be used at a time.

2) Both decks shall be continuously alternated in and out of play at the end of each round of play.

3) The cards from only one deck shall be placed in the discard rack at any given time.

4) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

5) If an automatic shuffling device is used, the second deck of cards shall be continuously shuffled when not in use.

6) A player shall be permitted to play more than one hand per round of play provided the second hand is the next player position to his or her left or right.

7) Only players who are seated at the let it ride table may place a wager at the game. Once a player has placed a wager and received cards, that player shall remain seated until the completion of the round of play.

8) Each player places three bets of equal amounts in the boxes marked first bet, second bet and third bet in front of the player prior to the dealer calling “No more bets.”

9) The dealer, starting with the player farthest to his or her left and continuing clockwise, shall deal one card face down to each player and one card face down to the area on the layout for the community card. The dealer shall repeat this procedure until all players and the community card area have three cards. The second community card dealt shall be placed to the right of the first community card. The third community card dealt shall be placed to the right of the second community card dealt.

10) After the players have examined their cards, the dealer shall, beginning with the player farthest to the dealer’s left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number one or let it ride.

11) If a player chooses to let bet number one ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

12) If a player chooses to withdraw bet number one, the dealer shall move the gaming chips on the betting area designated for bet number one toward the player who shall then immediately remove the gaming chips from the betting area.

13) After each player has made a decision regarding bet number one,' the dealer shall remove the community card that is to the dealer's left, and place the burned card in the discard rack face down. .

14) The dealer shall then turn the community card that is to the dealer's left face up and place it on top of the remaining card. The exposed card shall become the first community card.

15) After the first community card is exposed, the dealer shall, beginning with the player farthest to the dealer's left and moving clockwise around the table, ask each player if he or she wishes to withdraw bet number two or let it ride. This decision shall be made by each player regardless of the decision made concerning bet number one.

16) If a player chooses to let bet number two ride, that bet shall remain on the appropriate betting area of the layout until the end of the round of play.

17) If a player chooses to withdraw bet number two, the dealer shall move the gaming chips on the betting area designated for bet number two toward the player who shall then immediately remove the gaming chips from the betting area.

18) The dealer shall then move the first community card to the right of the card that remains face down in the community card area. The face down card shall be turned face up by the dealer and become the second community card.

19) After the second community card is turned face up, the dealer shall, beginning with the player farthest to his or her right, and continuing around the table in a counterclockwise direction, turn the three cards of each player face up.

20) The two community cards and the three cards dealt to each player shall form the five card poker hand of each player. The dealer shall examine the cards of each player to determine if the player's, hand qualifies for a payout.

21) Any wager on a hand which has a rank that is lower than a pair of tens shall be a losing wager. All losing wagers shall be immediately collected by the dealer and placed in the table inventory container. The cards of any player who has made a losing wager shall be collected and placed in the discard rack.

22) After all losing wagers have been collected, all winning wagers, including any winning bonus wagers, shall be paid. All winning hands shall remain face up on the layout until all winning wagers have been paid by the dealer. Each winning wager that remains on the table shall be paid in accordance with the payout odds listed in (g) below.

23) The dealer shall pay all winning wagers beginning with the player farthest to the right of the dealer and continuing counterclockwise around the table. After paying all winning wagers, the dealer shall immediately collect the cards of all winning players and the community cards and place them in the discard rack.

24) All cards collected by the dealer shall be picked up in order and placed in the discard rack in such a way that they can be readily arranged to reconstruct each hand in the event of a question or dispute.

Winning wagers shall be paid as follows:

Hand	Odds
Royal Flush	1,000 to 1
Straight Flush	200 to 1
Four of a kind	50 to 1
Full House	11 to 1
Flush	8 to 1
Straight	5 to 1
Three of a kind	3 to 1
Two pair	2 to I
Pair of 10's or better	1 to 1

13:47-20.28 RULES OF THE GAME OF MINI-BACCARAT

a) The following words and terms as used for the game of mini-baccarat shall have the following meanings:

"Natural" means the point value of either original hand is eight or nine.

"Point count" means the total value of all cards in a hand.

"Stack" means two or more decks of cards which have been shuffled together.

b) The following equipment shall be used in the game of mini-baccarat:

1) A table, which shall accommodate a maximum of seven players, with a layout showing wagering options and player and dealer positions; and

2) Cards with the following specifications:

i) A minimum of six decks of cards with backs of identical color and design;

ii) Two cutting cards of an opaque solid color, readily distinguishable from the color of the backs and edges of the playing cards and each other; and

iii) Face values as follows:

(1) Any card from two to nine: the value as indicated on the card;

(2) Any 10, jack, queen or king: a value of zero; and

(3) Any ace: a value of one.

c) The following equipment shall be optional in the game of mini-baccarat:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards in accordance with the provisions in N.J.A.C. 13:47-20.19 and the method of play in (e) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players;

4) Collect all losing wagers and pay all winning wagers; and

5) Collect a five percent commission in imitation money on all winning bets after each round of play.

e) The method of play for the game of mini-baccarat shall be as follows:

1) A player places a bet that either the bank or the player will attain a score of nine, closest to nine, or that the bank and player will be dealt cards of equal point value. Originally, four cards are dealt alternately to the player and the bank. If the point value of either original hand is eight or nine, it is called a “natural” and no additional cards are dealt. Additional cards are dealt, if appropriate, according to the schedule set forth in (e)2 and 3 below.

2) Players shall draw or stand as follows:

i) When the player’s first two cards total zero, one, two, three, four or five, the player shall draw another card;

ii) When the first two cards total a six or seven, the player stands;

iii) When the first two cards total an eight or nine, the player has achieved a natural and the player stands.

3) Dealers shall draw or stand as follows:

i) When the player stands on a six or seven, the dealer shall draw on totals of zero through five, and stand on six through nine;

ii) When the player does not have a natural, the dealer shall draw on the totals of zero, one or two.

4) The point count shall be calculated as follows:

i) Picture cards and any combination of cards that add up to 10 have no value (for example, seven and three is zero);

ii) If the total value of the cards in a hand is a two-digit number, the left digit of the number shall be discarded having no value and the right digit, zero through nine, shall constitute the point count of the hand (for example, a hand composed of an ace,

a two, and a four has a point count of seven and a hand composed of an ace, a two and a nine has a total of 12, but a point count of two since the digit one in the number 12 is discarded);

iii) Whichever hand totals nine or is closest to nine wins.

5) Wagers shall be paid as follows:

i) Winning hands shall be paid even money; and

ii) A winning bet on a tie shall be paid 8 to 1.

