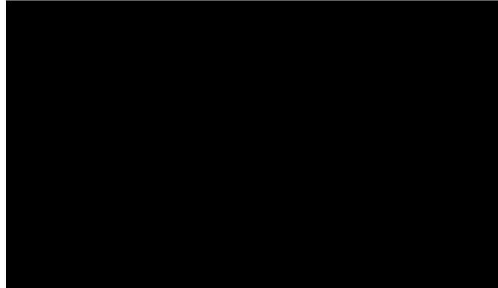


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PIT MANAGER AWARENESS MANUAL

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Patrolling your Pit

Although you are responsible for only a section of the Pit Operation, you must create proprietorship. Your section becomes your store, manage it!

Through this syllabus we hope to instill in you the basic qualities needed to be a Pit Manager. Becoming A Pit Manager does not go hand in hand with authority-it comes through gaining the respect of your Supervisors, peers, the Dealers and the players through the fair and knowledgeable use of that authority.

While patrolling the pit, you must establish your authority and earn the confidence of the players and Dealers. A great deal of that confidence comes through your knowledge of game protection. Always remember that whenever money and people come together, the temptation to steal becomes the biggest problem we have. Some of the basics of game protection are as follows:

- 1 People have all kinds of methods of cheating casinos. One of the main functions of a Games Supervisor or Pit Manager is to look for cheats and to find them before they do too much damage.
- 2 Basic elements in game protection are:
 - Being able to follow proper procedure on the game and determine any deviation from that procedure.
 - A good understanding of “cheat” moves that you can be aware of and guard against.
 - Being able to know about the new sophisticated equipment and moves that are used to cheat games (computers, toe tappers, cameras).
- 3 Upon entering your area, know your bankrolls at all times. If you know what is there, you should know where it has gone.
- 4 Learn the playing strategies of all your players. Learn to watch the Dealers as well as the players.
- 5 Always watch the games, be alert, don't stay in one spot, keep moving around. If you are always standing at the podium, you can't watch the games.

6. Know the amounts of cheques your players are playing.
7. Be aware of nervous players. They project their own guilt.
8. Beware of distractions. If someone wants to get your attention for no apparent reason, you might have a serious problem on another table.
9. Watch the players that are watching you. They might be watching you for a reason.
10. Learn to watch your Dealers and listen to what is going on around you.

Daily Duties from Start to Finish

Communication

Every aspect of your job has one common thread-communication. The success and smooth operation of our casino depends on the proper and timely communication between all employees, managers and departments.

Games Supervisors:

Upon entering the pit, check with the Pit Manager to see what tables you will be assigned to. Allow yourself enough time to get acquainted with what is going on in the area you will be working-usually about 15 minutes before you actually start your shift make sure you have all the necessary information you need to know from the Games Supervisor that you are relieving. This is time well spent, and will give you a clear understanding of you games.

As you begin your daily routine, the necessary information you will receive from the Games Supervisor you are relieving will concern:

- Problems:** A break-in with little experience, a drunk on a game, a possible cheat or counter, etc.
- Players:** You should receive the names of all players known to the outgoing Games Supervisor in order for you to get to know and properly evaluate them.
- Markers:** Any credit, which has been extended since the count transferred from the previous shift.
- Cash Outs:** Any substantial amount of cheques cashed out by a player from the section after the count. Names, if known, are extremely helpful. Also, players who may be putting cheques in pockets or handing them off.

Buy Ins:	The amount players have bought in since the count, especially if a large amount. The information on any player with a large buy in must be relayed even though he/she may have moved to another area of the pit.
Action:	Any heavy or unusual bets or betting patterns should be noted, as they may influence your bank or need closer scrutiny.
Fills and Credits:	Should be passed on as they represent a substantial change of cheques in the rack.
Rack Loads:	Make a note of the amount of black and green cheques as well as the opening count on each game.
Type of Players:	The good, the bad, and the suspicious. Word should be passed on concerning the dangerous players, those who are not so good and may cause confusion, and those whose play may be out of the ordinary and deserving of a closer look.

1. Please do not be a *Minute Man*!

By entering the pit at the exact time you are scheduled, a problem has been created- either you will cause resentment with the Games Supervisor ready to go home (since he/she will have to spend too much of his/ her own time relaying information), or he/she is hurried to leave and there will be no communication at all.

If you allow enough time before your shift to pass on information, it can be done efficiently and effectively without much of a burden on the incoming or outgoing Games Supervisor.

2 Review of Tables

Now that you're on your own, take another look at your table racks. Verify the rack amounts you have just received.

3 Review of Players

Greet the players you know- they like to be recognized. Familiarize yourself with the faces and dress of the players not known by name. This will help you recognize them later when they return to your section and it will help you describe them to another Games Supervisor if the player moves from your section.

4 Changing Cards

Decks in Blackjack will be changed once per day on graveyard shift. Decks will be cancelled with a black marker along side the decks and a physical count before placing the cards in the plastic bags. Dealers will sort cards if time permits.

Whenever you begin to change cards in any situation, be sure to:

- Check box and seal; make sure they're intact.
- Check to see if all cards are there.
- Check both front and back of cards.
- Spread cards across table and remove old cards from rack.

When changing a single card from the table, put it behind the paddle, and get a spare as quickly as possible.

Decks may be changed during the course of the shift if conditions can for it.

- 1 Drink spilled over too many cards (was it an accident?)
- 2 Sticky decks
 - May not have been changed at shift change
 - May be dirty from abnormal play or humidity
 - May be from dirty hands (slot player, Dealer's hand lotion)
 - In any case, if a Dealer is having a difficult time with the deck, change it.
- 3 You, or the Dealer, have noticed something suspicious
 - Crimps
 - Nail nick (sides or back)
 - Spots on card backs.
 - In these cases, notify your Pit Supervisor and change the decks with his/her "okay" (Pit Supervisor, may want to observe players as decks are changed or may call the eye to observe further play of that shoe.)

As you patrol your section, always observe the cards in play. Watching the light on the cards as you pass will often disclose crimps, warps, and sometimes spots. If you want a closer look at the deck do not be afraid to take out whatever cards are in the discard rack for observation-but do so in full view of the players. While inspecting the cards, try talking to the players-it will help limit players' misunderstanding about what you are doing, and help take away the fear that you think they are guilty of something. After you have inspected the deck, you may have found nothing wrong, yet still have a bad "gut" feeling about the cards. Don't hesitate to change the cards, but make your Pit Supervisor aware of your actions.

- 4 "Case" your racks

Throughout the course of play, continually check your rack loads. You should be able to account for the absence of all \$25 cheques and up. Keeping track of \$5 cheques, in addition to higher-value cheques will help you in deciding players' win/loss. When larger denomination cheques become missing and unaccounted for, it's time to become suspicious. Casing your racks will also keep you aware of when a fill is needed.

