

Adjoining Gaming Tables

Gaming Equipment

Temporary New Rule: N.J.A.C. 19:46-5.1

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

The temporary rules follow:

### **Summary**

The temporary new rule permits a casino licensee to have up to six gaming tables physically abut against one another in a configuration pre-approved by the Commission. By configuring certain gaming tables in this manner, a casino licensee may be able to make more efficient use of its authorized casino floor space than was previously possible.

Temporary new rule N.J.A.C. 19:46-5.1(a)1 permits a group of six or less adjoining gaming tables subject to certain conditions and restrictions. Each gaming table in the group must be positioned against another gaming table. In addition, the playing surface or layout of each gaming table in the group must be physically separated from the playing surface or layout of any adjoining gaming table by a barrier, pre-approved by the Commission, that conspicuously defines the left and right border of each gaming table and effectively hinders patrons or casino personnel from commingling chips, cards or other gaming equipment between adjoining tables. See N.J.A.C. 19:46-5.1 (a)2.

Each adjoining gaming table in the group may include wagering positions for up to six seated players. See N.J.A.C. 19:46-5.1(a)3. Each gaming table must have its own complete layout, table inventory container and drop box. See N.J.A.C. 19:46-5.1(a)4. If table games that require cards are being played in the group, the cards used at any gaming table must have a different colored back than the cards used at any gaming table immediately adjacent to that table. See N.J.A.C. 19:46-5.1(a)5. Roulette, craps, mini-craps, poker or any variation of poker not played against the house, baccarat, Big Six wheel, sic bo, pai gow, and

supreme pai gow may not be offered in a group of adjoining gaming tables. See N.J.A.C. 19:46-5.1(b).

A group of adjoining gaming tables must be designed, constructed and configured to permit simultaneous and effective supervision and surveillance of all gaming conducted in the group. See N.J.A.C. 19:46-5.1(c). A patron sitting or playing at one adjoining gaming table in a group may not simultaneously play at any other gaming table in the group. Conversely, a dealer who is dealing at one adjoining gaming table in a group may not simultaneously deal at any other gaming table in the group. See N.J.A.C. 19:46-5.1(d) and (e). No player, dealer, supervisor or other person at an adjoining gaming table in a group is permitted to share or exchange, or otherwise accept or use, cards, chips or any other gaming equipment other than those items associated with that particular gaming table in accordance with the rules of the game being played at that table. See N.J.A.C. 19:46-5.1(f).

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

## N.J.A.C. 19:46 GAMING EQUIPMENT

### Subsection 1. General Provisions

### **Subsection 2. Sever Supported Slot Systems (Reserved)**

### **Subsection 3. Slot Machines (Reserved)**

### **Subsection 4. Table Game Layouts (Reserved)**

### **Subsection 5. Additional Requirements**

## **N.J.A.C. 19:46-5.1 Adjoining gaming tables**

**(a) A gaming table may physically abut against (adjoin) another gaming table provided that:**

**1. No more than six gaming tables shall be adjoined in one group and shall be configured in a manner pre-approved by the Commission;**

**2. Each gaming table in the group shall adjoin at least one other gaming table in the group; provided, however, that the playing surface or layout of each gaming table in the group shall be physically separated from the playing surface or layout of any adjoining gaming table by a barrier, pre-approved by the Commission, that conspicuously defines the left and right borders of each gaming table and effectively hinders patrons or casino personnel from commingling chips, cards or other gaming equipment between adjoining gaming tables;**

**3. Each gaming table in the group shall include wagering positions for no more than six seated players;**

**4. Each gaming table in the group shall have its own complete layout, table inventory container and drop box; and**

**5. If table games that require cards are being played in the group, the cards used at any gaming table shall have a different colored back than the cards used at any gaming table immediately adjacent to that table.**

**(b) The following games may be not be conducted at any adjoining gaming table: roulette, craps, mini-craps, baccarat, Big Six wheel, sic bo, pai gow, supreme pai gow, and poker or any variation of poker which is not played against the house.**

**(c) A group of adjoining gaming tables shall be designed, constructed and configured to permit simultaneous and effective supervision and surveillance of all gaming tables located in that group.**

**(d) A patron sitting or playing at an adjoining gaming table shall not play at any other gaming table in the same group at the same time.**

**(e) A dealer who is dealing at an adjoining gaming table shall not deal at any other gaming table in the same group at the same time.**

**(f) No player, dealer, supervisor or other person at an adjoining gaming table in a group shall be permitted to share or exchange, or otherwise accept or use, cards, chips or any other gaming equipment other than those items associated with that particular gaming table and in accordance with the rules of the game being played at that table.**