13:47-20.29 RULES OF THE GAME OF MONEY WHEEL

a) The following equipment shall be used in a money wheel game:

1) A wheel, hung vertically on an axle, with a 48 or 60-inch diameter having 50 equal spaces. Spaces are divided by a peg. The face of $1.00, $2.00, $5.00, $10.00 or $20.00 bills shall appear individually in all but two spaces. Those two of the spaces shall be marked with special designators. Of the 50 spaces on the wheel, 22 contain the face of $1.00 bill, 14 contain a $2.00 bill, seven contain the face of a $5.00 bill, three contain the face of a $10.00 bill, two contain the face of a $20.00 bill, the remaining two spaces each contain a special designator, usually one contains a picture of a flag and one contains a picture of a joker; and

2) A table with a layout having seven betting spaces containing one of the bill faces or special designators identical to those on the wheel, in each betting space on the layout.

b) The money wheel game shall be played as follows:

1) Players place wagers on the layout.

2) Prior to the spin of the wheel, the dealer shall call: “No more bets.”

3) The wheel is spun by the dealer in either direction and shall complete at least three revolutions to constitute a valid spin.

4) A player wins when the wheel stops and the indicator arm rests on a bill face or designator which is identical to a bill face or designator on the layout on which that player placed a wager.

5) Upon completion of the spin, the dealer shall first collect all losing wagers and then pay all winning wagers.

c) The payoff odds in the money wheel game shall be as follows:

Wheel stops on	Odds
$ 1.00	1 to 1
$ 2.00	2 to 1
$ 5.00	5 to 1
$10.00	10 to 1
$20.00	20 to 1
Other designators	50 to 1

13:47-20.30 RULES OF THE GAME OF MULTI-ACTION BLACKJACK

a) The following words and terms as used for the game of multi-action blackjack shall have the following meanings.

"Blackjack" or "natural" means an ace and any other card having a point value of 10 dealt as the initial two cards to a player or a dealer.

"Bust" means the value of the cards dealt in a single hand exceed 21.

"Double down" means a player's first two cards total either 10 or 11, and he chooses to double his or her wager and draw only one additional card.

"Hole card" means the card dealt face down to the dealer.

"Insurance betting" means the dealer's face-up card is an ace and a player(s) makes an additional bet against the possibility of the dealer having a natural.

"Splitting pairs" means separating any a pair dealt and playing each card as an individual hand.

"Stand" or "stay" means a decision not to draw another card.

b) The following equipment shall be used in the game of multi-action blackjack:

1) A table with a multi-action blackjack layout showing seven betting positions and all wager possibilities;

2) One to four decks of 52 cards each, shuffled together and used as one, with backs of identical color and design, which shall have the following face values:

i) Any card from two to nine: the value as indicated on the card;

ii) Any 10, jack, queen or king: a value of 10; and

iii) Any ace: a value of one or 11 at the discretion of the player.

c) The following equipment is optional in the game of multi-action blackjack:

1) A dealing shoe; and

2) An automated shuffling device.

d) The dealer shall:

1) Shuffle, cut and deal the cards in accordance with the provisions of N.J.A.C. 13:47-20.19 and the method of play in (f) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

e) There may be up to seven players at any one table.

f) The method of play and the odds for the game of multi-action blackjack shall be as follows:

1) Player(s) place wagers for the game in at least two of the three betting spots on the layout. Each wager enters the player into that part of the game. The dealer deals each player a card, which is placed in the first of three squares;

2) The dealer gets his or her initial card face up. This card will be used by the dealer in all three rounds of play. Only after all players receive their second card and all hands are played, does the dealer receive a second card;

3) Once a player has been dealt two cards, the player can choose to stay or “take a hit” until the point value of the hand is 21 or less. If a player’s point value exceeds 21, the player busts and loses the hand;

4) The dealer shall draw to 16 and shall stand on 17. At the end of the first part of the game, if the player's count is the same as the dealer's it is a standoff or push. If the player's count is greater than the dealer's count and both have not exceeded 21, or the dealer's count exceeds 21, the player wins the first hand;

5) If the first two cards dealt to a player are an ace and any 10 value card, the dealer announces blackjack. The player shall be paid immediately, unless the dealer has a blackjack. If the dealer's initial card is an ace or a 10 value card, the player shall not be paid until the dealer's next card is played. If the dealer has blackjack, it is a push or standoff. If the player has blackjack and the dealer does not, the player gets paid off at odds of 3 to 2. In the event that the player has blackjack, and the dealer draws to 21, the blackjack is the winning hand and shall be paid at odds 3 to 2. If the player has blackjack and the dealer draws to 21, the player's blackjack is the winning hand;

6) After the dealer pays, takes or pushes all the first round wagers, the first round has ended. The dealer then picks up and discards only his or her hit card or cards, keeping the original card on the layout. The dealer then moves that original card to the second square and completes the hand again. All second round wagers are paid, picked up or pushed. As in the first round, the dealer picks up his or her hit card or cards and leaves the original card on the layout;

7) The dealer then moves the card to the third square and draws a hit card or cards and completes the hand. All third round wagers are paid, picked up or pushed; and

8) All the players' cards are picked up, ending the game.

13:47-20.31 RULES OF THE GAME OF RED DOG

a) The following equipment shall be used in the game of red dog:

1) A table with a red dog layout;

2) A deck of cards with the following specifications:

i) Backs of the same color and design; and

ii) Face values from highest to lowest as follows:

(1) Any card from two to 10: the value as indicated on the card;

(2) Any jack: a value of 11;

(3) Any queen: a value of 12;

(4) Any king: a value of 13; and

(5) Any ace: a value of 14;

3) Two cutting cards which shall be an opaque, solid color, readily distinguishable from the color of the backs and edges of the playing cards and each other;

4) A dealing shoe; and

5) A discard rack.

b) An automated shuffling device is optional equipment in the game of red dog.

c) The dealer shall:

1) Shuffle, cut and deal the cards pursuant to N.J.A.C. 13:40-20.19 and the method of play in (d) below;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay all winning wagers.

d) The method of play for the game of red dog is as follows:

1) After each full deck of cards is placed in the shoe, the dealer shall remove the first card face down and place it in the discard rack. Each new dealer who comes to the table shall also “burn” one card before dealing any card in a round of lay. The burnt card shall be disclosed if requested by a player;

2) The dealer shall remove a card from the shoe with his or her left hand, turn it face up, and then place it on the appropriate area of the layout with his or her right hand;

3) Except as otherwise provided in this section, all wagers shall be made prior to the first card being dealt for each round of play;

4) All wagers at red dog shall be placed on the appropriate area of the red dog layout;

5) To begin each round of play, the dealer shall place the first card, face up, on the box farthest to the dealer's left. The dealer shall then place the second card, face up, on the box farthest to the dealers right;

6) Once the first card of each round has been removed from the shoe by the dealer, no participant in the game shall handle, remove or alter any wager until a decision has been rendered and implemented with respect to that wager;