5 Table fills.

Fill your games only as needed remember when fills are made, they stop the game and tie up yourself, the Dealer, security and a cage cashier. Gauge your fills by the cheques on the layout, which may return for color, and by the need in the rack.

On the other hand, don't get a \$500 or \$1000 fill just to kill time and load up the rack a little. If you are closing a game-and it needs a fill, fill it if time permits. The shift that reopens the game will have enough to do, let alone filling their tables.

Make an effort to avoid interrupting a 21 game by waiting for the end of the shoe and putting the fill on before the shuffle. Understandably, it is difficult to do this for every fill on a busy day, but you generally can wait without tying up yourself and security for very long.

Avoid the same routine each day

6 Know your Dealers, their capabilities, and their habits.

A Games Supervisor needs to become familiar with all the Dealers on their shift and, ideally, with the Dealers on the previous shift as they may be in his/her charge for up to two hours. It is essential for you to know how well they handle their game. Increase action or a particular incident may dictate a change in Dealers, or their inexperience may require you to pay a little more attention to their game. By all means, do not ignore a good Dealers game, as you will create an opening for misdoing (many cheats look to "take off the better Dealer").

7 Know your Dealer's rotation schedule.

8 When opening and closing tables, make sure the amounts are correct and written down neatly so they can easily be read.

a. UPON OPENING:

The Games Supervisor and the Dealer verify the amounts.

b. UPON CLOSING:

Shift, table, date, closing amounts, total Games Supervisor, Dealer and time of close are recorded. The slip stays in the rack, in the lower right hand corner making sure not to cover red or green value cheques.

- c. As simple as it seems, if you are opening a game and the entire bankroll needs to be ordered, make sure a drop box (with proper game number) has been put on the game.

NOTE: ANY CORRECTABLE PAPERWORK ERRORS SHOULD BE SCRATCHED OUT WITH A SINGLE LINE AND INITIALLED.

10. Know all your games. In your position, if you are asked a question about any of the table games, you should be able to give a correct answer.
11. If a mistake is made on a table, listen to both sides before making a decision, but make it as quickly and as fairly as possible. Then, at your convenience, let the Pit Supervisor know what you have done.
12. Watch the games making sure procedure is followed. Watch players, types of play, amount of play and make sure bets are taken and paid correctly. Make sure players and Dealers are comfortable knowing your judgement and abilities are accurate, fair, impartial and still within company policies.
13. Immediately notify your pit supervisor of any large buy-ins or of any large winners before the cash out.
14. Authority does not always mean respect from players or employees. Fair judgement and understanding does.
15. If you keep an address or notebook for player names (strongly recommended), it's a good idea to have the phone number of the Dealer's room. In the case a situation arises after a Dealer goes on break and that Dealer may have been involved, he/she can often be reached by that phone.
16. If you are watching a losing game it is neither your job nor anyone else's to "sweat" the money. You're there to see that it's a square game and everything is above board. Be attentive, be diligent smile, and let the game take its course. If the game is on the up and up and loses, that's fine as it makes for some happy players. Remember, if we had no winners, we would have no business.
17. When you close a game, make sure that nothing (closure slip, cut card, table limit sign) covers red, or black cheques.

18. Table Markers-Call Bets

19. Maximum Bets

When a player makes a bet with an unreadable amount of cheques or cash, we sooner, or later will have to verify the amount played, depending on the game and circumstances. In any case, it is imperative that the Dealer, Box person, or possibly the Games Supervisor, before play begins, calls "cheques" play(s) to the limit. The limits are posted on all games, and the call establishes our contract.

In Blackjack, baccarat and roulette a bet near the maximum should be checked.

- a. On a win, the Dealer will cut the maximum payoff out of the rack and will then size into the player's bet. If the player's bet is under the minimum, the Dealer will bring back the extra cheques. If the player's bet is over the maximum, the payoff is there and no more cheques can be paid. The reason for the "short" payout should be explained to the player.
- b. On a loss, the Dealer will break down and prove the bet in front of the rack. Any amounts over the maximum will be given back to the player before the Dealer locks up the bet.
- c. The only time cheques need to be verified during the course of play would be for a split, double down, or insurance in 21, and to determine Banker's Commission in baccarat.

In craps, as in blackjack, the bet should generally be checked only on a win or loss:

- a. On a win, the Dealer will prove the bet before a payoff is made.
- b. On a loss, the Dealer will place the cheques in front of the Box person for his/her verification. Any overage will be returned to the player.
- c. During the course of play, the only situation when a Dealer should have to prove the amount would be when the player wants to take or lay odds on the unverified amount.

NOTE: WHEN LIMIT PLAY IS IN PROGRESS, IT IS EXTREMELY IMPORTANT WE DEMONSTRATE TO THE PLAYERS THAT WE WILL PROTECT AND RESPECT HIS OR HER MONEY AS WELL AS OUR OWN.

20. Table Racks

The cheques in our table racks are the direct responsibility of the Dealers in blackjack and the box person in craps. At no time should a Games Supervisor have his/her hands in the table racks.

PIT MANAGER'S "AWARE" BOOK

This "Aware" Book provides many items for you to be "aware of" or "alert to" during the course of your daily routine. Regarding game situations, it does not mean to say that the situation presented (example: #5. Players playing with chips) means that there is something wrong pinching and pressing). The intention is that, if you see a particular situation mentioned you should take the time to investigate and be "aware of or alert to" possible misdoing.

If your suspicions prove to be false, that's fine since you've determined that no harm is being done. But, your investigation may uncover a cheating situation, whereupon you should alert the Shift Manager, who should become involved any time your investigation is inconclusive or has discovered a cheat at work.

In any case, **DO NOT TAKE IMMEDIATE ACTION ON YOUR OWN UNLESS THE SITUATION CALLS FOR IT!!!**

Good posture is important any time, any place. Stand erect and look alert. One of the best deterrents to possible crossroader is the Pit Manager who is ever watchful.

You are a credit to the management team. If you weren't you wouldn't have the job. You must try to impress on others that you are the leader, the dynamic force in the area; understanding of course, that you do have supervisors yourself and they can and will be that higher authority.

Keep yourself properly groomed. Keep your body clean. Shower when necessary. Use proper body and mouth deodorants. Don't forget to keep your haircut or styled and don't forget to shave. Common sense in dress is important. Keep in mind it is hard to enforce dress codes if you violate them yourself.

No alcohol or drugs during the shift of 8 hours or proceeding shift except medication under Doctor's orders.

In normal travel in pit area, try not to develop a pattern where you walk, who you look at, etc. If you see another Pit Manager developing a pattern, you must inform that person of what you've seen. A crossroader, any crossroader, has trained himself to look for any type of pattern that he can use.

As you watch games in the area.

