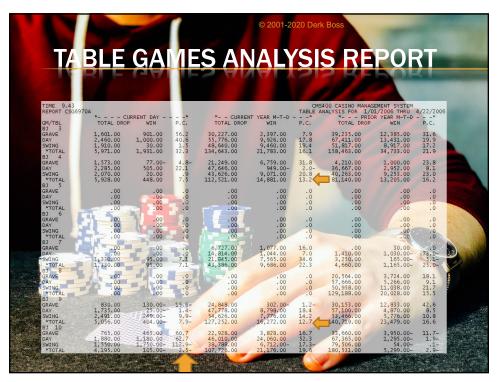
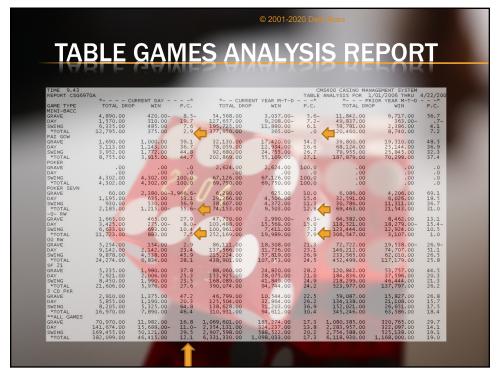


Rule	Effect
Single Deck	0.48%
Early surrender against ten	0.24%
Player may double on any number of cards	0.23%
Double Deck	0.19%
Player may draw to split aces	0.08%
Six-card Charlie	0.16%
Player may resplit aces	0.08%
Late surrender	0.08%
Six Deck	0.02%
Player may double on 9-11 only	-0.09%
Player may not double after splitting	-0.14%
Player may double 10,11 only	-018%
Dealer hits on soft 17	-0.22%
Blackjack pays 6-5	-1.39%
Blackjack pay 2-1	+2.27%





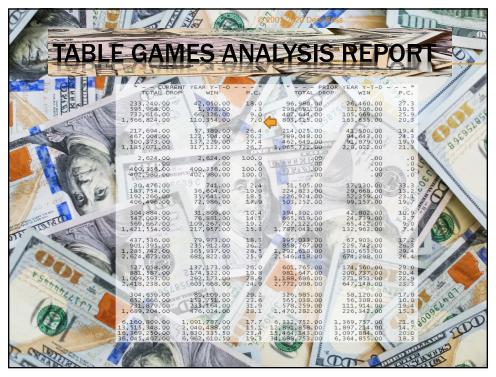


Table Games Analysis Report Current Prior **Prior Month** Current **Current Day** Month To To Date Year To Date Year To Date Date The amount listed is the total funds counted by the Count Drop Room. Win The amount that is actual win or total revenue from the table. Ending - Beginning Table Inventory - Fills - Marker Payments + Credits + Markers issued. PC This is the hold % by the table. WIN / Drop (Win total divided by the Drop total) Percentage When reviewing the report, you should compare MTD's and YTD's to prior year totals. When negative numbers are observed, you should be investigating into the reason.





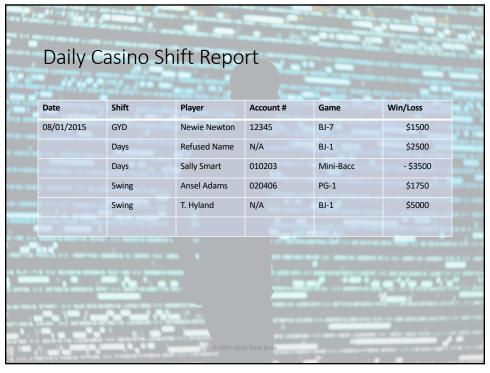
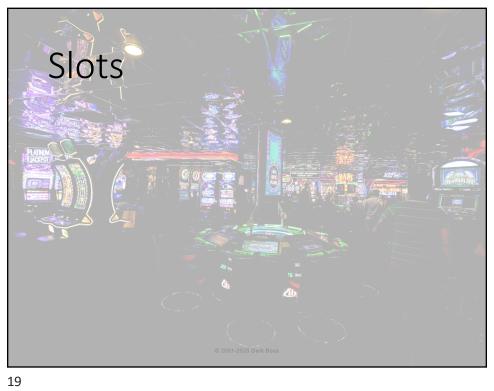