7) If the initial two cards dealt have values that are consecutive, the dealer shall announce "The cards are consecutive—tie hand," all wagers shall be void and the round of play shall be concluded;

8) If the initial two cards dealt are of identical value, the dealer shall announce "We have a pair" and shall immediately draw a third card and place it face up in the middle box;

9) If the third card dealt is identical in value to the initial two cards, the dealer shall announce "Three of a kind," the players shall win and all wagers shall be paid at odds of 11 to 1;

10) If the third card dealt is not identical in value to the initial two cards, the dealer shall announce "No three of a kind—tie hand," all wagers shall be void and the round of play shall be concluded;

11) If the initial two cards dealt are neither consecutive nor a pair, the dealer shall announce the "spread" and place a marker on the corresponding spread on the layout. The spread for each round of play shall be a number from one to 11 inclusive and shall be determined by the number of cards whose value can fall between the values of the initial two cards dealt. For example:

    i) If the initial two cards dealt are a four and a seven, then the spread shall be two (for example, two cards, the five and six, have a value that falls between four and seven);

    ii) If the initial two cards dealt are a nine and a king, then the spread shall be three (for example, three cards, the 10, jack and queen, have a value that falls between the nine and king);

12) If there is a spread after the initial two cards are dealt, a player shall have the option to make a raise wager in addition to the player's original wager by placing on the designated raise area of the layout an amount not in excess of the player's original

wager. All raise wagers shall be made immediately after the initial two cards have been dealt and prior to the third card being dealt;

13) After all raise wagers have been made and prior to dealing the third card, the dealer shall announce “Raises closed.’’ The dealer shall then draw a third card, place it face up on the box between the initial two cards and announce the value of the third card. Thereafter, the dealer shall first collect all losing wagers or pay all winning wagers;

14) The player shall win if the value of the third card dealt is between the values of the initial two cards dealt and shall lose if the value of the third card dealt is not between the values of the initial two cards dealt;

15) At the conclusion of each round of play, all cards on the layout shall be picked up by the dealer and placed in the discard rack in order and in such a way that they can be readily arranged to reconstruct the hand in case of a question or dispute; and

16) Whenever the cutting card is reached in the deal of the cards, the dealer shall continue dealing the cards until that round of play is completed. The dealer shall then reshuffle the cards;

e) Winning wagers and raise wagers in the game of red dog shall be paid at payout odds determined by the spread for that round of play as follows:

Spread	Payout Odds
One	5 to 1
Two	4 to 1
Three	2 to 1
Four through 11	1 to 1

f) A casino night holder shall not decrease the payout odds below those required by (e) above.

g) Irregularities in the game of red dog shall be handled as follows:

1) A card found face up in the shoe shall not be used in the game and shall be placed in the discard rack;

2) A card drawn in error without its face being exposed shall be used as though it were the next card from the shoe;

3) If a third card is drawn and exposed to the players prior to the dealer announcing “Raises closed,” the card shall be discarded and each player shall be given the option of playing out the round or voiding the round of play. Prior to dealing another third card, the dealer shall return the original wager and any raise wager to each player who has chosen to void the round of play; and

4) A player may only wager on one betting area at a red dog table unless the casino night holder, in its discretion, permits the player to wager on additional betting areas.

13:47-20.32 RULES OF THE GAME OF ROULETTE

a) The following words and terms as used for the game of roulette shall have the following meanings:

“Crown” or “dolly” means the device used to mark the number on the layout which corresponds to the number in the compartment where the roulette ball comes to rest.

b) The following equipment shall be used in the game of roulette:

1) A roulette wheel which contains 36 numbers and the symbols 0 and 00;

2) A roulette ball; and

3) A table with a roulette layout.

c) The dealer shall:

1) Spin the roulette ball;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter; and

3) Collect all losing wagers and pay all winning wagers.

d) The method of play for the game of roulette shall be as follows:

1) All wagers at roulette shall be made by placing gaming chips on the appropriate areas of the roulette.

2) Each player shall be responsible for the correct positioning of their wager on the roulette layout regardless of whether they are assisted by the dealer. Each player must ensure that any instructions the player gives to the dealer regarding the placement of a wager are correctly carried out.

3) Each wager shall be settled strictly in accordance; with its position on the layout when the ball falls to rest in a compartment of the wheel.

e) The permissible wagers in the game of roulette shall be as follows:

1) A “straight” is a wager that the roulette ball will come to rest in the compartment of the roulette wheel that corresponds to a single number selected by the player. The player shall select a number by placing a wager within the box on the roulette layout that contains the selected number.

i) A casino night operator may, at his or her discretion, offer to every player at a roulette table the option to make five simultaneous straight wagers by selecting five adjacent numbers on the roulette wheel;

ii) Any casino licensee offering the “five adjacent number” option as described in (e)1i above, shall use a roulette table layout approved by the Control Commission that includes a replica of the roulette wheel on the layout; and

iii) A player shall make a “five adjacent number” wager by placing five gaming chips or a multiple thereof, on the number indicated on the roulette wheel replica that is the center number of the five adjacent numbers being selected. A player making a “five adjacent number” wager shall be deemed to have made a separate “straight” wager of equal value on each of the five numbers selected;

2) A “split” wager is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to either of two numbers selected by the player. The player shall select the numbers by placing a wager on the line between the two boxes on the roulette layout that contain the two selected numbers, except that a split wager on “0” and “00” may also be placed on the line between the “2nd 12” box and the “3rd 12” box;

3) “Three numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of three numbers in a single row on the roulette layout selected by the player. The player shall select a row of numbers by placing a wager on the outside line of the box on the roulette layout that contains the first number in the selected row:

i) “Three numbers” shall also include a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the three numbers contained in one of following groups of numbers: "0", "1" and "2"; "0," "2" and "00"; or "00," "2" and "3";

ii) The player shall select one of the “three numbers” wagers identified in i. above, by placing a wager on the common corner of the three boxes containing the selected numbers;

4) “Four numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of four numbers in contiguous boxes on the roulette layout selected by the player. The player shall select the four numbers by placing a wager on the common corner of the four boxes containing the selected numbers;

5) “First five numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "0", "00", "1", "2" or "3." The player shall bet on the “first five numbers” by placing a wager on the common corner of the boxes on the roulette layout that contain the label "1st 12" and the numbers "0" and "1";

6) “Six numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of six numbers contained in two contiguous rows of numbers on the roulette layout selected by the player. The player shall select the two rows of numbers by placing a wager on the outside common corner of the boxes on the roulette layout that contain the first number in each of the rows being selected;

7) “Column” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 numbers contained in a single column on the roulette layout selected by the player. The player shall select a column of 12 numbers by placing a wager in the box on the roulette layout that is at the bottom of the column being selected;

