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

# 19:46-1.13V Triple attack blackjack table; physical characteristics

- (a) Triple attack blackjack shall be played on a table having positions for six or seven players on one side of the table and a place for the dealer on the opposite side.
- (b) The layout for a triple attack blackjack table shall be approved by the Division and shall contain, at a minimum:
  - 1. The name or trade name of the casino licensee; and
- 2. Separate designated betting areas at each betting position for the placement of the first attack wager, the second attack wager, third attack wager, the suited royals wager and the triple match wager.
- (c) The following inscriptions shall appear on the triple attack blackjack layout:
  - 1. All 21's, including blackjack, pay 1 to 1;
  - 2. Dealer must draw to 16 and soft 17;
  - Player's hand of 20 or less is a push against a dealer's

### 22; and

4. Insurance pays 2 to 1, 5 to 1 for a dealer suited blackjack.

- (d) Payout odds for the suited royals wager and triple match wager shall be inscribed on the layout or posted on a sign at each triple attack blackjack table.
- (e) Each triple attack blackjack table shall have a drop box and a tip box attached to it on the same side of the table as, but on opposite sides of the dealer.

# 19:46-1.17 Cards; physical characteristics

- (a) Cards used to play authorized table games shall be in decks of 52 cards with each with card identical in size and shape to every other card in such deck. Notwithstanding the foregoing, decks of cards used to play the following table games shall be modified as follows:
- A pai gow poker and asia poker deck shall include one additional joker card, which shall be identical in size and shape to every other card in such deck;
- 2. A spanish 21, double attack blackjack and triple attack blackjack deck shall consist of 48 cards, created by the removal of the 10 of each of the four suits in the deck; and
- 3. A two card joker poker and supreme pai gow deck shall include two additional joker cards, each of which shall be identical in size and shape to every other card in such deck.
- (b) Each deck shall be composed of four suits: diamonds, spades, clubs and hearts.
- (c) Each suit shall be composed of 13 cards: ace, king, queen, jack, 10, 9, 8, 7, 6, 5, 4, 3 and 2. The face of the ace, king,

queen, jack and 10 value cards may contain an additional marking, as approved by the Division, which will permit a dealer, prior to exposing his or her hole card at the game of blackjack, to determine the value of that hole card.

- (d) The backs of each card in the deck shall be identical and no card shall contain any marking, symbol or design that will enable a person to know the identity of any element printed on the face of the card or that will in any way differentiate the back of that card from any other card in the deck.
- (e) The backs of all cards in the deck shall be designed so as to diminish as far as possible the ability of any person to place concealed markings thereon.
- (f) The design to be placed on the backs of cards used by casino licensees shall contain the name or trade name of the casino licensee and shall be submitted to the Divison approval prior to use of such cards in gaming activity.
- (g) Each deck of cards shall be packaged separately or in a set containing the number of decks authorized in N.J.A.C. 19:47 and this Chapter and selected by a casino licensee for use in a particular table game. Each package of cards shall be sealed in a manner approved by the Division so as to provide evidence of any tampering with the package. If multiple decks of cards are packaged and sealed in a set:
- 1. The package shall have a label affixed thereto that indicates or contain a window that reveals an adequate description of the contents of the package, including without limitation, the name

of the casino licensee for which the cards were manufactured, the type of cards, the color(s) of the backs of the cards, the date and time that the cards were manufactured, and the total number of cards in the set; and

- 2. No deck of cards shall be separated from the set for independent use at a table game.
- (h) Nothing in this section shall prohibit a manufacturer from manufacturing decks of cards with one or more jokers contained therein; provided, however, such jokers shall not be used by the casino licensee in the play of any game other than pai gow poker, two card joker poker, asia poker or supreme pai gow in accordance with the provisions of N.J.A.C. 19:47-11.3, 30.5, 31.3 or 34.3, respectively.
- (i) In addition to satisfying the requirements of this section, the cards used by a casino licensee at poker shall be:
- 1. Visually distinguishable from the cards used by that casino licensee to play any other table game; and
  - 2. Made of plastic.
- (j) Each casino licensee which elects to offer the game of poker shall be required to have and use on a daily basis at least six visually distinguishable card backings for the cards to be used at the game of poker. These card backings may be distinguished, without limitation, by different logos, different colors or different design patterns.

