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DICE INSPECTION CHECKLIST

Over the years I've developed a series of Table Games checklists for surveillance and gaming commissions. Whenever the casino sustains a loss over a specified dollar limit, surveillance or compliance should undertake an examination of the cards or dice.

The following is a step by step procedure of how I suggest dice should be examined.

DICE INSPECTION PROCEDURES

- From the time you request the dice keep a close camera shot on any person, (player or casino personnel) who handles the dice.
- Verify that the dice you requested are placed into a clear plastic evidence bag, along with the appropriate initials by the casino person and security or compliance.
- Follow the dice on camera to the surveillance room.
- Check the evidence bag for the initials of the casino person, security guard or compliance officer
- Log the request and time of delivery of the dice.

On the following page is a blank checklist with a step by step process. This checklist is followed by an illustrated explanation of why each step is important.



DICE INSPECTION CHECKLIST

Date: _____ Game#: _____ Bag #: _____ Dice Control #: _____

- 1. "Is the control # the same on all dice?"...Inside # as well. Yes No
2. "Is the alignment the same on all 3's?" Yes No
3. "Was the alignment of each Emblem the same?" Yes No
4. "Do the opposite sides of the dice equal 7...?" Yes No
5. "Was there any reaction to a magnet?" Yes No

6. Record the weight of each individual cube using a drug scale set to grams...
1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____

Are there any irregularities?.....+ or - 0.3grams.....Yes No

7. Any irregularities on the caliper Spin Test' Yes No

8. Record the micrometer measurement of each cube & Subtract Smallest from Largest
Note the Difference Here...

- 1. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____
2. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____
3. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____
4. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____
5. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____
6. 1/6 _____ 2/5 _____ 3/4 _____ 0.00000 _____

Any irregularities more than 1/10,000th of an inch? Yes No

9. "Were there any broken corners or edges?" Yes No

10. "Were there any Beveled Edges or Centers?" Yes No

Surveillance Observer _____



DICE INSPECTION CHECKLIST EXPLAINED

Date: _____ Game#: _____ Bag #: _____ Dice Control #: _____

1. “Is the control # the same on all dice?”...Inside # as well. Yes No



Anything stamped on the outside of a cube is easy for a cheat to match up. The inside # takes much longer.

2. “Is the alignment the same on all 3’s?” Yes No



A Reverse Trey, (also known as an “Open Ended” cube) is an old method used by hustlers to find their gaffed dice in a live game. The spots on the 2-3-6 should meet. They’re open on a Reverse Trey.

3. “Was the alignment of each Emblem the same?” Yes No



Cheaters have been known to slightly rotate or flip the Logo or Emblem so their confederates can recognize the “Gaffed” dice when presented with 5 or 6 dice from the bowl in a game.



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If the Logo on this cube were a “Clock”, the “ic” of Tropicana would be at 12 O’clock.



Notice when the cheater made the gaffed cube the “p” now appears at 12 O’clock.

4. “Do the opposite sides of the dice equal 7...?” Yes No



Cheaters’ “Mis-Spotted” Dice (Double 5’s) - (AKA “TOPS”) – Mirrored Table Game Paddles I invented to allow a Stickman or Players to see both sides of the Dice during live play.

5. “Was there any reaction to a magnet?” Yes No



Magnetic Dice Stick I invented in the 1970’s to check for magnetic dice in live play. Cobalt magnetic slugs or samarium cobalt powder are infused into the catalytic resin of the spots. An old time magnetic dice charger utilized powerful earth magnets taken from the navigation system of U.S. Air Force Bombers.



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6. Record the weight of each individual cube using a drug scale set to grams...

1 _____ 2 _____ 3 _____ 4 _____ 5 _____ 6 _____

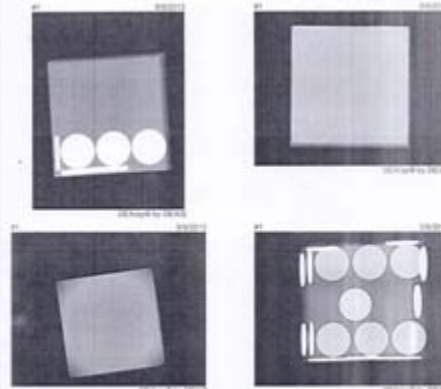
Are there any irregularities?.....+ or - 0.3grams.....Yes No