- 1 Be aware of split pairs. Make sure the Dealer is following the layer's directions.
- 2 Be aware of double downs. Make sure the Dealer gives a double down card. In some cases a player will split a pair of sixes-the Dealer thinking of the great skiing tomorrow will not look at the hand closely and give one down card. If you are aware that this is happening you can remedy the situation immediately. And, as a side thought, if you arrive at the scene before the Dealer can go on, you've proved to that Dealer and all the customers that you are alert to the table needs.
- 3 Be alert to soft 20 double downs. You might have a counter on the game or a Dealer who has flashed the next card.
- 4 Be alert to the general accuracy of the Dealers in counting, in payoffs, in making change. Learn your Dealers habits, the more you know about them, the easier it is to spot something out of the ordinary.
- 5 Be alert to players who are playing with their money. They might feel the need to pinch or press their bet.
6. Be aware of the player who plays with his cards. Players are not allowed to touch cards in shoe play. He could be bending, crimping, putting in a wave, sanding the edges, punching holes, or any method in marking the backs with color, scratches, etc. or he could be just nervous. If you suspect a player, communicate with someone in authority.
7. Be alert to the player who has band-aids or bandages. These are an excellent place for a supply of daub, or they can hold sandpaper or pins for edges of holes.
8. Be alert to the player who is not dressed for the season. (i.e., heavy coats or sweaters in the summer).
9. Be alert to the players who seemed to-know each other at the bar or coming in the door, but not at the table. They could be setting you up.
10. Be alert to the player who plays a lot of cash at once or the repeat player who is always playing cash.
11. Be aware it the player or Dealer who is always looking around. If they want to know where the supervisor is, they probably want to try something.
12. Be alert for the repeat player, especially one who always wants to play a certain base on the table.

13. If you suspect a player or Dealer of doing something wrong, communicate with your supervisor. He will watch the action himself or put the suspect on camera.
14. Be aware of the player who increases or decreases his bets. He might be a counter or a location player.
15. Watch for players who come up to a game in progress and throw down a big bet. He may have been standing off the game and counting, or he may be table-hopping with agents on games signaling big plus counts.
16. Be alert to the player who seems to win most of the time. Maybe they have picked up on something you can't see.
17. Be alert to and away from the very loaded or the drunk player. Maybe they want your attention away from another table.
18. Be aware of the Blind player. He might be able to see more than you think.
19. Beware of the player who seems to be concentrating on or paying very close attention to one table.
20. Be aware of the player who hits his hand in any unusual way (i.e., hits soft 18 or 19, stand on 12 or 13, etc.)
21. Be aware of the wheel chair player. They are very close to the level of the table and they might be able to catch the hole card as it's tucked away. Also on dice, they might have an electromagnet and have magnetic dice in game.
22. Be aware of colors of eyeglasses that players wear. Some types of daub can only be seen through special glasses or lenses.
23. Be aware of the player with unusual rings or rings on unusual fingers. They may be a source of marking.
24. Be aware of any flat shining object, especially a ring or watch that reflects like a mirror. It can be used as a shiner to spot the hole card.
25. Be aware of stand up players. They might be trying to be in a better position to watch the Pit Supervisor, count cards, read the back of a deck, or muck.
26. Be aware of what is happening behind you when a good-looking girl is in front of you or anyone making any type of distraction.
27. Be aware of the player who follows a Dealer from table to table. They might be working together or the player may have picked up something the Dealer does that helps the players.

28. Be alert for the player who is a known crossroader.
29. Beware of the Dealer who wants to know where the boss is.
30. Be aware of the cards and dice. On cards the fronts, backs, crimps, waves, bends, color variation, etc.
31. Be aware of the Dealer who wears a ring on the 1st finger of either hand.
32. Be aware of the Dealer who turns around to call for cocktails, etc. They might be looking to see where you are, or they could be looking away so a player could do something to the deck.
33. Be aware of the Dealer who takes or pays out of sequence. They might be trying to cover up something.
34. Be aware of the Dealer who sorts through the cards as he/she picks them up (i.e., set up a deck or a location player).
35. Beware of the Dealer who hides the cards from you intentionally or not. That is why you are supposed to see at least the centers of each card.
36. Be aware of the Dealer who has a large hairdo or a wig.
37. Be aware of a group of players on the wheel composed of similar people (nationality, sex, etc.)
38. Be aware of wheel players who constantly bet on numbers at the opposite end or across the layout (always reaching and blocking our view).
39. Be aware of wheel players who have a habit of betting at the last moment.
40. Be aware of the same section of numbers on the wheel (ex. 7, 20, 32, 17, 5, 22, 34) producing more winners than usual.
41. Be aware of crap players next to the Dealer who always have their hands over the rail.
42. Be aware of late bettors, especially in the field.
43. Be aware of shooters who toss dice between their hands.
44. Be alert to a shooter betting with cash in his hand.

45. Be aware of the box man who puts new stacks of checks on top of Dealers working stacks.

46. Be aware of the customer who wants to take you away from the action of the game.

47. Be aware of any distractions.

Investigate and make a decision using the available facts, our rules and procedures, and your best judgement. If you are at all unsure as to what to do, call the shift manager and explain the situation.

All of the preceding should be sprinkled generously with common sense and logical deductions.

Above all be Observant

Ask yourself Why?

Don't make rush decisions-use your head-That's why you're a Pit Manager

Communicate business but don't talk with other supervisors just because you want company.

Think like a crossroader and you will be more protective to the games.

On reporting to work

1. Check your equipment Look at the condition of your decks Change all dice on table.
2. Check your customers, Look for and greet regular players. Look for known or possible crossroaders. Make eye contact with as many as possible. A thief will seldom look you in the eye.
3. Check your Dealers. Greet them, make them know "you know they are alive". Check Dealer's appearance and expressions.
4. Listen to the person you are relieving. He or she might know something you don't.

GAME PROTECTION

As a Pit Manager, your first priority is the immediate direction and protection of the game(s) you are assigned to in the pit. Until you stood on the floor, the protection methods you knew were those you learned on the game or were told about. Now, your game protection is from a totally different perspective where not only do you have to make sure that all of the Dealers are using proper game protection procedures, but more importantly, you now need to be aware of the many methods used by the cheats (crossroaders) and by possibly your own Dealers, either acting alone or in concert with an Agent.

Throughout this material, three priorities are discussed: game protection, customer and employee relations. Although it will be a part of your job to interweave these priorities, game protection will always be first and foremost. You will need to be constantly aware of people trying to “rip us off” and of Dealers becoming lax or sloppy, which creates openings for us to be taken advantage of. Remember, a Pit Manager who cannot protect the games becomes a serious liability for the casino.

There are so many ways to cheat or take advantage of the House, that it would be impossible to cover them all. Whenever someone is inclined to cheat they will invent their own methods. However, one thing remains constant, money has to go somewhere. We will illustrate some things to look for and point out some ways to be cheated.

BLACKJACK

A Condition of Cards while in Play

- 1 You know what your equipment looks like; be sure that all equipment in use is yours and in proper working condition.
- 2 After you're in the Pit five minutes, altered cards are your responsibility.