- 19:46-1.19 Dealing shoes; automated shuffling devices
- (a) The following words and terms when used in this section shall have the following meanings:

"Base plate" means the interior shelf of the dealing shoe on which the cards rest.

"Face plate" means the front wall of the dealing shoe against which the next card to be dealt rests and which typically contains a cutout.

- (b) Cards used to game at authorized table games shall be dealt from a manual or automated dealing shoe which shall be secured to the gaming table when the table is open for gaming activity and secured in a locked compartment when the table is not open for gaming activity, except that cards used to game at baccarat shall be dealt from a dealing shoe which shall not be secured to the gaming table.

  Notwithstanding the foregoing, cards used to game at:
- 1. Pai gow poker, double down stud, caribbean stud poker, three card poker, colorado hold 'em poker, boston 5 stud poker, double cross poker, flop poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, asia poker, winner's pot poker, supreme pai gow, mississippi stud and two card joker poker may be dealt from the dealer's hand in accordance with the rules for each game in N.J.A.C. 19:47; and
- 2. The 6 to 5 blackjack variation shall be dealt from the dealer's hand in accordance with N.J.A.C. 19:47-2.6A.
- (c) A device which automatically shuffles cards may be utilized at the game of blackjack, spanish 21, double attack blackjack, triple

attack blackjack, pai gow poker, minibaccarat, red dog, poker, caribbean stud poker, let it ride poker, three card poker, fast action hold'em, colorado hold 'em poker, casino war, boston 5 stud poker, double cross poker, four card poker, texas hold 'em bonus poker, ultimate texas hold 'em poker, flop poker, two card joker poker, asia poker, winner's pot poker, supreme pai gow, mississippi stud and double down stud in addition to a manual or automated dealing shoe, provided that:

- The automated card shuffling device and the procedures for shuffling and dealing the cards through the use of the device are submitted to the Division; and
- 2. The security of an automated card shuffling device conforms to the security of any dealing shoe used at the gaming table pursuant to (b) above.
- (d) Each manual or automated dealing shoe shall be designed and constructed with such features to maintain the integrity of the game at which such shoe is used. Such features shall include, at a minimum, the following:
- 1. At least the first four inches of the base plate shall be white:
- 2. The sides of the shoe below the base plate shall be transparent or have a transparent sealed cutout unless the dealing shoe is otherwise constructed to prevent any object from being placed into or removed from the portion of the dealing shoe below the base plate and to permit the inspection of this portion of the shoe; and

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- 3. A stop underneath the top of the face plate shall preclude the next card to be dealt from being moved upwards for more than one-eighth inch distance; and
- 4. Each dealing shoe used in blackjack, spanish 21, double attack blackjack and triple attack blackjack shall have a mark on the side of the shoe that enables the dealer, after aligning the stack of cards against the shoe in accordance with N.J.A.C. 19:47-2.5(d) and 19.4, to insert the cutting card in such stack so that approximately one quarter of the stack is behind the cutting card.
- (e) A baccarat dealing shoe, in addition to meeting the requirements of (d)1 through 4 above, shall also adhere to the following specifications:
- A removable lid shall be opaque from the point where it meets the face plate to a point at least four inches from the face plate;
- 2. The sides and back above the base plate shall be opaque; and
- 3. A device within the shoe shall, when engaged, prevent the cards from moving backward in the shoe.
- (f) A pai gow poker dealing shoe, in addition to meeting the requirements of (d) above, may, in the discretion of the casino licensee, also contain a device on the front of the face plate so as to preclude the players from viewing the next card to be dealt.
- (g) All dealing shoes and shuffling devices in the casino and casino simulcasting facility shall be inspected at the beginning of each gaming day by a floorperson assigned to the table prior to cards

being placed in them so as to assure that there has been no tampering with the shoe or shuffling device.