8) “Dozen” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 12 consecutive numbers from "1" through "12", "13" through "24", or "25" through "36" selected by the player. The player shall select the 12 numbers by placing a wager in the box on the roulette layout labeled "1st 12" ("1" through "12"), "2nd 12" ("13" through "24"), or "3rd 12" ("25" through "36");

9) “Red” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a red background on the roulette wheel. The player shall bet on “red” by placing a wager within the red box on the roulette layout used for such wagers;

10) “Black” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to a number with a black background on the roulette wheel. The player shall bet on “black” by placing a wager within the black box on the roulette layout used for such wagers;

11) “Odd” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an odd number. The player shall bet on “odd” by placing a wager within the box on the roulette layout that is labeled “Odd”;

12) “Even” is a wager that the roulette ball will come to rest in any compartment of the roulette wheel that corresponds to an even number. The player shall bet on “even” by placing a wager within the box on the roulette layout that is labeled “Even”;

13) “1 to 18” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "1" through "18". The player shall bet on "1 to 18" by placing a wager within the box on the roulette layout that is labeled "1 to 18";

14) “19 to 36” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of 18 consecutive numbers from "19" through "36". The player shall bet on "19 to 36" by placing a wager within the box on the roulette layout that is labeled "19 to 36";

15) A casino night operator may, in its discretion, offer to every player at a roulette table the option to make a “seven numbers” wager. “Seven numbers” is a wager that the roulette ball will come to rest in a compartment of the roulette wheel that corresponds to any one of the numbers "10", "11", "12", "13", "14", "15" or "33".

    i) Any casino night operator offering the “seven numbers” option shall use an approved roulette table.

    ii) The player shall bet on "seven numbers” by placing a wager within the area on the roulette layout that is designated for such wager.

f) Winning wagers at the game of roulette shall be paid out at the following odds:

Bets	Payout Odds
Straight	35 to 1
Split	17 to 1
Three Numbers	11 to 1

Four Numbers	8 to 1
First Five Numbers	6 to 1
Six Numbers	5 to 1
Seven Numbers	4 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Odd	1 to 1
Even	1 to 1
One to 18	1 to 1
19 to 36	1 to 1

g) When roulette is played on a double zero wheel and the roulette ball comes to rest in a compartment marked zero (0) or double zero (00), a player shall lose, at the casino night operator's option, either one-half of each wager on red, black, odd, even, one to 18, and 19 to 36 or the entire wager. If the former option is chosen by a casino night operator, the remaining half of each such wager shall be returned to the player by the dealer. Each casino night operator offering double zero roulette shall provide notice of the option in effect at the table.

h) When roulette is played on a single zero wheel and the roulette ball comes to rest in a compartment marked zero (0), wagers on red, black, odd, even, one to 18, and 19 to 36 shall be lost.

i) When roulette is played on a double zero wheel being used as a single zero roulette wheel:

1) Notice shall be posted at the table;

2) The dealer shall announce "no spin," declare the spin void and re-spin the wheel if the roulette ball comes to rest in a compartment marked double zero (00); and

3) Wagers on red, black, odd, even, one to 18 and 19 to 36 shall be lost if the roulette ball comes to rest in a compartment marked zero (0).

j) The dealer shall spin the roulette ball as follows:

1) The roulette ball shall be spun in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin;

2) While the ball is still rotating in the track around the wheel, the dealer shall call “No more bets”; and

3) Upon the ball coming to rest in a compartment, the dealer shall announce the number of the compartment and shall place a point marker known as a “crown” or “dolly” on that number on the roulette layout.

k) If a casino licensee offers the “five adjacent numbers” wagering option, the dealer shall then move one-fifth of each winning “five adjacent numbers” wager from the roulette wheel replica on the layout to the box on the main roulette layout that contains the single number corresponding to the compartment in which the roulette ball came to rest.

l) After placing the crown on the layout and, if applicable, complying with the provisions of (k) above, the dealer shall first collect all losing wagers and then payoff all winning wagers.

m) Irregularities in the game of roulette shall be handled as follows:

1) If the ball is spun in the same direction as the wheel, the dealer shall announce “No spin” and shall attempt to remove the roulette ball from the wheel prior to its coming to rest in one of the compartments;

2) If the roulette ball does not complete four revolutions around the track of the wheel, the dealer shall, announce “No spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments; and

3) If a foreign object enters the wheel prior to the ball coming to rest, the dealer shall announce “No spin” and shall attempt to remove the ball from the wheel prior to its coming to rest in one of the compartments.

13:47-20.33 RULES OF THE GAME OF UNDER/OVER

a) The following equipment shall be used in the game of under/over:

1) An hourglass shaped cage 18 inches in diameter, constructed of wire or a similar material so as to give a clear view of the dice within it; or a chute of sufficient height and width to tumble the dice, equipped with at least three baffles;

2) Two dice with the following specifications:

i) Of a size measuring 2.5 inches on each side;

ii) With six sides bearing traditional dice markings;

iii) Of a weight equally distributed throughout the cube with no side of the cube heavier than any other side of the cube; and

iv) With spots arranged so that the side containing one spot is directly opposite the side containing six spots, the side containing two spots is directly opposite the side containing five spots and the side containing three spots is directly opposite the side containing four spots; and

3) A table layout bearing three betting spaces, “over 7,” “under 7” and “7.”

b) The dealer shall:

1) Tumble the dice;

2) Be responsible for the operation of the game in accordance with the provisions of this subchapter;

3) Take a position at the table opposite the players; and

4) Collect all losing wagers and pay off all winning wagers.

c) The method of play for the game of under/over shall be as follows:

1) The player will place a wager on any one of the three spaces on the table layout.

2) The dice are tumbled in the cage by the dealer. After the dice come to rest, winners are determined based upon the bet and outcome.

d) The payout odds in the game of under/over shall be as follows:

1) If the number totaled on the dice is under seven, the payoff odds are 1 to 1;

2) If the number totaled on the dice is over seven, the payoff odds are 1 to 1; and

3) If the number totaled on the dice is seven, the payoff odds are 4 to 1.