B Putting New Decks into Play

Supervisors should thoroughly check the plastic and the boxes to make sure they have not been tampered with. Check the seams.

- a Check to see that the plastic and the boxes to make sure they have not been tampered with. Check the seams.
- b Make sure the box has not been altered or the cards removed from the box.
- c Be sure the stamp has not been removed and then re-glued.

- d Check the suit order it will always be the same: Spades and Diamonds Ace to King; Clubs and Hearts-King to Ace.
 - e Check to see that the pips are correct (the tops of the pips will point to the top of the deck).
- C Know your Bankrolls at all times.
- 1. Memorize the bankrolls; know your shortages, and where the money is going.
 - 2. Do not establish a pattern for making fills. The easiest way is to make fills when they are needed and not at a specific time.
- D Know your Dealers/Let Them Know You
- With the new Dealers entering the Pit, a new Dealer might not call you if they don't know your name.
- E Know your Players
- 1 Determine by observation the betting and winning systems of all players
 - A **Basic Strategy:** Determine if the player is using basic strategy
 - B **Counters:** Use a basic strategy, but see if he is alternating his bets when the count is good or at random (learning a simple plus-minus system will suffice).
 - C **Computers and Toe Tappers:** They are counters of a sort as they use a computer installed on their person to keep track of the cards. Watch for oversized shoes, possibly more thickly soled, kept flat on the floor and constant toe and heel movement. When they walk, it's like they're on eggs because of the delicate equipment.
 - D **Cameras:** With today's sophisticated equipment, miniature cameras hidden in belt buckles and watches have been used. Knowing hole cards will cause erratic and unusual play, and how the player is standing and folding his arm will cause your suspicion.
 - E **Team Play:** Two or more players picking up hole cards or marks or crimps on the cards. Generally, you'll have two players-one picking up the hole card, or mark and the money man, to whom he

signals. More than two players might indicate a cooler. Be leery of first and third base players their play will be a dead give away!!

F **Marked Cards:** Player may be playing deck marked in the various ways to be discussed. Again, unusual and erratic play will be a giveaway.

- 1 If you are reasonably sure you have encountered one of these situations, notify your shift manager at once!
- 2 Assess a Bad Situation Quickly
 - a. What is the player doing? Where is he looking?
 - 1 Hawking the cards .Watching the Dealer bury the hole card
 - 2 Staring at the hole card staring at the deck as the Dealer gives a hit
 - 3 Looking behind the Dealer or at another game
- 3 Determine the good players from bad players. It might help to settle a disagreement later.
 - a. It might help you stumble on something like a good player making bad plays at the right time.
 - b. If you know something is wrong, but cannot identify it, GET HELP!
- 4 Pay close and particular attention to players and Dealers on each game.
 - a. Watch the Dealer for anything unusual regarding his/her established habits. Be aware, but not obvious that you are watching, i.e. look before your approach.
 - b. Determine if the same players are playing and winning with the same Dealers.
 1. Do they follow the Dealers from game to game if they are relieve
 2. Breaks-do they leave when the Dealer leaves?

- c. Observe people around, in back of, or to the side of the table.
- 5 Provide continuous observation of all games from the inside and outside. When you're on the phone talking, or anything...watch the game.

NEW DECKS AND MEANS OF ALTERING THEM

- A. One thing to remember at this point is that when a crossroader decides one of your games would be an easy mark; it is not only the Dealer's fault, but yours also, because the Dealer has to be breaking or bending a procedure for the player to get it on. And you should have noticed the violation and corrected it.
- B. Check all decks thoroughly. Spread the deck to count for numerical order of numbers and suits then spread the back to look for patterns.
 - 1. **Tones:** Check that the cambric back is uniform with no color tinges. Check for blemishes on the back, sides and corners.
 - 2. **Daubs:** The smudging of cards with paste, grease, lipstick, hair oil, etc., so that it denotes the high cards from the low cards.
 - a. Usually the daub is the same shade as the color of the cards.
 - b. Dealers not protecting the deck by either dropping it or expose the back or their hole card as they bury it.
 - c. Your protection is procedures.
 - 3. **Crimps:** A crimp is put on the edge of the card so that it can be seen and read from the outside before the card is delivered or for advantage of knowing the hole card.
 - a. Crimps may be put in an up or down position to denote high or low cards.
 - b. Position of the crimp may denote the denomination of the cards.
 - c. Look for the Dealer who unconsciously bends high cards and aces. The players don't have to do anything; they can play off the Dealer if the cards are being bent.
 - d. Make sure Dealers follow procedure when looking at cars so that the cards don't get bent inadvertently. When the cards do get bent, check to see if the Dealer straightens them.
 - 4. **Sands:** When the edge of a card is sanded and becomes clean or white in comparison to the rest of the cards.

- a. A sand may be seen or read from the outside when a portion of the hole card is visible, or the next hit card coming off the deck is not properly protected.
 - b. Band-aid, bandages, or rings may be used as devices for sanding or nailing the cards so that they may be read.
 - 5. **Nicks:** The edge of a card has a nick for determining the hit card or the hole card.
 - 6. **Sorts:** One deck of cards made out of sorting many decks to take advantage of design.
 - a. There are two different finishes –cambric and smooth -by buying two decks, they may be sorted
 - b. There are only two ways to get this on:
 - 1. The supervisor does not check the deck before putting it on.
 - 2. Complete deck switch on the game.
- Note: As you can see, decks can be marked in various fashions. A marked deck gives the cheat a distinct advantage, but only if proper procedure is not followed and the Dealer and Games Supervisor do not have a constant awareness of their equipment. What are some very simple procedures that, if followed, will deter a cheat using any of the mentioned methods?
- 1. Properly checking new decks.
 - 2. The entire deck is never out of Dealer's hand unless spread on table or in discard rack.
 - 3. The Dealer keeps the deck up.
 - 4. Players are not allowed two hands on the cards.
 - 5. Dealer straightens bent cards.

Hand Mucking and Switching

- A. The moving of cards in and out of the game.
 - 1. Be suspicious of a player who handles the cards in an unusual manner or who completely covers cards with the hand or hands, hiding them from sight when looking at them.
 - 2. Watch for the player who continually goes in and out of his pockets.
 - 3. Watch for a person playing two or more hands and switching cards.
 - 4. Watch for two players playing sided by side switching cards.
 - 5. More than likely, the Dealer, with something on the ball, will catch the hand muckers or switchers because they will be "placing" you.

PINCHING AND PRESSING

- A. Altering the bet after seeing the hand.
 - 1. Be suspicious of a player who covers and blocks his bets with his hands so that you cannot see the bet. He will almost always be playing with his chips.

