

## GLOSSARY

**Actual Hold:** Coins-in less coins-out, less manual payouts, less hopper fills.

**Asset Bank:** A chip tray and impress bankroll used by a poker dealer solely for making change for patrons.

**Authorized User:** A person with the authority of a Tribe to receive, decode, and use for legal purposes the encrypted simulcast signal of racing events.

**Bailout:** Money given to the gambler to allow him/her to pay debts without suffering consequences. A form of enabling.

**Bank (Bankroll):** The inventory of currency, coins, chips, and tokens in the cage, pit area, change booths, and electronic gaming devices and on the playing tables; used to make change and pay winning bets.

**Banking Games:** A casino game where the player risks money against the money of the casino.

**Base Jackpot:** The fixed minimum amount of a progressive gaming or electronic gaming device payout for a specific combination.

**Bet:** The amount of money or object that is risked in a wager.

**Bill Validator Box:** A locked container securely attached to the electronic gaming device for the purpose of collecting bills. The machine and shift number are clearly visible on the box.

**Bingo:** A game of chance played for prizes, including monetary prizes, with cards bearing numbers or other designations in which the holder of the card covers such numbers or designations when objects, similarly numbered or designated, are drawn or electronically determined, and in which the game is won by the first person covering a previously designated arrangement of numbers or designations of the cards, including (if played in the same location) pull-tabs, lotto, punch boards, tip jars, instant bingo, and other games similar to bingo (Indian Gaming Regulatory Act, P.L. 100-497 [S. 555]).

**Bookmark:** The addresses of a Web page to which you may want to return. Netscape Navigator allows you to maintain a list of bookmarks to make it for you to go back to your favorite Web pages.

**Cage:** A secure work area within the gaming facility for cashiers and a storage area for the gaming facility bankroll.

**Casino:** A gambling facility that normally includes all or a combination of the following: slot machines, video games, card games, and other games such as keno, craps, and bingo. Patrons usually must be of a minimum age to be allowed inside.

**Cash Count Sheet:** The form used to record the contents of the bankroll as they are counted.

**Cash Equivalent:** A treasury check, personal check, travelers check, wire transfer of funds, money order, certified check, check drawn on the tribal gaming operation payable to the patron or to the tribal gaming operation, or voucher recording cash drawn against a credit card or charge card.

**Cash Loads:** The initial currency, coins, chips, and tokens issued from a bankroll to a gaming table or an electronic gaming device.

**Cashier's Count Sheet (Check-Out Sheet):** An itemized list of the components that make up the cage accountability.

**Cashier's Count Sheet Reconciliation:** A detailed reconciliation of the beginning to the ending cage accountability.

**Chasing:** The urgent need to keep gambling, often with larger bets, or the taking of greater risks in order to make up for a loss or a series of losses

**Class I Gaming:** Social games solely for prizes of minimal value or traditional forms of Indian gaming engaged in by individuals as a part of, or in connection with, tribal ceremonies or celebrations (Indian Gaming Regulatory Act, P.L. 100-497 [S. 555]).

**Class II Gaming:** The game of chance commonly known as bingo (whether or not electronic, computer, or other technologic aids are used in connection therewith), and card games that are explicitly authorized by the law of the State or are not explicitly prohibited by the laws of the State, but only if such card games are played in conformity with the laws and regulations (if any) of the State regarding hours or periods of operation tribal ceremonies and celebrations (Indian Gaming Regulatory Act, P.L. 100-497 [S. 555]).

**Class III Gaming:** All forms of gaming that are not Class I or Class II gaming, such as table games and slot machines (Indian Gaming Regulatory Act, Public Law 100-497 [S. 555]).

**Client:** A computer that uses the services of another computer or server. If a person dials into another system, his or her computer becomes a client of that system.

**Client/Server Model:** A division of labor between computers. Computers that provide services that other computers can use are known as servers; the users of those services are clients.

**Combined Pari-Mutuel Pools (Combined Pools):** The pari-mutuel wagers at one or more off-track wagering facilities being contributed into the pari-mutuel pools of a host association.

**Compact, Tribal Compact, or Tribal State Compact:** A voluntary agreement between an Indian Tribe and a state that regulates Indian gambling.