13:47-20.34 POKER; NUMBER OF DECKS; RANKINGS

a) Poker shall be played with one deck of cards with backs of the same color and design and one additional cover card. The cover card shall be opaque and in a solid color readily distinguishable from the color of the backs and edges of the playing cards. Two decks of cards shall be maintained for use at each poker table at all times. Each deck maintained at the poker table shall be visually distinguishable in some manner from the other deck. While one deck is in use, the other deck shall be placed in the designated area on the table.

b) The rank of the cards for the determination of winning poker hands, in order of highest to lowest rank, shall be: ace, king, queen, jack, 10, nine, eight, seven, six, five, four, three and two. All suits shall be considered equal in rank. Notwithstanding the foregoing, an ace may be used to complete a “straight flush” or a “straight” formed with, as applicable, a two and three (in a three card poker hand) or a two, three, four and five (in a five card poker hand).

c) The permissible high poker hands in poker games that result in a five card hand, in order of highest to lowest rank, shall be:

1) “Royal flush” is a hand consisting of an ace, king, queen, jack and 10 of the same suit;

2) “Straight flush” is a hand consisting of five cards of the same suit in consecutive ranking, with king, queen, jack, 10 and nine being the highest ranking straight flush and five, four, three, two and ace being the lowest ranking straight flush; provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);

3) “Four-of-a-kind” is a hand consisting of four cards of the same rank regardless of suit, with four aces being the highest ranking four-of-a-kind and four twos being the lowest ranking four-of-a-kind;

4) “Full house” is a hand consisting of “three-of-a-kind” and a “pair,” with three aces and two kings being the highest ranking full house and three twos and two threes being the lowest ranking full house;

5) “Flush” is a hand consisting of five cards of the same suit;

6) "Straight" is a hand consisting of five cards of consecutive rank, regardless of suit, with an ace, king, queen, jack and 10 being the highest ranking straight and an ace, two, three, four and five being the lowest ranking straight: provided, however, that an ace may not be combined with any other sequence of cards for purposes of determining a winning hand (for example, queen, king, ace, two, three);

7) "Three-of-a-kind" is a hand consisting of three cards of the same rank regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

8) "Two pairs" is a hand consisting of two "pairs" with two aces and two kings being the highest ranking two pair and two threes and two twos being the lowest ranking two pair; and

9) "One pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

d) The permissible high poker hands in poker games that result in a three card hand, in order of highest to lowest rank, shall be:

1) "Royal flush" is a hand consisting of an ace, king and queen of the same suit;

2) "Straight flush" is a hand consisting of three cards of the same suit in consecutive rankings with king, queen and jack being the highest ranking straight flush and a three, two and ace being the lowest ranking straight flush; provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;

3) "Three-of-a-kind" is a hand consisting of three cards of the same rank, regardless of suit, with three aces being the highest ranking three-of-a-kind and three twos being the lowest ranking three-of-a-kind;

4) "Straight" is a hand consisting of three cards of consecutive rank, regardless of suit, with an ace, king and queen being the highest ranking straight and a three, two and ace being the lowest ranking straight: provided, however, that an ace may not be combined with a king and two for purposes of determining a winning hand;

5) "Flush" is a hand consisting of three cards of the same suit; and

6) "One pair" is a hand consisting of two cards of the same rank, regardless of suit, with two aces being the highest ranking pair and two twos being the lowest ranking pair.

e) When comparing two hands which are of identical poker hand rank pursuant to the provisions of (c) or (d) above, as applicable, or which contain none of the poker hands authorized for that game, the hand which contains the highest ranking card as provided in (b) above, which is not contained in the other hand shall be considered the higher ranking hand. If the hands are of identical rank after the application of this subsection, the hands shall be considered tied and the pot shall be equally divided among the players with the tied hands.

13:47-20.35 METHOD OF PLAY, SEVEN-CARD STUD POKER; PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY

a) Each casino night holder shall be required to observe the procedures set forth in this section for each game of seven-card stud offered at its casino night.

b) Each poker table shall be restricted to a maximum of eight players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

c) Starting with the first player to the left of the dealer and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down and one round of cards face up to each player.

d) Once each player has received three cards in accordance with (c) above, the first betting round shall commence by comparing the up-card of each player. For the purposes of this subsection only, in the event that two or more up-cards are of the same rank, the up-cards shall then be ranked by suit, with the highest to lowest ranked suits in order as follows: spades, hearts, diamonds, clubs. Betting shall be commenced by the player with the lowest ranked up-card.

e) Following the placement of the forced bet required by (d) above, each subsequent player may, proceeding in a clockwise rotation from the player who placed the forced bet, fold, call or raise the bet, After the last player has responded to the most recent bet, the betting round shall be considered complete.

f) Upon completion of the first betting round, the dealer shall burn the top card of the deck and then, starting with the first remaining player to his or her left, deal a fourth card face up to each player who has not folded. The next betting round shall commence as follows:

1) The player with the highest ranking poker hand showing shall be required to bet or check; or

2) If the highest ranking poker hand showing is held by two or more players, the player closest to the left of the dealer shall be required to bet or check.

g) Following the initial bet or check required by (f) above, each subsequent player, proceeding in a clockwise rotation, may fold, call, raise or, if the preceding players have not made a bet, check. Each player may check until a bet has been made. Once a bet has been made, the next player in a clockwise rotation may fold, call or raise. After the last player has responded to the most recent bet, the betting round shall be considered complete.

h) The dealer shall then deal two additional rounds of cards face up and one round of cards face down to each player who has not folded, with each such round followed by a betting round conducted in accordance with the provisions of (f) and (g) above. Prior to each round of cards being dealt, the dealer shall burn the top card of the deck. If insufficient cards remain in the deck to give each remaining player a seventh and final card, the top card of the deck shall be burned and a common card shall be dealt face up in the center of the table. If there is one or less cards remaining in the deck, the dealer shall shuffle the burn cards, burn a card and then deal the common card.

i) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form a five card poker hand from the seven cards which he or she was dealt. This five card hand shall constitute the poker hand of that player at the showdown. For purposes of this subsection, the cards shall be ranked by suit with the highest to lowest ranked suit in order as follows: spades, hearts, diamonds and clubs. The winner of the pot shall be:

1) The player with the highest ranking five card high hand; or

2) If a tie exists between two or more players for the highest ranking hand, the pot shall be divided equally among the tied players. If the pot cannot be divided equally among the tied players, the excess, which shall not exceed $1.00, shall be given to the player with the highest ranking high poker card by suit.

13:47-20.36 METHOD OF PLAY, HOLD ’EM POKER; PROCEDURES FOR COMPLETION OF EACH ROUND OF PLAY

a) Each casino night holder shall be required to observe the procedures set forth in this section for each game of hold ’em poker offered at its casino night. Hold ’em poker shall be played to determine a winning high hand only.

b) Each poker table shall be restricted to a maximum of 11 players. Each player who elects to participate in a round of play may be required to place an ante. The rule governing the

placement of an ante and the amount of the ante, if any, shall be posted on a sign at each poker table.

c) The order in which the cards shall be dealt and the order in which players shall be required or have the option to bet shall be determined as follows:

1) A flat disk called the “button” shall be used to indicate an imaginary dealer;

2) At the commencement of play, the button shall be placed in front of:

i) The first player to the right of the dealer, or, in the alternative;

ii) The player randomly determined by rank of a single card dealt; and

3) Thereafter, the button shall rotate around the table in a clockwise manner after each round of play.