(h) For gaming tables at which a manual dealing shoe is utilized, the shoe shall be located on the side of the gaming table to the left of the dealer, and the discard rack shall be located on the side of the gaming table to the right of the dealer. For gaming tables at which either an automated card shuffling device or an automated dealing shoe is utilized, the automated device or shoe shall be located on the side of the gaming table opposite the discard rack.

#### SUBCHAPTER 36. TRIPLE ATTACK BLACKJACK

#### 19:47-36.1 Definitions

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

"Blackjack" shall mean an ace and any card having a point value of 10 dealt as the initial two cards to a player or a dealer, except for an ace and a 10 point value card dealt to a player who has split pairs.

"First attack wager" shall mean the wager required to be made prior to any cards being dealt in order to participate in the round of play.

"Hard total" shall mean the total point count of a hand which contains no aces or which contains aces that are each counted as one in value.

"Rank" shall mean, for purposes of the triple match wager described in N.J.A.C. 13:69F-36.6(a)2, one of twelve categories of cards: ace, 2, 3, 4, 5, 6, 7, 8, 9, jack, queen and king.

"Second attack wager" shall mean the optional wager, in an amount not to exceed the amount of the first attack wager, afforded to each player after all the players have been dealt a card face upwards.

"Soft total" shall mean the total point count of a hand which contains an ace that is counted as 11 in value.

"Suit" shall mean one of the four categories of cards: club, diamond, heart and spade.

"Third attack wager" shall mean an optional wager, in an amount not to exceed the amount of the first attack wager, afforded to each player after the dealer is dealt a card face upwards.

# 19:47-36.2 Cards; number of decks; point value of cards

- (a) Triple attack blackjack shall be played with eight decks of cards, with backs of the same color and design and one additional cutting card. The decks shall meet the requirements of N.J.A.C. 19:46-1.17(a) and shall consist of 48 cards, with the 10 of each suit having been removed from each deck during the inspection required by N.J.A.C. 19:46-1.18(e) and 19:47-36.3. The cutting card shall be opaque and a solid color readily distinguishable from the color of the backs and edges of the playing cards.
- (b) The point value of the cards contained in each deck shall be as follows:
  - 1. Any card from 2 to 9 shall have its face value;

- 2. Any jack, queen or king shall have a value of 10;
- 3. An ace shall have a value of 11, unless that value would give a player or the dealer a point total in excess of 21, in which case an ace shall have a value of one.

# 19:47-36.3 Opening of the table for gaming

- (a) After receiving the decks of cards at the table in accordance with N.J.A.C. 19:46-1.18, the dealer shall, as applicable, comply with the requirements of either N.J.A.C. 19:46-1.18(e)1 and (b) through (c) below or the requirements of N.J.A.C. 19:46-1.18(e)2 and (r).
- (b) If the decks contain the 10 of any suit, the dealer shall remove these cards from the decks, and the floorperson shall verify that all such cards have been removed from each deck, and shall destroy them in a manner approved by the Division. Following the inspection of the cards by the dealer and the verification by the floorperson assigned to the table, the cards shall be spread out face up on the table for visual inspection by the first player to arrive at the table. Each deck of cards shall be spread out separately, according to suit and in sequence.
- (c) After the first player has been afforded an opportunity to visually inspect the cards, the cards shall be turned face down on the table, mixed thoroughly by a "washing" or "chemmy shuffle" of the cards, and stacked. If during the mixing or the stacking process a card is turned over and exposed to the players, the cards shall be

remixed. Once the cards have been stacked, they shall be shuffled in accordance with N.J.A.C. 19:47-36.4.

#### 19:47-36.4 Shuffle and cut of the cards

- (a) Immediately prior to the commencement of play, unless the cards were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r), and after each shoe of cards has been completed, the dealer shall shuffle the cards, either manually or by use of an automated card shuffling device, so that the cards are randomly intermixed. Upon completion of the shuffle, the dealer or device shall place the deck of cards in a single stack.
- (b) After the cards have been shuffled and stacked, the dealer shall:
- 1. If the cards were shuffled using an automated card shuffling device, place the stack of cards in the dealing shoe and deal the cards in accordance with the procedures set forth in N.J.A.C. 19:47-36.7; provided, however, that nothing herein shall be deemed to prohibit the use of an automated card shuffling device which, upon completion of the shuffling of the cards, inserts the stack of cards directly into a dealing shoe; or
- 2. If the cards were shuffled manually or were pre-shuffled pursuant to N.J.A.C. 19:46-1.18(r), cut the cards in accordance with the procedures set forth in (c) below.
- (c) If a cut of the cards is required, the dealer shall offer the stack of cards to be cut, with the backs facing away from the

dealer, to the player determined pursuant to (d) below. If no player accepts the cut, the dealer shall cut the cards.