Standard Un-Weighted Cubes Fall Into This Range



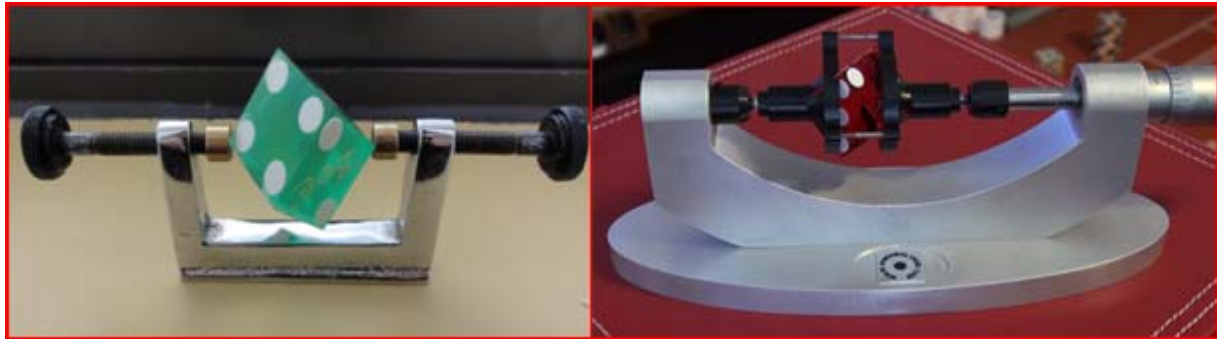
Loaded Cubes Fall Into This Range



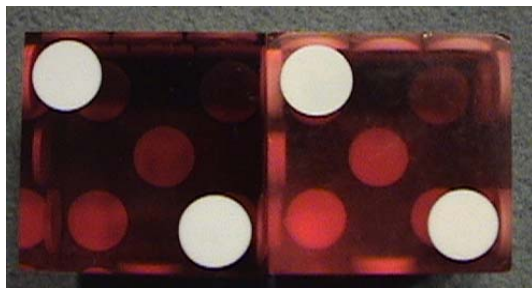
Magnetic Powder weighs slightly less than metal loads, but more than a fair cube. X-Rays of a Cube Loaded with metal - Fair Cubes - Loaded Magnetic Powder Cube. Cobalt Powder is added to all of the spots, then selected sides are magnetized.



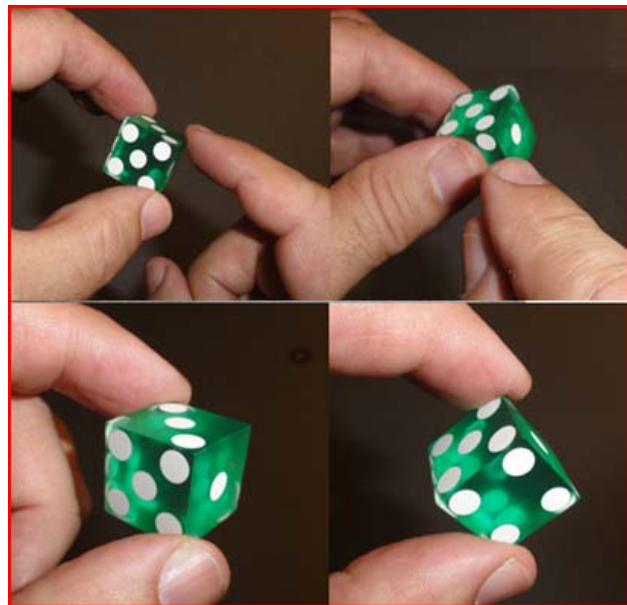
7. Any irregularities on the caliper Spin Test? Yes No



Loaded Dice will wobble and rock back & forth as they stop. Fair cubes spin smoothly and much longer.



Fair Cube & Loaded Spots Magnified



THE "SPIN" TEST

The Spin or "Pivot" Test is a manual way of testing a cube for loads. Lightly hold the die at two diagonal corners with the uppermost corner pointing at the ceiling. Give the cube a quarter turn backwards. If the cube is loaded, it will rock forward or back due to the extra weight settling. (With practice, you can spin the cube between your thumb and finger, but the quarter turn is all you need.) It is important when conducting the pivot test to try at least two of the three different diagonal corners. If the load is at the corner near your thumb or finger, it may "Kill" the weight and not react. After the first pivot test attempt, turn the cube so that the point which was resting against your thumb is now pointing at the ceiling...repeat the spin test. You should try the third diagonal axis as well.



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8. Record the micrometer measurement of each cube & Subtract Smallest from Largest
Note the Difference Here...

Example of Perfect Cubes...

- 1/6 0.74680 2/5 0.74630 3/4 0.74630 0.00050
- 1/6 0.74660 2/5 0.74695 3/4 0.74705 0.00045
- 1/6 0.74620 2/5 0.74660 3/4 0.74655 0.00040
- 1/6 0.74725 2/5 0.74700 3/4 0.74715 0.00025
- 1/6 0.74650 2/5 0.74685 3/4 0.74675 0.00035

Any irregularities more than 1/10,000th of an inch? Yes **No**
The last three numbers cannot be 0.00100 or greater.