DISTRACTIONS

- A. Be especially careful of any unusual occurrences such as a player on first or third base distracting the Dealer so that players on the other end of the table can cold deck or hand muck cards.
 - 1. Spilling drinks
 - 2. Giving you a parking ticket for validation
 - 3. Starting an argument or stopping the Dealer for change

DUMPING THE GAME

- A. There are as many ways to dump a game as your imagination can take you: here are some common ones:
 - 1. The Dealer plays the player's hand;
 - a. Deals to player's hand without signal
 - 2. Intentionally miscounting the player's hand and dumping by continually paying the player.
 - 3. Picking up losing hands then paying the player.
 - 4. Intentionally over paying:
 - 5. Handing off money to an outside agent. Making change for \$100 when the bill is actually a \$10.
 - 6. When a Dealer has a bad hand, he may uncap the player's money as he goes around. On a good hand, he may straighten the rack to signal a good hand.
 - 7. Be observant of unnecessary nervousness on the part of the Dealer or anything out of the ordinary. Ie. The Dealer watching to see where the supervisors are located.

8. As you can see, there are many, many ways to dump the game. The best way to stop this, and any other ways of cheating, is to PAY ATTENTION and BE ALERT!!

EXPOSING THE DECK TO AN OUTSIDE AGENT

A. Flashing the Hole Card

1. The Dealer can flash the value to any accomplice on the game but to do so a procedure must be broken.
 - a. Is the Dealer going directly to the layout? Be observant of the manner in which the Dealer buries his hole card.
 - b. A right-handed Dealer will flash the hole card to third base, a left-handed Dealer to first base.
 - c. Watch for wide-sweeping moves when burying the hold card.

B. Tipping the Hole Card

1. There are many variations and means of tipping off the hole card to an agent. When you are suspicious, communicate; check for procedure violations. You are responsible.
 - a. Be alert when observing a Dealer making unnecessary actions or gestures. This could be a means of signaling to an agent the value of the hole card.
 - b. Be alert to any unusual hitting or standing on the part of the players.
 1. Does the player hit hard 16-17 and soft or hard 18-19?
 2. What does the player do when the Dealer is pat?
 3. Standing and hitting same total against same up card.

C. Tipping or Flashing the Hit Card

1. Watch for unusual manner in which a Dealer holds the deck and for unusual moves.
 - a. Tilting the deck back too far towards the body enables the Dealer to flash to players the next card coming off the deck. (pitch)

D. Dealing Seconds

1. In order to be of use to a Dealer dealing seconds, the Dealer must be able to read the deck or peek at the next card coming off.
 - a. The Dealer can peek when looking at the hole card but, if not then there must be something out of the ordinary in order to peek.
 - b. Study the Dealer's habits. Check for procedure violations.

E. Stacking the Pickup, Location Play

- 1 Dealers, while taking, paying and picking up the cards, can stack the cards in such a manner as to give an outside agent a hand that will beat the house. This is normally done with a minimum of players at the table.
 - a. After stacking and placing cards into the discard rack, the Dealer must break procedure by putting the unused cards on the bottom of the deck for the new shuffle, false shuffling, and hopping the cut in order to put the stacked cards on top. By using these breaks in procedure, the cards can now be dealt to an outside agent.
 - b. When the Dealer spreads the cards, you should also check them for set ups in the middle or end.
 - c. Watch the Dealer who picks up cards that may have a bend and straightens it up and replaces it in some other sequence.
 - d. Cards can be easily cut to keep set up in order.
 - e. A Dealer must be able to back up cards. If not, it is a termination offense.
- 2 The Dealer must keep his/her fingers on the deck at all times to avoid chances for players to switch decks on him/her when they are not looking.
- 3 Don't let yourself be distracted. Be especially careful of a player causing a disturbance that brings you to one end of the Pit. He may have an accomplice on the other end working another table.
- 4 Your protection is procedures. Check inside and out and communicate.

"SPOOKING"

Spooking is a technique where the Dealer's hole card is read from the rear as he is checking to see if he has a blackjack. The value of the card, or of the Dealer's hand, is

signaled to an agent playing at the Dealer's table. More than one player is needed to set up a spooking play.

To the experienced supervisor, it's not difficult to spot and pull up a spooking play, which can have a serious effect on the casino's take. If he sees one player betting high and making strange plays such as splitting 7's against a 10—and he spots another fellow, call him player 2, at a table to the rear of the Dealer, evidencing unusual interest in the first game, the chances are good that a spooking team is in operation. The supervisor should watch player 2; if the layer's eyes wander to the first table whenever the first Dealer happens to have a 10 or an ace up, the evidence points strongly to a spooking operation.

For some reason, Pit Managers often overlook the possibility that a relay is being used. The player "taking the money off", or "take-off" man, sits at an angle where he can't possibly see the spook. He receives the spooks signal (or "office") and passes it on to the player with an "office" of his own. The operation is particularly hard to detect if the office is an audible one, such as the clanking of his metal tokens. Then the BP (big player) need not look for a signal and can stare at his own cards and the Dealer's up card. Pat to signal hand totals of 17 to 20, and M, A2, A6, A8, or A9, the spook puts his hands somewhere on his face. The relay then picks up his chips and rattles them. Stiff for all other hands, the spook keeps his hands away from his face. The relay puts his hand on The table without chips on it.

SUMMARY

Be looking for something at all times; inside and outside the pit; while walking around in other pits, the casino, etc. Avoid developing any obvious habits while working the pit.

If you think someone is shady and you are watching him/her, think:

"If this were me, how would I cheat this game and deal without getting caught?"

- A. Know your equipment and condition it is in.
- B. Never turn your back on a game.
- C. Continually check Dealers for procedure adherence.
- D. Bankrolls
- E. Watch above, below, and outside of games
- F. Watch how player hits against the Dealer's up card.
- G. Make sure players signify for a hit and that the Dealer is not playing the hand.

H. Be very cautious when players or Dealers send you on errands.

1. Be alert to any quick motion or unusual moves. People are creatures of habit.
2. Look for disguises on players.

Players cannot determine your experience or how much you know by your appearance. So look alert, pay attention and be observant to what is going on and you might get lucky.

Do not think of inexperience as a handicap. In some cases, it is best not to know because you are completely unbiased and stand a good chance of catching a cheat even though you do not know the moves. You know what your equipment looks like so you should be able to catch imperfections.

Advantage Players

Throughout the past few years, card counting has achieved notoriety both inside and outside of the casinos because of the national exposure, which people, such as Ken Uston, have attained. Anyone interested in learning to “count” has access to a seemingly endless supply of tapes and books to teach them a multitude of counting systems.

Fortunately for us, most people gamble as a recreation and consequently don’t put the time and effort into fully learning a system to the point where its plays become automatic and effective; most of them also can’t give 100% attention to the game or just don’t have the talent and conviction necessary to implement a system. As a result, we find a lot of people who believe themselves to be counters, and, when they win, they do so more by luck than by their efforts.