- (d) The cut of the cards shall be offered to players in the following order:
- The first player to the table, if the game is just beginning; or
- 2. The player on whose box the cutting card appeared during the last round of play; or
- 3. The player at the farthest position to the right of the dealer if the cutting card appeared on the dealer's hand during the last round of play; or
- 4. The player at the farthest position to the right of the dealer if the reshuffle was initiated at the discretion of the casino licensee.
- (e) The player or dealer 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 the cutting card and all the cards on top of the cutting card and place them on the bottom of the stack. The dealer shall then take the entire stack of cards that was just shuffled and align them along the side of the dealing shoe which has the mark required by N.J.A.C. 19:46-1.19(d)4. Thereafter, the dealer shall insert the cutting card in the stack at a position at least approximately one-quarter of the way in from the back of the stack. The stack of cards shall then be inserted into the dealing shoe for commencement of play.

- (f) After the cards have been cut and before any cards have been dealt, a casino supervisor 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 casino licensee's option, by the player who last cut the cards, or by the next person entitled to cut the cards, as determined by (c) and (d) above.
- (g) A reshuffle of the cards in the shoe shall take place after the cutting card is reached in the shoe provided, however, that the casino licensee may determine after each round of play that the cards should be reshuffled.
- (h) Whenever there is no gaming activity at a triple attack blackjack table that is open for gaming, the cards shall be spread out on the table either face up or face down. If the cards are spread face down, they shall be turned face up once a player arrives at the table. After the first player is afforded an opportunity to visually inspect the cards, the procedures outlined in N.J.A.C. 19:47-36.3(c) shall be completed.

### 19:47-36.5 Attack wagers; payout odds

- (a) If the point value of the player' hand exceeds 21, the player shall lose his or her first and, if placed, second and third attack wagers.
- (b) If the point value of the player's hand is 21 (including blackjack) or if the player has a hand with six or more cards with a point value less than 21, the player shall win his or her first and,

if placed, second and third attack wagers.

- (c) If the point value of the player's hand is 20 or less with fewer than six cards and exceeds the point value of the dealer's hand or the dealer's hand exceeds 22, the player wins.
- (d) If the point value of the player's hand is 20 or less with fewer than six cards and is equal to the point value of the dealer's or the point value of the dealer's hand is 22, the player's first and, if placed, second and third attack wagers shall be a push.
- (e) All wagers at triple attack blackjack shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate betting areas of the table layout. A verbal wager accompanied by cash may be accepted, provided it is confirmed by the dealer and casino supervisor, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.
- (d) Except as otherwise provided in this subchapter, no wager shall be made, increased or withdrawn after the first card of the respective round has been dealt.
- (e) If the point value of a player's hand exceeds 21, the dealer shall immediately collect the player's attack wagers. After each round of play is complete, the dealer shall collect all remaining losing first, second, and third attack wagers and pay all winning first, second, and third attack wagers at odds of 1 to 1.
- (f) Except as expressly permitted by this subchapter, once the first card of any hand has been removed from the shoe by the dealer, no player shall handle, remove or alter any wagers that have been

made until a decision has been rendered and implemented with respect to that wager.

- (g) Once an insurance wager, a wager to double down or a wager to split pairs has been made and confirmed by the dealer, no player shall handle, remove or alter such wagers until a decision has been rendered and implemented with respect to that wager, except as expressly permitted by this subchapter.
- (h) After the cards have been shuffled, a casino licensee may, in its discretion, prohibit any person, whether seated at the gaming table or not, who does not make a wager on a given round of play from placing a wager on the next round of play and any subsequent round of play at that gaming table unless the casino licensee chooses to permit the player to begin wagering or until a reshuffle of the cards has occurred.