**Compensation:** A direct or indirect payment for services performed, such as salary.

**Complimentary Services:** The free or reduced-price provision of goods or services to a patron of a gambling facility or such patron's guest, including food, transportation, lodging, and coupons or other representations of money for use in wagering.

**Compulsive Gambling:** The inability to resist the urge to gamble, often leading to damage to one's personal life, family, or job. This may be referred to as pathological gambling and is considered a treatable addiction.

**Convenience Gambling:** The placement of slot machines and video poker terminals in restaurants, bars, drug stores, and other retail businesses meant to attract the business of local residents, as opposed to tourists.

**Craps:** A game of chance in which a player throws two dice. If the total of the two dice is 7 or 11, then the player wins.

**Credit:** The smallest unit of value that may be used to play a game on an electronic game of chance or that may be redeemed in currency.

**Credit Limit:** A term used for the maximum dollar amount of personal checks a patron may cash in a specified period of time.

**Customer Deposits:** The amounts placed with a cage cashier by customers for the customers' use at a future time.

**Domain Name Server:** A computer on the Internet that translates between Internet domain names, such as xuxa.iecc.com, and Internet numerical addresses, such as 140.1286.81.1. Sometimes just called a name server.

**Download:** To copy a file from a remote computer "down" to your own computer.

**Drop:** In table games, the total amount of cash and chips contained in the drop box. In electronic gaming devices, the drop is the total amount of money removed from the drop bucket and bill validator box.

**Drop Box:** The metal container attached to a gaming station for deposit of cash drop/rake and certain documents received at a gaming station as provided by these standards. The game type, table number, and shift are indicated in the box.

**Electronic Gaming Device:** A microprocessor-controlled electronic device that allows a player to play games of chance, some of which are affected by skill. The device is activated by the insertion of a coin, token, or currency, or by the use of credit, and awards game credits, cash, tokens, replays, or a written statement of the player's accumulated credits, which is redeemable for cash. A video lottery terminal is an electronic gaming device.

**E-Mail:** Electronic messages sent via the Internet.

**Fill:** A transaction whereby a supply of chips, coins, and tokens are transferred from a bankroll to a table or an electronic gaming device.

**Firewall:** A specially programmed computer that connects a local network to the Internet and which for security reasons lets only certain kinds of messages in and out.

**Fiscal Year:** The annual period used by a Tribe for internal accounting for its gaming operations.

**Gambling:** To bet money on the outcome of a game, contest, or event.

**Gambler's Anonymous (GA):** A treatment/support group in which members share their experience, support, and hope in order to help one another to stop gambling.

**Gam-Anon:** A fellowship in which families of compulsive gamblers learn effective ways to cope with the gambling problem by seeking help for themselves and gaining serenity and peace of mind.

**Game:** In keno, the sale of tickets and the sale of numbers to determine the winner(s), same as race.

**Gaming Chips:** Chips approved by the Commission for use on the gaming tables of the casino. These chips will represent a monetary value for gaming purposes only.

**Gaming Facility:** Any gaming facility, as defined in the Compact, in which a tribal gaming operation is conducted.

**Gaming Facility Supervisor:** A person in a supervisory capacity required to perform certain functions, including but not limited to, slot managers, slot shift supervisors lead slot technicians, keno managers, keno supervisors, pit bosses, gaming facility shift managers, the assistant gaming facility manager and the gaming facility manager.

**Gaming Services:** The provision of any goods or services to the Tribe directly in connection with the operation of Class II or Class III gaming in a gaming facility, including maintenance or security services for the gaming facility; junket services; gaming schools; testing of gaming equipment; and manufacture, distribution, maintenance, or repair of gaming equipment.

**Gateway:** A computer that connects one computer to another.

**Gross Gaming Revenues:** Money won by the casino through gaming activity less money paid out to players as winnings.

**Handle:** The total amount wagers by the player including money won on previous games.

**High Stakes Bingo:** The type of bingo that is played in Tribal casinos. The prizes are larger than at bingo games run by charitable organizations, such as a churches.