Unfortunately, there are those who have the dedication and talent to be excellent counters. These are the counters who can do a lot of damage in a short time if they remain unchecked. It is part of a Pit Manager’s job to be ever aware of this type of player, so they can be deterred from gracing our tables.

Keep in mind that counting is not illegal. Use of a Device for Calculating Probabilities, which states:

“It is unlawful for any person at a licensed gaming establishment to use, or possess with the intent to use, any device to assist:

1. In projecting the-outcome of the game;
2. In keeping track of the cards played

3. In analyzing the probability of the occurrence of an event relating to the game or;
4. In analyzing the strategy for playing or betting to be used in the game; except as permitted by the commission.”

The key word in the statue is “device” which precludes the use of calculators, computers, and cameras, but not the counter, as his “device” is-his mind and talent. Being a privileged industry, we can, however, deter or dissuade a counter from playing. It’s our house-and we are allowed to determine who may or not play.

A Pit Manager needs a basic knowledge of counting in order to detect a counter. A simple plus/minus system will normally suffice. For this system, cards are assigned values of + 1,0, and -1 as values:

2, 3, 4, 5, 6.....	+1
7, 8, 9.....	0
Paints & Aces.....	-1

By using a running count with this system, each deck fluctuate between a plus and minus situation.

When a deck is in a plus situation, it is favorable to, the player since the deck will be “10 rich” with an increased bet standing a better chance of winning. In a minus deck, the Dealer will have a better chance of making a hand as the deck contains more cards that are lower (2 through 6).

A counter will not always give himself away himself away by bet fluctuation; you must also watch the play of the cars. The card play of a counter may vary from basic strategy when a deck is a strong plus or a minus (ex. If a deck is in a strong minus situation, let’s say -8 to -10, with two hands out, the counter may not double or split when the strategy calls for it).

Be constantly aware for counters. Just because a player is not winning, does not mean they are not counting-to have an edge on the deck is one thing, but to have the cards come out as the percentage may dictate is entirely something else.

Ideally, we hope to detect counters before they’re in a winning situation; in practice, this we hope, will change.

What do you, as a Pit Manager, do if you believe someone may be counting? First be reasonably sure: Is the player watching the cards? Do the bets fluctuate with the count? Is there a variation from basic strategy when the count supports that move? To be reasonably sure, you will need to run through 3, 4, or more decks with the player you cannot make a good judgement of a few hands. Short-term play can be erratic with many players using just hunches, taking pot shots, or parlaying; and their play can often follow

A count over a short term as they just happen to make the right moves at the right times. So take some time to be sure –don't go flying off the handle after only a brief look.

If you are fairly sure of a counter, contact the Shift Manager as to what –to do. Unless the situation is extreme, we normally do not ask counters to leave. We will, though, attempt to dissuade them by dealing only one or two hands, shuffling up on them, by cutting the shoe by ½ or less, or even breaking the shoe. These methods will work the majority of times as they tell the counters that they have been discovered and that we will not allow them enough cards out of a deck for them to gain an advantage. Most counters would rather switch than fight, pick up their money, and try another casino where the Games Supervisors may not be so diligent. If a counter decides to stay and take us on, then it will be up to the Pit Supervisor, shift manager, or perhaps, the Casino Manager to resolve the situation.

Learn the plus/minus system, the “tells” in break from strategy, be sure about a counter, and always contact your Pit Manager when you are sure. Counters communicate; if the word is out that our people are aware and knowledgeable, they will prefer another casino for their play.

“BLACKJACK PROTECTION”

1. Verify all buy-ins for over \$100.
2. Never allow players to touch cards.
3. Make sure cards can be backed up.
4. Is player watching all the cards?
5. How much does the players bet vary?
6. Watch for fast hand moves.
7. Once checks are in play, players never touch them.
8. Always watch the shuffle (shuffle-shuffle-strip-shuffle).
9. Stay close enough to a game to be able to see the action.
10. When watching large bets, know how much is there.
11. Watch for someone adding or taking from bet.
12. Make sure Dealers take and pay correctly.
13. Make sure you see the money dropped in the box.
14. Unnecessary or unorthodox moves by Dealer.
15. Watch entire shuffle, and cut on shoe from behind.
16. Never turn your back on the table.
17. Consistently check cards for bends, crimps, etc.
18. Customers playing cards while standing up.
19. Customers cannot touch cards on shoe game.
20. After card is exposed on supposed hit, check the player's hand
21. Check on Dealer's hole cards (attempt to get same angle as customer on bury and peek).
22. Watch Dealer's shuffle for a good mix-be alert for slugs.
23. The Pit Manager may break the shoe in extremely unusual situations at their discretion.

24. When calling for insurance, be sure the Dealer also uses a sweeping motion of their arm across the insurance line.
25. Why is a Dealer receiving an extraordinary amount of tokens?
26. In normal situations, only 2/3 of the shoe is dealt. One deck-to-deck ½ is cut from back.

“COMMON ERRORS IN TWENTY-ONE”

1. Picking up part of the hand when paying.
2. Paying off one hand against another when a player plays two hands.
3. Pays blackjack before coming to it.
4. Not turning bills over.
5. Picking up money with cards from a losing hand
6. Picking up losing hands ahead of sequence.
7. Capped blackjack payoff.
8. Allowing player to cap checks on double down.
9. Not signifying pushes at all.
10. Not separating silver and checks on payoff.
11. Not cutting blackjack stack in half and sizing up to it three times.
12. Looking around the casino while the game is in progress.
13. Leaving currency in circle when making change.
14. Puts change in the circle.
15. Deals to money outside the circle.
16. Failure to cut the deck after the shuffle.
17. Over shuffling.
18. Giving double down card before additional money is put in circle.
19. Allowing player to hold currency in his hand until change is given him.
20. Pushing top card forward too far when looking at hole card.
21. Only exposed hit cards are burned.
22. When there is no chip action the chips in rack are not capped.
23. Using the cards from previous player's hand to turn over next player's hand.
24. Turning away from the game with cards in play.
25. Not being able to back up the cards (warning slip offense).
26. Flashing the hole card (when delivering and/or peeking). Improperly burying the hole card.
27. Not calling the floor person when a situation arises.
28. Not “walking” the game.

BLACKJACK PROTECTION

“Toke a Dealer whether the token is intentional or not it reinforces a desirable behavior.....

The following are excerpts from Stanford Wong's **Winning Without Counting**, not only demonstrating some of the legal ways a player can gain an edge, but that anyone can buy books such as his and learn about them.

Remember, that these techniques are not-illegal. If it came to a question, the casino would be at fault for having a sloppy and/or telling Dealer, just as a runaway slot would be faulty equipment. It presents a very valid reason for strict adherence to our gaming procedures.