### 19:47-36.6 Optional bonus wagers

- (a) A player at a triple attack blackjack table may make one or both of the following optional bonus wagers:
- 1. "Suited royal wager" is a wager that the player's first two cards will be one of the following two-card hands:
- i. "King-queen suited" is a hand consisting of a
  king and a queen of the same suit;
- ii. "Two Suited Face Cards" is a hand consisting of
  two cards, each a king, queen or jack of the same suit; and
- iii. "Two-card flush" is a hand consisting of two
  cards of the same suit regardless of rank.

- 2. "Triple Match wager" is a wager that the player's first two cards and the dealer's first card dealt face up will be one of the following three or two-card hands:
- i. "Three-of-a-kind suited" is a hand consisting of
  three cards of the same rank and suit;
- ii. "Three-of-a-kind unsuited" is a hand consisting
  of three cards of the same rank regardless of suit;
- iii. "Pair suited" is a hand consisting of three
  cards, two of which are of the same rank and suit; and
- iv. "Pair unsuited" is a hand consisting of three
  cards, two of which are of the same rank regardless of suit.
- (b) Prior to the first card being dealt for each round of play, a player who has placed the first attack wager may make an additional bonus wager(s), which shall be in an amount not less than \$1.00 and shall not exceed the lesser of:
  - 1. The amount of the player's first attack wager; or
- 2. A maximum amount established by the casino licensee, which limit shall be posted in accordance with N.J.A.C. 19:47-8.3.
- (c) The optional bonus wager(s) shall be made by placing gaming chips or plaques and, if applicable, a match play coupon on the appropriate area of the triple attack blackjack layout, except that a verbal wager accompanied by cash may be accepted provided that it is confirmed by the dealer and casino supervisor at the table prior to the first card being dealt to any player, and that such cash is expeditiously converted into gaming chips or plaques in accordance with N.J.A.C. 19:45-1.18.

(d) Each winning suited royals wager shall be paid once for the highest ranking qualifying hand that can be formed at one of the following pay tables pre-selected by the casino licensee:

<u>Hand</u>	Pay Table A	Pay Table B
King-queen suited	40 to 1	30 to 1
Two suited face cards	10 to 1	12 to 1
Two-card flush	2 to 1	2 to 1

(e) Each winning triple match wager shall be paid once for the highest ranking qualifying hand that can be formed at one of the following pay tables pre-selected by the casino licensee:

Hand	Pay Table A	Pay Table B
Three-of-a-kind suited	150 to 1	50 to 1
Three-of-a-kind unsuited	20 to 1	8 to 1
Pair suited	4 to 1	6 to 1
Pair unsuited	2 to 1	2 to 1

(f) The optional bonus wager(s) shall have no bearing on any other wager made by a player at the game of triple attack blackjack.

# 19:47-36.7 Procedure for dealing the cards

- (a) All cards used at triple attack blackjack shall be dealt from a dealing shoe specifically designed for such purpose and located on the table to the left of the dealer.
- (b) The dealer shall remove cards from the shoe with his or her left hand, turn them face upwards, and then place them on the appropriate area of the layout with his or her right hand, except that the dealer has the option to deal hit cards to the first two

betting positions with his or her left hand.

- (c) After the full set of cards is placed in the shoe, the dealer shall remove the first card therefrom face downwards and place it in the discard rack, which shall be located on the table immediately to the right of the dealer. Each new dealer who comes to the table shall also burn one card as described in this subsection before the new dealer deals any cards to the players. The burn card shall be disclosed if requested by a player.
- (d) To commence each round of play, all players shall make a first attack wager in the area marked "First Attack," and shall be afforded the opportunity to place a suited royals wager in the area marked "Suited Royals" and a triple match wager in the area marked "Triple Match." After all players have placed a first attack wager and optional bonus wagers, the dealer shall deal a card face up to each player.
- (d) The dealer shall then offer all players the opportunity to place an additional wager or second attack wager in the area marked "Second Attack" in an amount equal to the player's first attack wager. After the dealer has offered all players the opportunity to place a second attack wager and each player has placed or declined to place such wager, the dealer shall deal a card to himself or herself face up.
- (e) The dealer shall then offer all players the opportunity to place a third wager or third attack wager in the area marked "Third Attack" in an amount equal to the player's first attack wager. A player may place a third attack wager regardless of whether the

