

## Tri Shot Coverage

During the IOU patrol the investigator will frequently find individuals or activities that appear suspicious. Upon detecting a suspicious or unusual situation, tri-shot coverage is placed to obtain the information necessary to make an informed decision about the event or activity or to gather appropriate evidence to prosecute individuals involved, if necessary. You would think that this is something most surveillance personnel would do naturally. After all, we work with cameras all day long! But we often do not do this well. A lot of agents, when covering an incident or when trying to determine what's going on, will often use one camera only or will zoom in so tight that they can't see (and neither will a future jury) what is happening out of camera view, which usually turns out to be important. The requirement of tri-shot coverage is critical for the success of a surveillance room. It really is all for nothing if you detect a crime and apprehend the suspect, only to later see him or her released based on a lack of evidence, not to mention the embarrassment of having to do so. Tri-shot coverage consists of a minimum of three specific camera angles or "shots." Each of these shots is important, allowing not only coverage of suspicious activity, but also providing the ability to gather necessary evidence in the event the suspicious activity becomes an actual incident. Tri-shot coverage consists of the following shots:

**Overview:** Camera overview of a game, such as a 21 game or a slot machine, should provide an unobstructed view of the game device and related equipment used to play or operate the game.

For example, a 21 game should be covered by an overview shot in the following manner:

View of layout to include the chip tray, card dealing shoe (if used), discard rack, and shuffle machine (if used)

- Dealer's cards
- Players' cards and bets
- Players' hands

- Table layout to at least the rail

**Specific or bet shot:** This shot is used to monitor a specific area of the game such as the wager, players' hands, or players' cards (or all of these at once). In the case of a slot machine, the specific shot should cover coin or credit meters and other displays on the front of the machine. This particular angle provides close-up observation and recording of a player's hands that he or she may use to alter or manipulate the cards or increase or decrease his or her bet or insert a device into a slot machine.

**The identification or ID shot:** This shot is placed to obtain identification of the players on the game, individuals on or around the game, and employees on or around the game or area. This shot shows "who did what" and who was present during, before, and after the activity.

Timely establishment of the identification shot, and in fact, establishment of the tri-shot at the onset of an event or suspicion nearly always provides the evidence or information necessary to appropriately stop the event or to investigate after the event. Operators who place their cameras properly will not fall prey to the all too common situation of not having enough cameras in place prior to the player or suspect leaving the game or area. The tri-shot also works for those occasions when you initially thought a player was suspicious, set up a tri-shot, but later felt everything was okay and moved on in your patrol. Later, when you determine that your initial suspicion was correct, you can go back on the video and obtain quality video of the play, table conditions, and the all-important "ID" of the player. See the section on standard operating procedures for guidance on when to set up the tri-shot.