1. 1/6 0.73005 2/5 0.72970 3/4 0.71470 **0.01535** 15/thousands

Example of a Cheater Flat...



The 3-4 Side is Flat 1535th of an Inch – 3 / 4 Flat

Example of a Cheater Flat...

2. 1/6 0.74340 2/5 0.69865 3/4 0.69875 **0.04475** 44/thousands



The 6 / 1 Side is Flat 4475th of an Inch - Six/Ace Flat



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On the “Street”, 40 thousands of an inch Flats are known as “Bricks” or Army or Drug Flats. These flats are easily visible to the naked eye and are used against young kids in the Army or people on drugs who just won’t know any better.

GJ “Anything greater than 40 thousand of an inch is throwing Pancakes.”

Example of a Factory Flat...



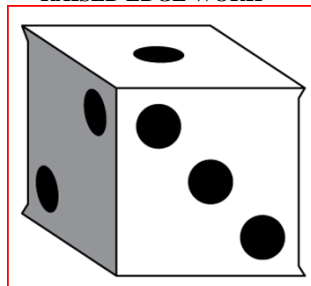
Notice these dice are Flatted more than 1/10,000th of an inch. They are not Cheater Flats, but should be rejected from casino play

9. “Were there any broken corners or edges?” Yes No



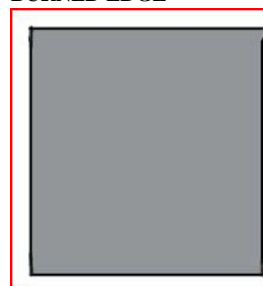
Razor Edged Dice showing normal wear from casino play

RAISED EDGE WORK



Made in advanced with Hot Irons - Made by rubbing the Edge in one direction on the table layout (Not Very Strong)

BURNED EDGE





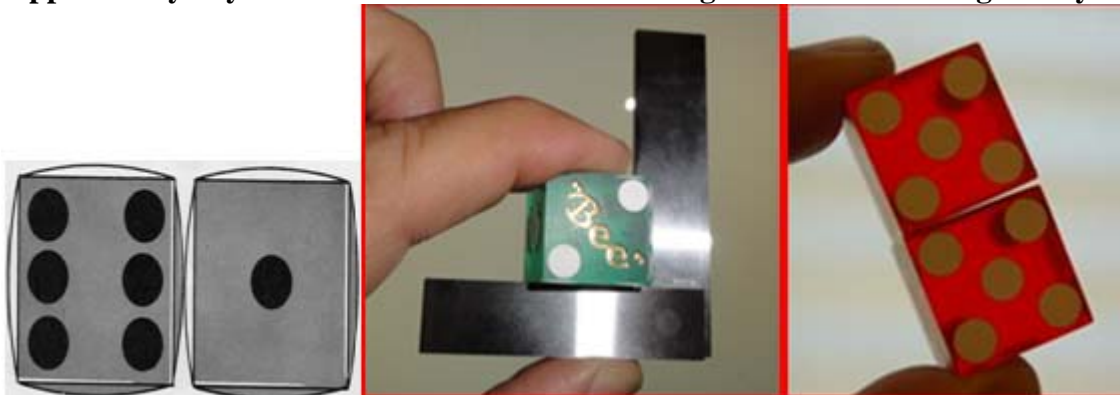
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No

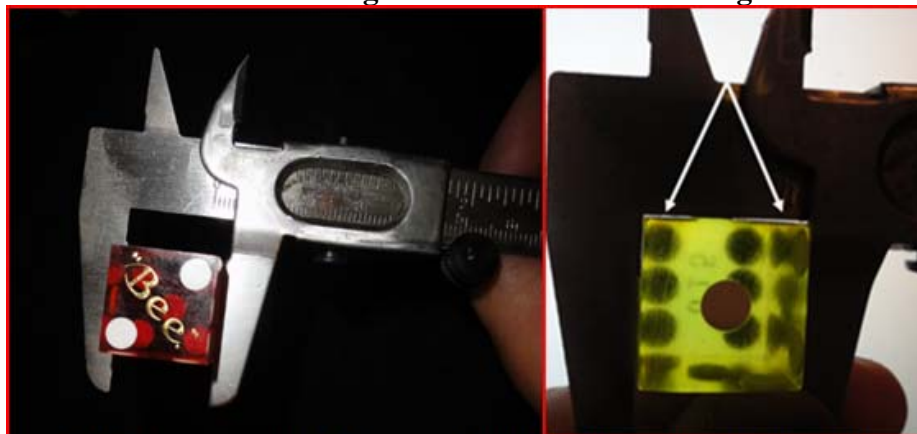
10. “Were there any Beveled Edges, Corners or Centers?” Yes



Examples of Beveled Edges or Corners...Beveled Edges or Corners are not approved by any State or Native American Gaming Commission or Regulatory Body.



