



Preparing for Dice and Ball Games 1 Day Outline

This class will provide information to help tribes determine the key issues to address when converting to dice and ball games. We will also give a financial overview of how the game makes money, typical expenses associated with the game, and analytics to use to determine if the game is right for you.

Dice and ball games have specific regulatory concerns and game protection issues. This class will clarify what the scams are related to dice and balls, internal control best practices, testing and chain of custody concerns with dice and balls.

The class outline is as follows:

Current Status of Bill 3375

Overview of the difference between card craps and dice craps and card roulette and ball roulette

Equipment Controls

Internal Control requirements for dice and equipment

- Dice types

- Inspection features of dice, dice containers, and control for new dice

- Dice storage, testing and issuance best practices

- Security features and controls for dice

- Mic'ing dice (micrometer), test procedures during play

- Proper inspection of and canceling of dice

Internal Control Requirements for balls and equipment

- Ball storage, testing and issuance best practices

- Best practices for ball control during play

- Security features of balls

- Proper inspection of and canceling of dice

Financial overview of gaming revenue and expenses

Understanding how revenue is generated, hands per hour, and expense analysis

Analytics used to determine if the game is right for you

Game Protection

Craps

How game protection differs when dice are used

Red flags and scams will be discussed for the following:

Shooter

Dealers

Stickman

Boxman

Dice (mic'ed, weighted, flat, beveled, spotted...)

Patrons

Roulette

Roulette slide

Bees wax

Altered balls

Betting scams

Bias wheels

Fret manipulation/Dead frets

Past posting

Magnets

Ball control

Different layouts and game options

TICS and procedure best practices