player placed a second attack wager. After the dealer has offered all players the opportunity to place a third attack wager and each player has place or decline to place such wager, the dealer shall deal a second card face up to each player and a second card face down to the dealer.

- (f) After two cards have been dealt to each player and the dealer, the dealer shall with each player, beginning from his or her left announce the point total of each player and, if a player has placed either a suited royal wager or a triple match wager, determine and announce whether such wager(s) qualify for a payout in accordance with N.J.A.C. 13:69F-36.6. The dealer shall pay all winning bonus wagers and collect all losing bonus wagers.
- (g) As each player's point total is announced, such player shall indicate whether he or she wishes to stand, draw, double down, or splitting pairs, as provided for by this subchapter.
- (h) As each player indicates his or her decisions, the dealer shall deal face upwards whatever additional cards are necessary to effectuate such decisions consistent with this subchapter and shall announce the new point total of such player after each additional card is dealt. If a player has been dealt blackjack or 21 in three or more cards, the dealer shall pay the attack wagers for that hand when the point total is announced.
- (i) After the decisions of each player have been implemented and all additional cards have been dealt, any additional cards authorized to be dealt to the hand of the dealer by N.J.A.C. 13:69F-36.11 shall be dealt face upwards at this time, after which the

dealer shall announce his or her point total. In lieu of the requirements of this subsection, one of the procedures set forth in (k) below may be implemented.

- (j) At the conclusion of a round of play, all cards still remaining on the layout shall be picked up by the dealer in order and in such a way that they can be readily arranged to indicate each player's hand in case of question or dispute. The dealer shall pick up the cards beginning with those of the player to his or her far right and moving counterclockwise around the table. After all the players' cards have been collected, the dealer shall pick up his or her cards against the bottom of the players' cards and place them in the discard rack.
- (k) In lieu of the procedure set forth in (c) and (i) above, a casino licensee may permit the dealer to deal his or her hole card face downward after a second card and before additional cards are dealt to the players; provided, however, that the dealer shall not look at the face of the hole card until after all other cards requested by the players pursuant to those regulations are dealt to them. Notwithstanding the foregoing, if a casino licensee elects to utilize a card reader device and the dealer's first card dealt face up is an ace, king, queen or jack of any suit, the dealer shall determine whether the hole card will give the dealer a blackjack prior to dealing any additional cards to the players at the table. The dealer shall insert the hole card into the card reader device by moving the card face down on the layout without exposing it to anyone, including the dealer, at the table. If the dealer has a

blackjack, no additional cards shall be dealt and each player's wager(s) shall be settled in accordance with N.J.A.C. 13:69F-36.5 and 36.6, as applicable. Any casino licensee using this alternate dealing procedure shall provide notice thereof in accordance with the requirements set forth in N.J.A.C. 19:47-8.3.

- (1) 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, after which the dealer shall:
  - Collect the cards as provided in (j) above;
- 2. Remove the cards remaining in the shoe and place them in the discard rack to ensure that no cards are missing; and
  - Shuffle the cards.
- (m) No player or spectator shall handle, remove or alter any cards used to game at triple attack blackjack except as explicitly permitted by this subchapter, and no dealer or other casino employee shall permit a player or spectator to engage in such activity.
- (n) Each player at the table shall be responsible for correctly computing the point count of his or her hand, and no player shall rely on the point counts or the determination of the outcome of any optional bonus wager required to be announced by the dealer under this section without checking the accuracy of such announcement himself or herself.