**Cheaters’ Beveled Centers Tee Square to Look for Bevels Squeeze Test for Bevels
Pinch the cubes at the extreme edge and hold them into the light – Fair cubes are flat.**



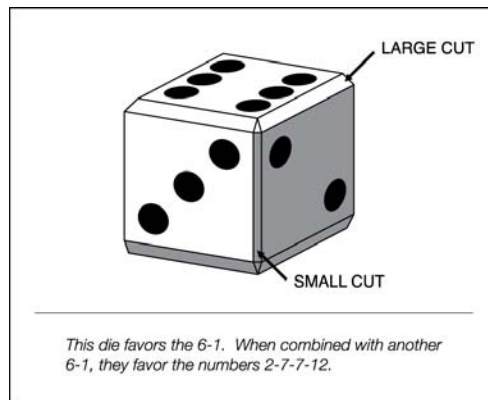
The above micrometer is known as a Vernier Caliper and can also be used To look for Bevels or Concaved Sides (Known as Suction Dice.)



An Antique Dice Edge Beveling Device



The dice edges are drawn back & forth to create “Edge Work”



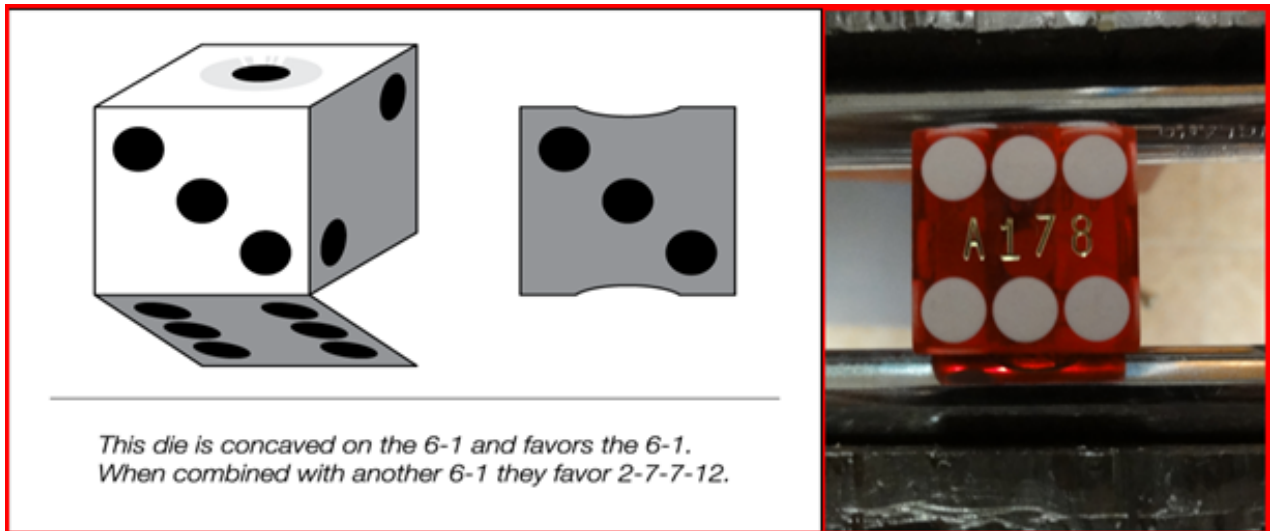
If all edges are beveled at the same angle, the die would be fair. In this illustration, the 6-1 sides are beveled at 60 degrees...While the other edges are beveled at 45 degrees...Favors the Six/Ace.



An old method to detect Bevels is to place the dice on a piece of coarse sandpaper. Press down and gently try to rock the dice. Fair dice remain steady, while Beveled dice rock slightly back & forth.



**Beveled Centers are made by laying a fine grit sandpaper or emery cloth over a beveled wooden block, and then sanding the edges
The beveled blocks can be made in varying strengths**



*This die is concaved on the 6-1 and favors the 6-1.
When combined with another 6-1 they favor 2-7-7-12.*

**CAVES or Suction Dice...Made by squeezing a Die in a vice between two rounded bars.
Suction Dice and/or Beveled Dice by themselves are not very strong. They are usually
meant to augment a Loaded Die or Flatted Cube to roll onto the Loaded or Flatted Sides.**

Surveillance Observer _____