1. Body language of the unintentional type signals an emotional message, and the word "emotional" is important. The Dealer who feels emotional involvement in the outcome of the hand is likely to show his/her emotion upon checking the hole card. To get the advantage of tells avoid Dealers who do not care whether you win or lose.
2. Do not play too quickly when the Dealer shows a 10. Give the Dealer a chance to show an emotional reaction.
3. Show a pair of 8's to a friendly Dealer with a 10 up and pause; a smile from the Dealers says spilt and a frown says hit.
4. The Dealer who is rooting against you is also likely to yield useful information. The Dealer who craves to win is likely to tense with a stiff and relax with a pat hand.
5. Look for Dealers who are intelligent enough to add to twenty-one and find the larger of two numbers, but not bright enough to conceal their emotions.
- 6 Warps - Look for a Dealer who mangles the up card while checking for a natural, but shuffles as if fingers were feathers.
- 7 Front loading-Requires a confederate and careless Dealer. Your confederate must have good eyes and lousy posture, short stature, or wheel chair. Front loading means your, confederate with eyes at table level see the Dealer's hole card as it is placed under the up card and passes the information to you. If no pit supervisor is watching, front loading could gain about 10% with perfect hole card information.
- 8 Spooking means positioning a confederate behind the Dealer to glimpse the hole card when the Dealer checks for a natural.
- 9 If the Dealer pushes the top card forward and tilts the deck up, you may be able to see the face of the top card.

CRAPS

The product that gaming departments are offering to the customer is money, and when your product is money, there will be people who will take some measures to obtain that product, in many cases, illegitimately. Therefore, game security in the Pit Department is of the utmost importance in each and every individual's job performance. Supervisors provide security to a pit area; however, Dealers on individual games provide the best possible security.

People who make a living cheating casino games naturally will make attempts on the games where Dealers are not paying attention, or in general just providing lax attention toward their responsibility. It should be kept in mind that when a customer makes a cheating attempt is successful. A cheater won't make an attempt on a game where he does not think he can get away with it. Our goal is to prove him wrong.

The best manner of providing game security is to adhere strictly to procedures that are established for each job description. The strongest basis of protection is to provide security. We ask nothing more of each Dealer than to perform his/her job as established procedure dictates. Those who choose not to follow procedure bring doubt as to their value as Pit Department employees.

1. Craps Protection:

- a. Problems start when Dealers aren't paying attention
- b. Player confusing Dealer.
- c. Changing dice from hand to hand
- d. Make sure opposite sides of dice total seven
- e. After throwing dice; hand should be open
- f. Be aware of call bettors
- g. Watch dice at all times.(stick and box)
- h. Use mirror the way it is suppose to be used
- i. No shooter passes dice to another player
- j. Watch payoffs
- k. Always know what bets are on the don't pass.
- l. Check dice periodically
- m. Beware of all distractions
- n. Conversation to boxperson to pertain to game only
- o. Be careful of being around table talking to player, this leaves the table open for problems
- p. Regardless of money and layout , book the bet and make sure you watch the dice
- q. Don't be afraid to call no bets to late bettors
- r. Watch Dealers that are watching you
- s. Beware of unnecessary moves by the Dealers or box person
- t. Listen and make sure all bets are booked correctly
- u. Make sure both points are marked at the same time

- v. There are many ways to cheat at dice, but remember, they look for the ones that are to paying attention, so be alert, be cautious, and above all, watch the dice

2. **Cheating from Inside** - following are unusual moves or out-of-the ordinary occurrences on the part of the Dealer that Pit Manager should look for and be suspicious of, when watching a craps game.

- a. Subs: a sub is a device attached to the clothing or the body of the Dealer and is used as a means of concealing checks or money. Be alert for any suspicious moves on the part of the Dealer in going to any part of the body or clothing with his hands.
- b. Be alert to a Dealer going to his pockets, apron, hitching or straightening of pants in any manner as this is a means of taking checks or money and concealing it.
- c. Handoff: Dealer accepting and taking bets from a player and handing off checks that he has palmed in his hand to his agent.
- d. Handing payoff or change directly to customer or placing payoff or change in the customer's rack. This is a means of overpaying customer and concealing it.
- e. Miscalling dice: Instead of calling what comes up on the dice, the Dealer miscalls dice to the benefit of and agent on the outside.
- f. Dealer Capping Bet and Change: palming checks and capping outside agent's bets or palming checks and capping change when handing off to agent.
- g. Dealer putting bets up for himself.
- h. Dealer putting up bets for an outside agent on the layout
- i. Switching bets to a winning position on the layout
- j. Paying a losing bet
- k. Putting part of a flat bet behind a flat bet and using as odds.
- l. Holding out money from Drop Box
 - 1. Using rubber bands and clips
 - 2. Folding and palming bills instead of dropping in box
- m. Pit Manager should check dice that are in players well as those dice that are in the dice bowl as Dealers or boxperson may switch dice.

n. Dumping of game.

1. Intentional overpaying on part of the Dealer.
2. Handing off of checks to outside agent
3. Overpaying when making change, giving \$100 change for \$20.
4. Overpaying in converting from one denomination to another

Pit Managers should always be observant of unnecessary nervousness on the part of the Dealer anything whatsoever out of the ordinary Dealer always watching to see where the Pit Manager are standing.

3. **Cheating from the Outside:** Following are unusual moves or out of the ordinary occurrences on the part of the customer that Pit Manager should look for and be suspicious of , when watching a craps game.

- a. Unusual types of bets.
- b. Confusion of Dealer.
- c. Group of people trying to confuse the Dealer.
- d. Unusual moves when players have dice.
- e. Picking up dice with one hand and throwing with the other hand.
- f. Dice switching

There are many ways to switch good dice ("Straights") for phony gaffed dice ("Baloneys"). It can be done with two hands (with or without money), and an excellent mechanic can switch two pairs in one hand. It is not always possible, but a Pit Manager needs to pay attention to the shooter when the dice are picked up and thrown. Watch for:

1. Unusual hand movements.
2. The hand is open after the dice are thrown.
3. Both hands coming together.
4. What happens to the non-throwing hand?
5. How the dice go down the table (sight & sound).

- 6. The dice in the center (use the mirror, have the stickman turn them).
- g. Usually heavy betting on any one section of the layout.
- h. Repeating of a number more times than would seem natural.
- i. Phony dice will sometimes act unnatural, as they will tend to stick or jump or hop in an unnatural manner.

4. Different ways the dice may be altered:

- a. Misspots
 - 1. fastest and surest way to get the desired action.
 - 2. Many ways to misspot dice, depends on numbers wanted to come up.
 - 3. When checking, check each die separately and make sure each die has proper amount of spots and in the proper position.

There are eight comers on a die. Three sides are visible at all times. Counting them from the lowest number to the highest number of the sides visible, the numbers on four comers run. Clockwise and on four comers run counterclockwise.

If two dice are misspotted, in one roll, 3 out of 4 times, one or more misspotted comer will show. In two rolls, 15 out of 16 times, a misspotted comer will show. Checking by this method you can check for misspotted dice, in play, without picking them up.