# 19:47-36.8 Doubling down

(a) Except for when a player is dealt a blackjack, a player may elect to double down, that is, make up an additional wager, in an

amount equal to or less than the amount of the sum of the player's attack wager, on the two or more cards dealt to that player, including any hands resulting from a split pair, on the condition that only one additional card shall be dealt to each hand on which the player has elected to double down. In such circumstances, the one additional card shall be dealt face upwards and placed sideways on the layout.

- (b) Winning wager(s) on a doubled hand shall be paid in accordance with N.J.A.C. 19:47-36.5(e).
- (c) If a dealer has a blackjack after a player doubles down, the dealer shall collect only the amount of the original wager(s) of such player, and shall not collect the additional amount wagered in doubling down.

#### 19:47-36.9 Splitting pairs

- (a) Whenever the initial two cards dealt to a player are identical in value, the player may elect to split the hand into two separate hands, provided that the player makes a wager on the second hand so formed in an amount equal to the sum of his or her attack wager(s).
- (b) When a player splits pairs, the dealer shall deal a card to and complete the player's decisions with respect to the first incomplete hand on the dealer's left before proceeding to deal any cards to any other hand.
- (c) After a second card is dealt to a split pair, the dealer shall announce the point total of such hand and the player shall

indicate his or her decision to stand, draw or double down with respect thereto. A player may also split pairs again if the second card dealt to an incomplete hand is identical in value to the split pair; provided, however, that a casino licensee may, in its discretion, permit a player to split pairs a maximum of three times (total of four hands).

- (d) If the dealer obtains blackjack after a player splits pairs, the dealer shall collect only the amount of the original attack wager(s) of such player, and shall not collect the additional amount wagered in splitting pairs.
- (e) When a player elects to split a pair of aces, each ace shall receive only one card unless the player elects to double down after an additional card is dealt to an ace. The player shall place a wager in an amount equal to or less than the aggregate attack wagers placed on the two-card hand (an ace and the additional card dealt to the ace).

### 19:47-36.10 Insurance

- (a) Whenever the first card dealt to the dealer is an ace, each player shall have the right to make an insurance wager, which shall win if the dealer's second card is a king, queen, or jack and shall lose if the dealer's second card is an ace, 2, 3, 4, 5, 6, 7, 8 or 9.
- (b) An insurance wager shall be made by placing on the insurance line of the layout an amount not more than half the aggregate amount staked on the player's attack wagers, except that a player may wager an amount in excess of half the aggregate of the attack wagers to the next unit that can be wagered in chips, when because of the limitation of the value of chip denominations, exactly half the aggregate of the attack wagers cannot be wagered. All insurance wagers shall be placed immediately after the second card is dealt to each player and prior to any additional cards being dealt to any player at the table. If a card reader device is in use, all insurance wagers shall be placed prior to the dealer inserting his or her hole card into the card reader device.
- (c) All winning insurance wagers shall be paid at odds of 2 to 1, except that if the dealer has a blackjack comprised of two cards of the same suit the winning insurance wager shall be paid at odds of 5 to 1.
- (d) All losing insurance wagers shall be collected by the dealer immediately after the dealer draws his or her second face up card or discloses his or her hole card and before the dealer draws any additional cards.

- 19:47-36.11 Drawing of additional cards by players and the dealer
- (a) A player may elect to draw additional cards whenever his or her point count total is less than 21, except that:
- A player having blackjack or a hard total of 21 may not draw additional cards; and
- 2. A player electing to double down shall draw only one additional card.
- (b) Except as provided in (c) below, a dealer shall draw additional cards to his or her hand until the dealer has a hard total of 17, 18, 19, 20 or 21 or a soft total of 18, 19, 20 or 21, at which point no additional cards shall be drawn.
- (c) A dealer shall draw no additional cards to his or her hand, regardless of the point count, if decisions have been made on all players' hands and the point count of the dealer's hand will have no effect on the outcome of the round of play.

### 19:47-36.12 More than one player wagering on a box

- (a) Unless otherwise directed by the Division, a casino licensee may permit from one to three people to wager on any one box of the triple attack blackjack layout, provided that the first person wagering on that box consents to additional players wagering on such box, and provided further that the casino licensee adheres to such procedures and limitations imposed by the Division as dictated by the particular circumstances.
- (b) Whenever more than one player wagers on a box, only the player seated at that box shall have the exclusive right to call the

decisions with regard to the cards dealt to such box. In the case of no seated player, the person with the highest wager in the box shall have such right.