d) The player to the immediate left of the button shall be required to initiate the first betting round by placing a blind bet in accordance with the posted table requirements. A casino night holder may require additional blind bets to be made immediately subsequent to the initial blind bet. The amount and number of all blind bets required by the casino night holder shall be posted on a sign at the poker table.

e) Starting with the player to the immediate left of the button and continuing in a clockwise rotation around the poker table, the dealer shall deal two rounds of cards face down to each player, with the player with the button being the last player to receive a card each time.

f) Following the placement of the blind bet(s), each player shall in turn, in a clockwise rotation around the poker table, either fold, call or raise the bet. The option to raise shall also apply to the player who made the blind bet(s). After the last player has responded to the most recent bet, the betting round shall be considered complete.

g) The dealer shall then burn the top card of the deck and proceed to deal three community cards face up in the center of the table. The next betting round shall commence with the option to bet or check belonging to the first player to the left of the button who has not folded. Each subsequent player may, in clockwise rotation, fold, call, raise the bet or, if preceding players have not made a bet, make an opening bet or check. The betting round shall be considered complete when each player has either folded or called in response to the most recent bet.

h) Upon completion of the betting round required by (g) above, the dealer shall again burn the top card of the deck and then deal a fourth community card face up in the center of the table. The next betting round shall be commenced and completed in accordance with the requirements of (g) above.

i) Upon completion of the betting round required by (h) above, the dealer shall again burn the top card of the deck and then deal a fifth and final community card face up in the center of the table. The final betting round shall be commenced and completed in accordance with the requirements of (g) above.

j) If more than one player remains in the round of play after the final betting round has been completed, a showdown shall be used to determine the winner of the pot. Each player remaining in the game shall form his or her highest ranking five card high poker hand by using, in any combination, his or her own two cards and the five community cards available on the table. The winner of the pot shall be the player with the highest ranking five card high poker hand. If the highest ranking five card high poker hand that each of the remaining players can form is comprised of the five community cards, all players remaining in the round of play shall share equally in the pot.

13:47-20.37 METHOD OF COLLECTING POKER REVENUE

a) The casino night holder shall derive its poker revenue at all poker tables by extracting commission known as the “rake.” Each casino night holder shall post on a sign on the poker table which shall describe:

1) The types of rake utilized;

2) The methodology used for calculating the rake;

3) The amount of maximum permissible rake; and

4) Which one or more of the following procedures shall be used in determining and extracting the rake:

i) A straight percentage rake, pursuant to which:

(1) A fee, not to exceed 10 percent of all sums bet in the betting round, shall be extracted from a pot and any side pots;

(2) The amount to be raked shall be calculated and extracted from the pot and any side pots after the conclusion of a betting round and placed into the designated rake area as play progresses; and

(3) Upon completion of a round of play, the rake shall be immediately placed by the dealer into the table inventory container;

ii) A rake which shall be taken in incremental amounts, pursuant to which:

(1) Assessments of predetermined amounts shall be extracted from the pot and any side pots as certain predetermined dollar levels have been achieved;

(2) Upon collection, the amount to be raked shall be placed into the designated rake area; and

(3) Upon completion of a round of play, the rake shall be immediately placed by the dealer into the table inventory container; and/or

iii) A rake based on time charges, pursuant to which:

(1) Assessments may be imposed on a “per-player” basis or on a “per-table” basis. If taken on a “per-player” basis, inactive players seated at the table shall also be assessed;

(2) Time charges shall be expressed as an hourly fee based on the particular minimum and maximum wagering limits at a game;

(3) Time charges may be assessed fractionally every 20 or 30 minutes as determined by the casino night holder;

(4) Time charges once assessed shall be placed by the dealer into the designated rake area; and

(5) Upon verification by a Class “A” casino night operator of the time charges collected, the rake shall be immediately placed by the dealer into the table inventory container.

b) An uncalled final bet shall not be considered part of the pot for purposes of calculating the amount of rake pursuant to methods (a)4i and ii above.

c) Once the dealer has extracted the rake and the pot and any side pots have been collectively the winning player or players, no additional rake shall be taken by the casino night holder.

13:47-20.38 RULES FOR HANDLING IRREGULARITIES IN THE GAME OF POKER

a) It shall be the responsibility of each player to ensure that his or her hand has lost to the other hands at the table before discarding the hand.

b) In all disputes in which a ruling, interpretation, clarification or intervention is required, the decision of the Class “A” casino night operator shall be final.

c) Each player shall be required to keep all cards dealt to the player in full view of the dealer at all times. The dealer shall ensure compliance with this requirement.

d) At the showdown, a winning hand shall be clearly displayed in its entirety and properly identified. The player initiating the final wager shall be the first player to show his or her hand at the showdown; all other players who have not folded shall then reveal their hands in a clockwise rotation. Any player holding a losing hand may concede his or her rights to the pot and discard the hand; provided, however, that the casino night holder may require the disclosure of any discarded hands.

e) If any player folds after making a forced bet or blind bet or on a round of checking, that player’s position shall continue to receive a card until there is a subsequent wager at the table.

f) Misdeals shall cause all the cards to be returned to the dealer for a reshuffle. The following errors shall be cause for a misdeal:

1) Failure to shuffle and cut the cards in accordance with N.J.A.C. 13:47-20.19;

2) Dealing to an incorrect starting position if the error has been detected prior to two players voluntarily placing wagers into the pot;

3) If more than one card is found face-up in the deck; and

4) Failure to deal to an eligible seated player, if the error has been detected prior to two or more players voluntarily placing wagers into the pot.

g) If one or more cards are mistakenly dealt to an ineligible player, only those cards dealt to that player shall be discarded and the round of play shall be continued.

h) If, at any time during a round of play, missing cards are discovered or additional cards are found, the round of play shall be called dead, all imitation money in the pot shall be returned to the appropriate player and the deck shall no longer be used, but shall be placed in a sealed envelope and given to the designated member of the casino night holder in charge of the conduct of the event. Another deck shall be placed upon the table pursuant to N.J.A.C. 13:47-20.34(a).

i) A card found face upwards in the deck shall not be used in the game and shall be placed with the pile of discarded cards.

j) A player who fails to take reasonable means to protect his or her hand shall have no redress if his or her hand becomes a fouled hand or the dealer accidentally collects the hand.

1) Hole cards in a game of stud poker shall be considered protected for purposes of fouling a hand.

2) If a protected hand comes into contact with discarded cards, every effort shall be made to reconstruct the hand and complete the round of play.

3) A player who has a protected hand collected by the dealer or fouled by discarded cards shall be entitled to a refund from the pot of all imitation money that he or she put in the pot if the player has been a victim of and not a contributor to the error.

4) A player who leaves the table without comment and has an unprotected hand shall be assumed to have no interest in the pot, and his or her cards shall be collected and discarded.

k) Verbal statements which are clearly audible by and directed to the dealer shall always have precedence over actions and gestures and are considered binding on the player whose turn it is to act.