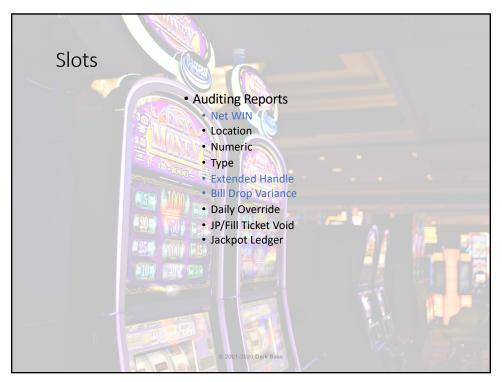
Table Games Reports as used by Surveillance

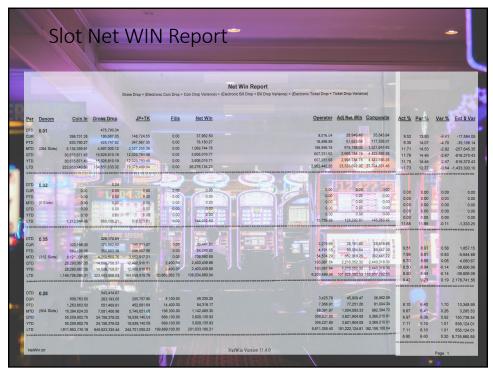
- The Surveillance team can also use daily reports to determine if table game hold is where it should be.
- If Surveillance determines that certain games or game types are not holding well, an investigation should be started.
- You will be surprised with some of the results...

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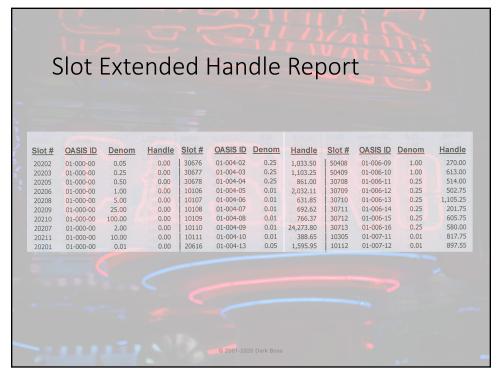
Denom	Machine Denomination Multi Denominational Machines The coin cycled and recycled through the machine Electronic Coin/Bill/Ticket Drops + Coin/Bill/Ticket Drop Variances				
Coin In					
Gross Drop					
JP + TK	Jackpots + Tickets hit/issued from machine				
Fills for Sure	Any fills put into machine				
Net Win	Gross Drop – Fills/Credits				
Act %	What the machine is actually holding. True value				
Par %	What is machine is set up to hold with optimum play and strategy				
Var %	The Variance % from the PAR % as compared to Actual %				
Est \$ Var	The estimated dollar amount based on the Variance %				

Slot Net Win Report: Usage by Surveillance

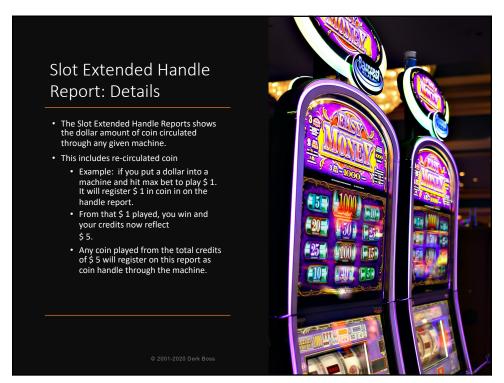
- By reviewing the net win report on a regular basis, the Surveillance department can utilize the information to determine if a particular denominational machine is performing at expected rate.
- When large variances between the Actual % as compared to the PAR %, an investigation should be conducted by either the Surveillance Department or Internal Audit.