**Hold:** Money from player's drop won by the casino.

**Hold Check:** A check that is held in the custody of the gaming facility and that has not been deposited at the request of the issuing customer.

**House:** A gaming facility.

**House Bank Game:** Each player opposes the gaming facility and the gaming facility opposes each player on behalf of the Tribe.

**Imprest Basis:** The basis on which cashier's cage funds are replenished from time to time by exactly the amount of the expenditures made from the funds and amount received and in which a review of the expenditure is made by a higher authority before replenishment.

**In Action:** A term used to describe a gambler when gambling. Some describe it as a psychological or physiological arousal.

**Indian Lands:** All lands within the limits of any Indian Reservation or any title to which is either held in trust for the United States for the benefit of any Indian Tribe or individual or held by any Indian Tribe or individual subject to restriction by the United States against Alienation and over which an Indian Tribe exercises governmental power (Indian Gaming Regulatory Act, P.L. 100-497 [S. 555]).

**Indian Tribe:** Any Indian tribe, band, nation, or any other group or community of Indians because of their status as Indians, and it is recognized by the Secretary [of the Interior] for the special programs and services provided by the United States to Indians because of their status as Indians, and is recognized as possessing the powers of self-government (Indian Gaming Regulatory Act, P.L. 100-497 [S. 555]).

**Internet:** All computers that are connected together into a huge global network so that they can talk to each other.

**Internet Address:** Internet users encounter two important types of addresses: e-mail address, for sending e-mail to someone, and WEB page addresses, more properly called URLs.

**Intrastate Wagering:** Pari-mutuel wagering at an off-track wagering facility on Oregon racing events being run at an Oregon host association.

**Limit:** The maximum amount that customers may wager at a particular table.

**Line:** The minimum and maximum amount that customers may wager at a particular table.

**Logs:** Document used for recording and tracking information and activity.

**Keno:** A game of chance where players pick numbers on a grid similar to lotto.

**Lawful Gambling:** Games including pull tabs, bingo, tip boards, paddlewheels, and raffles that are operated by nonprofit groups under state regulations.

**Lottery:** A game of chance in which tokens, keys, or other objects are sold. Of these items, only one is the winner. The winner is usually selected randomly by a drawing.

**Machine Payout:** The amount paid out to the customer by a coin/currency operated gaming as the result of a winning combination.

**Master game report (game count sheet, stiff sheet, pit report):** A form used to record, by shift and day, each table's winnings and losses. This form reflects the opening and closing table inventories, the fills and credits, and the drop and win.

**Meter:** An electronic or mechanical apparatus in an electronic gaming device. May record the number of coins wagered, the number of coins dropped, the number of times the handle was pulled, or the number of coins paid out to winning players.

**Meter Reading Summary:** A report reflecting the meter reading on electronic devices. The number is recorded when the drop bucket and/or bill validator is removed from the cabinet.

**Modem:** A device that lets your computer talk in the phone or cable TV. Derived from modular/demodular

**Net:** A network or, when capitalized, the Internet itself. When these letters appear as part of an address—*www.ngisc.gov*, for example—it indicates that the host computer is run by a networking organization, frequently as ISP in the United States.

**Net Proceeds:** Amount of money left after all prizes are given out, taxes are paid out, and expenses are paid.

**Net Revenue:** The amount of money a gambling enterprise makes in profits after payment of prizes.

**Network:** Computer that are connected. Those in the same or nearby building are called local-area networks, those that are farther away are called wide-area networks, and when you interconnect networks all over the world, you get the Internet.

**Non-Banking Games:** A casino where the player risks money against the money of another player, includes pari-mutual systems.

**Odds Maker:** One who determines the odds as to the probable outcome of an event.

**Off-Track Betting:** Pari-mutuel wagering conducted on a race at a location other than the race course where the race is actually being held.

**Off-Track Facility, Intrastate Wagering Facility, Extended Wagering Facility:** Physical premises, utilized for the conduct of pari-mutuel wagering on racing events being run elsewhere.

**Outpatient Treatment:** A patient who receives treatment through services provided in the home community without being hospitalized, e.g. Gambler's Anonymous.