1) A player shall be deemed to have folded if, when faced with making or calling a wager, he or she:

i) Discards his or her hand face-down towards the pile of discarded cards or the pot; or

ii) Turns face-down his or her up-cards in a game of stud poker.

2) If a player is obligated to place a wager by virtue of a verbal statement or forced betting situation, throwing away his or her cards does not relieve the player of that obligation.

l) If a player's first or second hole card is accidentally turned face-up in the dealing process, the third card shall be dealt face-down. If both hole cards are accidentally turned face-up, the dealer shall collect the two cards, call the player's hand dead and return the player's ante, if applicable.

m) If a card is accidentally dealt off the table, it shall not be used in that round of play and shall be placed with the pile of discarded cards after a thorough examination by the dealer.

n) If any of the face-down cards in the game of hold 'em are accidentally turned face-up in the dealing process, the dealer shall exchange the exposed card with a card from the top of the deck and place the exposed card with the pile of discarded cards.

o) If an automated card shuffling device is being used and the device jams, stops shuffling during a shuffle, or fails to complete a shuffle cycle, the cards shall be reshuffled by hand.

p) Any automated card shuffling device shall be removed from the poker table before another method of shuffling may be utilized at that table.

13:47-20.39 NOTICE OF MINIMUM AND MAXIMUM WAGERS WHEN PLAYING POKER

Each casino night holder shall provide notice of the minimum and maximum wagers in effect at each poker table, by posting the notice on a sign on the poker table. Such sign shall also include any restrictions with regard to the maximum number of raises that may be permitted for any round of betting.

13:47-20.40 RULES OF TEXAS HOLD 'EM TOURNAMENT

a) The following words and terms as used for Texas Hold 'em tournaments shall have the following meanings:

"All-in" means a player bets all of his or her chips.

"Betting interval" means the period of play during which each player has an opportunity to bet, check, raise, call or drop (fold).

"Big blind" means a mandatory bet, typically twice the amount of the small blind, placed by the player to the left of the small blind position before cards are dealt.

"Board/community cards" means the cards dealt face up in the middle of the table that may be used by all players in constructing a standard five card poker hand.

"Burning" means discarding the top card from the deck face down.

"Call" means a player placing enough chips into the pot to make their contribution equal to, but not greater than, the contribution of any other player.

"Check" means a player remains in the round of play but does not place a bet. This may only occur if no previous player has made a bet during the betting interval.

"Dealer button" means an object used to designate the player in the dealer position.

"Equipment" means the standard 52 card deck of playing cards and chips used for betting during the conduct of Texas Hold 'em.

"Fold (drop)" means a player discards his or her hand and no longer participates in the round of play.

"Hand" means any combination of two pocket cards and/or five board/community cards that are used to create a standard five card poker hand.

"Hi/Lo" means a variation of Texas Hold 'em in which the highest and/or lowest poker hands split the pot.

"Pocket cards" means the two cards dealt face down to each player that can be used only by that player in constructing a standard five card poker hand.

"Raise" means a player places enough chips in the pot to call, plus one or more chips.

"Rake/cutting of pot" means that the entity holding a Texas Hold 'em tournament takes a portion of the pot as poker revenue.

"Re-buy" means the fee paid by a player to purchase additional chips.

"Round of play" means the period of play commencing with the first card dealt by the dealer and concluding with the awarding of the pot.

"Side pot" means a new pot(s) established by the dealer after a player has gone all-in and additional bets have been placed.

"Small blinds" means the mandatory bet placed by the player immediately to the left of the dealer button before any cards are dealt.

"Wild card" means a card that may serve as any other suit or value in making a poker hand.

b) A Texas Hold 'em tournament shall be conducted with equipment that is owned by the licensee or rented from a casino equipment provider approved by the Legalized Games of Chance Control Commission and maintained in accordance with N.J.A.C. 13:47-20.15(a).

c) In a Texas Hold 'em tournament, all players shall pay an established buy-in for the same value of chips; chips shall not have a cash redemption value.

d) A Texas Hold 'em tournament shall be played at tables large enough to accommodate a dealer and up to 11 players in such a manner as to ensure that players may examine their cards without disclosing their value to other players,

e) The method of play for a round of play in a Texas Hold 'em tournament shall be as follows:

1) The dealer shall manually shuffle the cards prior to each round of play;

2) Prior to the first round of play, the dealer shall place the dealer button in front of the player immediately to the dealer's left. The dealer shall move the button to the next player in a clockwise direction prior to commencing each subsequent round of play;

3) The player immediately to the left of the dealer button shall post the required small blind before the beginning of each round of play;

4) The player immediately to the left of the small blind position shall post the required big blind before the beginning of each round of play. When all but two players have been eliminated from the table, the player with the dealer button shall post the small blind and the other player shall post the big blind;

5) All cards shall be dealt clockwise beginning with the player immediately to the left of the dealer button;

6) The dealer shall commence betting interval one by burning a card and then dealing one card to each player face down, then a second card to each player face down;

7) Players may examine their pocket cards at any time;

8) Players shall keep their pocket cards face down in full view of the dealer at all times and shall ensure that they are examined in a manner that does not disclose their value to other players;

9) Betting interval one shall proceed as follows:

   i) The player immediately to the left of the big blind position is the first to act and must call, raise or fold (drop);

   ii) Betting continues in a clockwise direction until each player has had an opportunity to call, raise or fold (drop), with the exception of the player in the big blind position who may check if no other player has raised; and

   iii) Raises are limited to three per the betting interval;

10) The dealer shall commence betting interval two by burning a card and then dealing three board/community cards face up in the middle of the table, commonly referred to as the Flop;

11) Betting interval two shall proceed as follows:

   i) The player immediately to the left of the dealer button is the first to act and must bet, check or fold (drop).

   ii) Betting continues in a clockwise direction until each player has an opportunity to bet, check, call, raise or fold (drop); and

   iii) Raises are limited to three per the betting interval;

12) The dealer shall commence betting interval three by burning a card and dealing one board/community card face up, commonly referred to as the Turn;

13) Betting interval three shall proceed as in (e)11 above;

14) The dealer shall commence betting interval four by burning a card and dealing one board/community card face up, commonly referred to as the River;

15) Betting interval four shall proceed as in (e)11 above;

16) Upon completion of the four betting intervals:

i) If only one player remains in the round of play (that is all but one player has folded (dropped)), the remaining player is not obligated to show his or her hand; or

ii) If two or more players remain in the round of play, the player who made the last bet shall show his or her hand first, or, if no player has placed a bet, all remaining players shall show their hands;

17) Any combination of a player's pocket cards and/or board/community cards may be used to construct a standard five card poker hand;