- (c) The player calling the decisions with respect to any box shall place his or her wager in that portion of the box closest to the dealer's side of the table and all other players wagering on such box shall place their wagers immediately behind and in a vertical line with the aforementioned wager.
- (d) Whenever more than one player is wagering on a box and the player calling the decisions decides to double down, the other players may also double their wagers but shall not be required to do so. In any event, only one additional card shall be dealt to the hand that is subject to the double down decision.
- (e) Whenever more than one player is wagering on a box and the player calling the decisions decides to place an additional bet in the double and triple attack boxes, the other players may also place an additional bet in the double and triple attack boxes, but shall not be required to do so.
- (f) Whenever more than one player is wagering on a box and the player calling the decisions decides to split pairs, the other players shall either make an additional wager to cover each split pair or designate the split pair to which their initial wager shall apply.
- (g) Whenever more than one player is wagering on a box, each player shall have the right to make an insurance wager, regardless of whether the other players on that box make such a wager.

(h) The Division and its agents shall have the discretion and authority to limit, control and regulate the implementation of this section as is appropriate under the circumstances which shall include, without limitation, the right to limit the number of tables at which this procedure is permitted, the right to limit the number of boxes at each table on which more than one person can wager and the right to require the casino licensee to establish the ability of its dealers to implement this section.

# 19:47-36.13 Player wagering on more than one box

A player may only wager on one box at a triple attack blackjack table unless the casino licensee, in its discretion, permits the player to wager on additional boxes.

### 19:47-36.14 Irregularities

- (a) A card found turned face up in the shoe 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 shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.
- (b) If a 10 card of any suit is found in the shoe, it shall not be used in the game and shall be removed from the shoe and destroyed by a floorperson in a manner approved by the Division. If more than one 10 card is found in the shoe during the dealing of the cards, the round of play shall be void and the cards shall be reshuffled.
  - (c) A card drawn in error without its face being exposed shall

be used as though it were the next card from the shoe.

- (d) If the dealer fails to deal the first card to himself or herself before dealing the second of the first two cards to each player, the round of play shall be void.
- (e) After the initial two cards have been dealt to each player and a card is drawn in error and exposed to the players, such card shall be dealt to the players or dealer as though it were the next card from the shoe. Any player refusing to accept such card shall not have any additional cards dealt to him or her during such round. If the card is refused by the player and the dealer cannot use the card, the card shall be burned.
- (f) If the dealer has a hard point count of 17 or higher and accidentally draws a card for himself or herself, such card shall be burned.
- (g) If there are insufficient cards remaining in the shoe to complete a round of play, all of the cards in the discard rack shall be shuffled and cut, the first card shall be drawn face down and burned, and the dealer shall complete the round of play.
- (h) If no cards are dealt to a player, the player shall be included in the next deal. If only one card is dealt to the player's hand, at the player's option, the dealer shall deal the second card to the player after all other players have received a second card.
- (i) If after receiving the first two cards, the dealer fails to deal an additional card or cards to a player who has requested such cards, then, at the player's option, the dealer shall either deal the additional cards after all other players have received their

additional cards but prior to the dealer revealing his or her hole card, or shall call the player's hand dead and return the player's original wager(s).

- (j) 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.
- (k) Any automated card shuffling device shall be removed from a gaming table before any other method of shuffling may be utilized at that table.
- (1) If the dealer inserts his or her hole card into a card reader device when the value of his or her first card is not an ace, king, queen or jack, the dealer, after notification to a casino supervisor, shall:
- If the particular card reader device in use provides any player with the opportunity to determine the value of the hole card, call all hands dead, collect the cards and return each player's wager; or
- 2. If the particular card reader device in use does not provide any player with the opportunity to determine the value of the hole card, continue play.
- (m) If a card reader device malfunctions, the dealer may only continue dealing the game of triple attack blackjack at that table using the dealing procedures applicable when a card reader device is not in use.