On misspotted dice the deuce and three spots run into the ace instead of the six as in most other dice.

- b. Loads
 - 1. Fast and fairly sure way to get desired action depending upon the amount of weight added.
 - 2. Many way to load dice, generally the spots are drilled out, weight added and the spot refilled and painted.
 - 3. Transparent Loads: heavy paint, gold, platinum, or amalgam used to make a percentage load.

4. **Dead Number Load:** dice are loaded very heavily to consistently show one number. Ace-six is generally used. And water test detects these, or the pivot test. Occasionally, by scratching spots, the load will show through.
5. **Electric Dice:** Best gaffed dice available. Steel wires or steel slug inserts are used. Dice are usually perfect in balance, until the magnet is used. Generally, four sides are slugged, leaving the two desired sides open. There is no safe method of detecting without using a magnet or cutting into the dice.
6. To check a die for a load:
 - a. Visually look through the die and check for added weight behind the spots. In cases where the spot is imbedded in the die, it will be much deeper than it should.
 - b. Gently balance the die by two opposite corners, between index finger and thumb. With die balanced in this manner; gently rotate die with finger or thumb of the other hand. If the die is loaded, it will swing swiftly back and fourth and always settle in the same position.
 - c. Edgework
 1. **Percentage Dice:** Generally dice must be in for a period of time before the percentage starts working.
 2. Be sure that all edges are uniform and not nicked or burred.
 3. Be sure that all comers are uniform and not nicked and burred.
 4. **Wire or Saw Tooth Edges:** small nicks are made along the edges.
 5. **Split Edge:** Edges of the dice are split lengthwise around the numbers that are opposite to the numbers that are desired. Edges of these dice tend to grab and stick to layout.
 6. Burned edges and corners.
 - d. Shapes
 1. **Percentage Dice:** Generally dice must be in a period of time before percentage is working.
 2. **Beveled, Convex:** Die is tapered from the center to edge; die has a tendency to roll off the number that is tapered in this fashion.

3. **Beveled, Concave:** Die is tapered from edge to the center; die has a tendency to stick to these numbers.
4. **Flats:** dice that are broader than they are high. Two opposite sides show a greater surface than any of the other sides. Dice will stop on the broad side more often.
5. To check for shapes, hold the two dice together on a flat surface between fingers and thumb of one hand and rub finger or thumb of the other hand across the edges where the two dice meet to feel if one die is larger or smaller than the other die. Rotate one die with respect to the other so all sides are checked.
6. Using a micrometer will detect shapes.

e. Paints

1. Painting of certain sides of the die with a sticky substance, which will tend to adhere to the layout.
2. Means of defecting:
 - a. Pressing fingernail into die will leave a slight impression in the painted side of the die.
 - b. The die will tend to stick to the layout when gently pushing it with your finger, when the painted side is on the layout.

5. Percentage dice shooting

Dice can be thrown in a manner that allows the shooter to control them. Although he cannot be consistent, this control can alter the normal percentage. The following describes the various methods used to control the dice.

Keep in mind that these methods are many years old and some were used for informal dirt and blanket games or on a crap table without rubber bumpers at the ends. On today's tables with the bumper, they are entirely ineffective as long as both dice bounce off the end wall.

- A. **The Lock Grip:** the cheat's method of picking up the dice and holding them while shaking, or rattling the dice. The dice are held in the bend of the two middle fingers with the little forefinger covering the ends. The thumb is placed behind the dice. The dice can rattle, but won't rotate in the hand.

- B. **The Blanket Roll:** also refereed to as the soft roll or pad roll. The cheat picks up the dice with the number combination that he doesn't want facing the outside, or to the center. By using the lock grip, he then rolls the dice out, palm up, close to the layout. The dice will usually roll end over end, without tumbling sideways.
- C. **The Whip Shot:** the dice are held in the lock grip with the desired number facing up with the palm held vertical. They are then snapped out, spinning rather than tumbling, this is a fairly positive throw and a good cheat can control several throws in succession.
- D. **The Greek Shot:** the most difficult shot of all to throw. The cheat uses the lock grip after settling the dice and throws in the same manner as the whip shot. However, the dice must hit the backboard and the table at the same time, with one die on top of the other. The bottom die stops dead, while the top one tumbles off.
- E. **The Slide Shot:** one die is gripped firmly with the little finger, with the palm vertical and the desired number facing up. The other die is held loosely on the throw, the die being held is slid across the layout, while the loose one tumbles freely.
- F. **Fake Shot:** confederate sets dice on layout after shooter goes through motions of shooting. The shooter may thrown one die and have confederate set one in with desired number up.

All of these shots should be interrupted by the stickman. He should insist that the shooter hit the end of the table with both dice.

6. Past Posting

A past posting move is when a customer puts a bet down after a winning roll. This is a definite winning bet. Again, there will usually be some type of distracting move, often from another individual, that will accompany a past post. It is very important to keep the entire crap game you are working in your vision at all times. Make sure the Dealers avoid creating blind spots by the manner in which they place or pick up certain bets. For example, when picking up proposition bets, Dealer should step toward the center of the table. Whenever possible bets should be memorized, but when action is heavy, keeping everything in view is the best method of prevention.

- a. Pass Line or come line bets
 - 1. Usually the player will have his hand close to the betting area. All players should be politely advised to keep hands up and away from the table layout.
 - 2. Either pressing or placing odds on come number.

3. Proposition bets.
4. Field bets: dropping chips in the field when making don't pass come bet.
5. Don't pass and don't come: the back side of 4 and 10 are very popular areas for past posting.
6. Accomplice past posts for player and then leaves. The player makes it very obvious that his hand was not near the layout.
7. Late money bet: don't come (an ace is killed) or field (six is killed) fake shot.

Under no circumstances, pay a bet if there is question as to whether it was made after the number rolled. Investigate and make a decision using the available facts, our rules and procedures, and your best judgement. If you are at all unsure as to what to do, call the Pit Manager and explain the situation.

In order to deter past posting, bring the dice back to the center or call "no bet", when a late bet comes down on the don't pass, don't come, or field.

7. Pressing and Pinching Bets

Again, the player will have his hands close to the bet. If the Dealer is alert and politely advises the customer to keep his hands up and way from the betting area (indicating the Dealer is paying attention) in most cases, the cheater will not make a cheating attempt.

8. Chip snatching

Players may try to take chips from the layout if the Dealers leave the working area blind. To allow this, the Dealer should clean up from the outside (4 or 10) place bets, so chips are out of the player's reach.

9. Claiming bets

It is very important to remember what bets belong to each player, especially place bets, odds, buy bets, etc. always advise the other Dealer who reports to the game of which bets belong to which players. Example, one customer makes place bets and another later asks for all of his bets down, receives the money, and leaves. The original betting customer then asks where are his bets, and it will be necessary for us to give him the money. These two could be in concert, and therefore obtain money in this manner.

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