**Paddlewheel:** Round wheel that is used in some games of chance. Sometimes used in raffles to select winning numbers.

**Pari-Mutual Systems:** A form of gambling where the gambling establishment pools the bets of the players and does not risk any of its own money. The winnings are taken from the pool of bets. The value of winnings is decided on by the pattern of bets placed by the players.

**Par Sheet:** A document, provided by the electronic gaming device manufacturer, which depicts the possible outcomes from the play of an electronic gaming device, the probability of occurrence of each, and the contribution of each winning outcome to the payback percentage of the electronic gaming device.

**Password:** A secret code used to keep things private on your computer.

**Pathological Gambling:** Addiction to gambling as defined in the DSM-IV marked by the inability to stop gambling despite harmful effects to a person's personal life, family or job. It is considered a treatable addiction.

**Payout:** The amount paid out on a winning wager.

**Payout Schedule (Award Schedule Card, Award Schedule):** A statement printed on cards, paper, Plexiglas, and so on, of the payoffs or awards applicable to a particular game or device.

**Pit:** The area enclosed or encircled by an arrangement of table gaming stations in which gaming facility personnel administer and supervise the games played at the tables by the patrons located on the outside perimeter of the area.

**Player:** One person to whom a hand has been dealt.

**Policy:** A plan or course of action designed to influence and determine decisions and actions.

**Procedure:** A way of performing, or a method used, in dealing with the affairs of a business.

**Problem Gambling:** Heavy gambling done by people who are not fully addicted but experience problems related to their gambling.

**Procedure:** A way of performing, or a method used, in dealing with the affairs of a business.

**Public Key Cryptography:** A method for sending secret messages whereby you get to keys: a public key you give out freely so that people can give you secret messages and a second, a private key that decodes them.

**Pull Tabs:** A game of chance in which the player pulls tabs on a card to match symbols to find out if he/she wins or loses.

**Rake:** The fee the gaming facility charges a customer for using a position at a gaming table.

**Risk:** The possibility of losing an amount of money that is bet on the outcome of an event, contest, game or machine

**Server:** A computer that provides a service, such as e-mail, Web data, Usenet or FTP, to other computers known as clients, on a network.

**Simulcast or Simulcasting:** Live audiovisual electronic signals emanating from a race meeting and transmitted simultaneously with the running of the racing events at the meeting, and includes the transmission of pari-mutuel wagering odds, amounts wagered and payoff on such events, and other programming relating to the race animals or participants.

**Slot:** A term often used to describe an electronic video lottery terminal.

**Soft Count:** the count of the contents in a drop box or bill validator.

**System of Internal Control:** Plan of organization and all of the coordinated methods and measures adopted within a business to safeguard its assets, check the accuracy and reliability of its accounting data, promote operational efficiency, and encourage adherence to prescribed managerial policies.

**Table Game Win or Loss:** Plan of organization and all of the coordinated methods and measures adopted within a business to safeguard its assets, check the accuracy and reliability of its accounting data, promote operational efficiency, and encourage adherence to prescribed managerial policies.

**Tribal Gaming Operation:** The economic entity that is licensed by the Tribe, operates the games, receives the revenues, issues the prizes, and pays the expenses involving the Class III games authorized under the Tribal-State Compact. A gaming operation may be operated by a tribe directly; by a management contractor; or, under certain conditions, by another person or other entity.

**Tribe:** The respective federally recognized Tribe, Band, Nation, Pueblo, Rancheria or any of its authorized entity(s), body(s), official(s), agent(s) or representative(s).

**Tipboards:** a game of chance in which tickets are sold off a board and then the seal is broken to show the winner.

**Video Gaming Device/Video Lottery Terminal/VLT:** Gaming equipment that is electric or electronic which plays a game involving an element of prize, chance and consideration, some of which are affected by skill, which device is activated by insertion of currency, or by the use of credit, and which awards game credits, which are redeemable by a written statement or a ticket redeemable for cash. The gaming equipment may be linked to a central computer for purposes of security, monitoring and auditing. An electronic gaming device.

**Wager:** A sum of money or thing of value risked on an uncertain occurrence.

**WWW (World Wide Web):** A hypermedia system consisting of computer networks that lets you find and browse through information.