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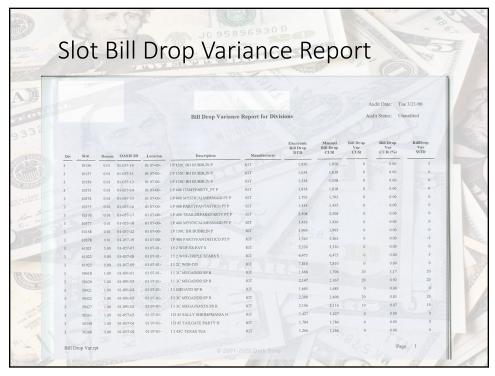
24



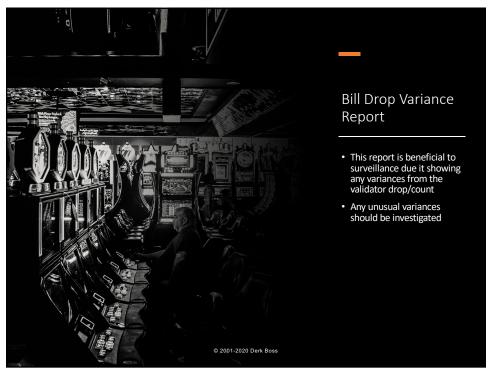
	Slot Extended Ha	ndle Report: Details
1	Slot#	Slot Machine Number
	Oasis ID	Slot System ID Number
	Denom	Denomination of Machine
	Handle	Circulated and Re- circulated Coin through the machine
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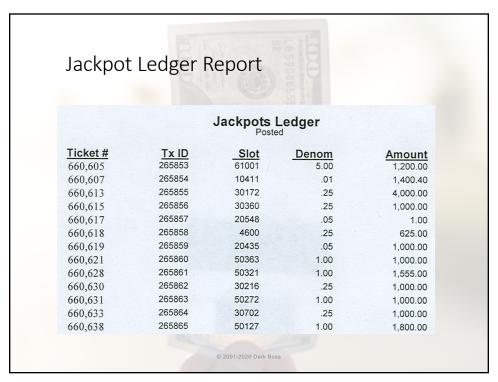


-						
	ariance Report Detail					
Div	Slot Floor Division					
Slot	Slot Machine Number					
Denom	Denomination					
Oasis ID	Slot System Machine Number					
Location	Slot Bank Number					
Description	Description of Slot Machine Type					
Manufacturer	Who makes machine					
Electronic Bill Drop	Slot System count of the bill drop total including TITO tickets					
Manual Bill Drop	Actual count of the bill drop total including TITO tickets by the cou team					
Bill Drop Var	Variance between Electronic Bill Drop vs Manual Bill Drop from count team					
Bill Drop Var %	Variance percentage					
Bill Drop Var MTD	Month To Date variance between Electronic Bill Drop vs Manual Bi Drop from count team					