18) If only two players remain in a round of play, and one player does not have enough chips to call the bet made by the other player, then the player with the fewest chips may move all-in and the player with the most chips shall remove enough chips from his or her bet to make it equal to the bet of the player moving all-in. The round of play will then continue with no further betting;

19) If two or more players wish to bet more than the bet of another player moving all-in, the dealer shall establish a side pot;

20) The dealer shall declare the last remaining player the winner or determine the winning hand among the remaining players in accordance with the appropriate ranking of poker combinations consistent with (f) below;

21) In the event of a tie the high card not used in the poker combination shall break the tie;

22) If a tie cannot be broken the pot shall be split equally between the players who have the hands that are tied;

23) Pots shall be awarded to the player(s) with the winning hand; and

24) The dealer shall collect the cards and shuffle them prior to the next round of play.

f) The ranking of poker hands, from highest to lowest, is as follows:

1) Royal flush;

2) Straight flush;

3) Four-of-a-kind;

4) Full house;

5) Flush;

6) Straight;

7) Three-of-a-kind;

8) Two pairs; and

9) One pair.

g) In Texas Hold 'em, all suits have the same value. The rank of cards, from highest to lowest, shall be ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, except when an ace is used as a low card in a straight (ace, 2, 3, 4, 5).

h) Re-buys are permitted. A maximum of three re-buys are permitted within the first hour of play.

i) The order of finish for a Texas Hold 'em tournament shall be determined by one of the following methods:

1) If play continues until all but one player is eliminated, the order of finish shall be the order of elimination from last to first. The last remaining player shall be declared the winner; or

2) If play stops at a set time, the order of finish shall be determined by ranking the value of chips held by each player at the end of play from highest to lowest. The player having the highest value of chips shall be declared the winner.

j) The following restrictions shall apply to the method of play:

1) Wild cards are prohibited;

2) Hi/Lo games are prohibited;

3) Rake/cutting of pots is prohibited;

4) A player shall not bet on more than one hand in any round of play;

5) Players are prohibited from exchanging information concerning their hand; and

6) Players that fold (drop) from the round of play shall not reveal their pocket cards.

k) A player shall be eliminated from a Texas Hold ’em tournament when he or she has lost all of his or her chips and is not able to re-buy.

l) Any dispute concerning a Texas Hold ’em tournament shall be referred to the licensed Class A Casino Night Operator for final determination.

m) A casino night holder conducting a Texas Hold ’em tournament shall post the rules governing the tournament in a conspicuous manner. Such posting shall include:

1) Buy-in and value of chips received;

2) If the holder permits re-buys, a statement that includes:

i) The number of allowed re-buys (maximum of three);

ii) The purchase price for each re-buy;

iii) The value of chips received with each re-buy; and

iv) The period of time during which re-buys are permitted (limited to, at most, the first hour of play);

3) The time that the tournament will end or a statement that the tournament will continue until all but one player is eliminated;

4) The amount of blinds and the progression of increase in the blinds;

5) A statement that raises are limited to three per betting interval;

6) The prize payout schedule; and

7) Any other information essential to a player’s understanding of how the tournament will be conducted.

n) No casino night holder shall conduct more than six Texas Hold ’em tournaments in a calendar year.

o) A casino night holder shall conduct a Texas Hold 'em tournament only when at least one other casino night game authorized by N.J.A.C. 13:47-20.4 is being played.

13:47-20.41 RULES OF THE GAME THREE CARD POKER

a) The following words and terms as used for the game of three card poker shall have the following meanings:

"Ante and Play" means one of the two games a player may play in three card poker. In this game, a player plays against the dealer. The player places an initial ante bet and then has the option of placing a second "play" bet if he or she believes the hand is strong enough to beat the dealer's hand.

"Ante bonus" means an amount the player wins if he or she is playing Ante and Play and has either a straight flush, three of a kind or a straight.

"Flush" means a combination of three cards of the same suit.

"Pair" means a combination of two cards of the same denomination.

"Pair Plus" means one of the two games in three card poker. In this game, a player bets that he or she will have a winning combination in his or her hand. The player in this game does not play against the dealer or any other player.

"Qualifying hand" means that the dealer has at least a queen in his or her hand. If the dealer does not have a queen or better, the player wins.

"Straight" means a combination of three cards of any suit in sequence.

"Straight flush" means a combination of three cards of the same suit in sequence.

"Three of a kind" means a combination of three cards of the same denomination.

b) Three card poker shall be played with a standard 52 card deck and at a table that is large enough to accommodate a dealer and up to eight players. Any equipment used to conduct a game of three card poker shall be owned by the licensee or rented from an equipment supplier approved by the Control Commission and maintained in accordance with N.J.A.C. 13:47-20.15(a).

c) A player has the option of playing either:

1) Pair Plus;

2) Ante and Play; or

3) Both Pair Plus and Ante and Play.

d) A player who opts to play Pair Plus shall place a bet on the “Pair Plus” space on the table. The dealer will then deal cards. A player will win if he or she has any of the winning combinations from (h) below.

e) A player who opts to play Ante and Play will place a bet on the “ante” space on the table. The dealer will then deal cards, including cards to him- or herself. After looking at his or her cards, the player will determine if he or she wishes to continue playing. If the player wishes to continue playing, he or she shall place a bet on the “play” space on the table. A player who does not wish to continue after first looking at his or her cards shall fold and will forfeit the ante bet.

f) If a player places a “play” bet, one of the following results shall occur:

1) The dealer does not have a qualifying hand. The ante bet pays out one to one, play bet is a push (returned to player);

2) The dealer has a qualifying hand and the player’s cards are better than dealer’s card. The ante bet and the play bet pay out one to one;

3) The dealer has a qualifying hand and the player’s cards are not better than the dealer’s cards. The player loses the ante bet and the play bet; or

4) The dealer has a qualifying hand and the player’s cards and the dealer’s cards are the same (for example, the dealer and the player both have a straight of 3-4-5). The ante and play bets are a push (returned to player).

g) The value of hand for Ante and Play are as follows, from highest to lowest:

1) Straight flush;

2) Three of a kind;

3) Straight;

4) Flush;

5) Pair; and

6) High card.

h) Payouts on winning wagers in Pair Plus shall be as follows:

1) Straight flush wins 40 to 1;

2) Three of a kind wins 30 to 1;

3) Straight wins 6 to 1;

4) Flush wins 4 to 1; and

5) A pair wins 1 to 1.

i) Payouts on ante bonus shall be as follows:

1) Straight flush wins 5 to 1;

2) Three of a kind wins 4 to 1; and

3) Straight wins 1 to 1.

j) The following restrictions shall apply to the method of play:

1) A player may not bet on more than one hand in any round of play; and

2) Wild cards are prohibited.

k) The dealer shall shuffle the cards manually prior to every round.