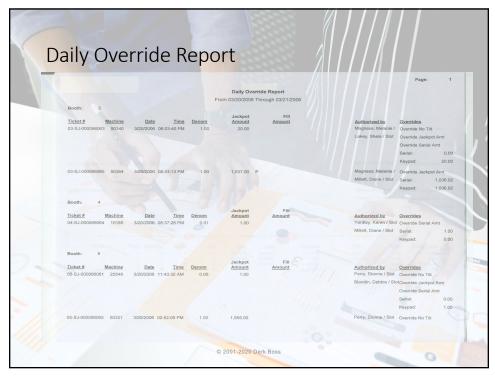


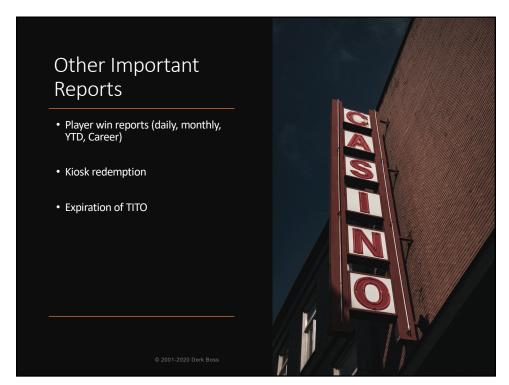






						Jackpot / From 03/21	/ Fill Ticket \ /2006 Through	/oid Report gh 03/22/2006		
	Entr	y Inform								Void I
Date Time	Shift Le	ogin ID	Full Name	Booth Window	Type	Ticket#	Amount	Date Time	Shift Re	ason
3/21/2006 9:01:59 3/21/2006 3:54:54 3/21/2006 4:06:33 3/21/2006 4:07:01 3/21/2006 6:06:32 3/21/2006 6:23:00 3/21/2006 6:55:07 3/21/2006 6:58:03	Day bo Swin bo Swin bo Swin bo Swin bo Swin bo Swin bo Swin bo	poth2 poth3 poth6 poth6 poth6 poth6 poth6 poth6 poth3	Booth, Five Booth, Two Booth, Three Booth, Two Booth, Six Booth, Six Booth, Six Booth, Six Booth, Three Booth, Three	3 SJ 5 SJ 8 1 5 SJ 3 SJ 3 SJ 3 SJ 3 SJ 8 1 8 1	Jackpot Jackpot Jackpot Jackpot Jackpot Jackpot Jackpot	03-SJ-0000660685 05-SJ-0000660914 05-SJ-0000660914 05-SJ-0000660916 03-SJ-0000660912 03-SJ-0000660942 03-SJ-0000660942 03-SJ-0000660949 03-SJ-0000660949 03-SJ-0000660969	2.46 50.00 8.00 5.75 4.38 0.70 0.72 50.00	3/21/2006 5:56:26 PM 3/21/2006 4:24:14 PM 3/21/2006 4:01:20 PM 3/21/2006 4:10:20 PM 3/21/2006 6:10:41 PM 3/21/2006 6:55:36 PM 3/21/2006 8:25:36 PM 3/21/2006 8:28:31 PM 3/21/2006 7:15:11 PM		PLICATE TO
Denominat	ion .	Jackpot	s Fills	Misc		Total			Booth) Jac
	.01	6.8		0.00		6.84			3	
	.25	255.50		0.00		1.42 255.50			5	
	.00	58.0	0 400.00	0.00		458.00			8	
Grand Total:		321.76	6 400.00	0.00		721.76			Grand Total:	









Key Reports

- Name Change Reports
- PIN Number Changes
- Account Merges
- Point Adjustments
- Promotion winner list
- Win Report
- Top free play redemption (include

40

Controls

- IT should serve as system administrator. Access to sensitive functions must be strictly limited to essential personnel only.
- Eliminate generic/anonymous or shared accounts. Users must be given specific user accounts with predetermined access determined by their job responsibilities.
- Develop and review annually an approved access control list.
- Ensure sensitive duties are properly segregated.
- Ensure there is adequate supervisor level review and approval.
- Maintain records of activity and transactions for as long as possible.

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High Risk Transactions

- Promotional Events and Point Multipliers: The risk is that points are not accruing at the correct rates and times as advertised on promotional material.
- Manual Point Adjustments: There is a high degree of risk created as this is a function that can be easily abused if is not adequately controlled and monitored.
- Merging Accounts: Allows the pooling of two players' gaming activity
 to include points and rewards. The main reason this security function
 exists is to eliminate duplicate accounts. This feature is a common
 area of abuse by employees who can merge dormant accounts into
 another player's account who is an accomplice to the fraudulent
 scheme.

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42

High Risk Transactions

- Table Ratings = average bet x hours played x decisions-per-hour x house advantage
- Surveillance possesses the sole ability to ensure ratings are correct.
- Common inaccuracies:
 - Bets listed incorrectly
 - Hours listed incorrectly
 - Incorrect player or no player at all
 - Correct decisions and skill levels not used or reviewed

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High Risk Transactions

- Club Tiers: Risk that employees can move players to a higher level tier than their actual play permits so the player earns more points.
- Free Play: –The ability to add free play to players' accounts poses a significant risk if not properly monitored.
- Drawing Entries: There may be a risk that allows an employee to add and subtract ticket stubs so that a player's chance of winning is altered.
- PIN Code Changes: When the code can be obtained or changed access to player accounts can be made.

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44

By reviewing various reporting functions, your Surveillance team can get a different perspective as to what is occurring in all areas. We, as an industry, rely on departments to monitor their own areas, but as all of us know, they usually get busy with other job tasks and the reporting functions get overlooked. By having the Surveillance department involved, you are getting an independent department to back up the operating departments. This also allows the Surveillance department to become more knowledgeable in Gaming operations and increase their value to the company.

