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TO: Bryan Bailey  
 DATE: September 1, 2012  
 RE: Audit of player ALEXK57 at BetFred Casino

This report concerns the play of player ALEXK57 (Alex) at BetFred casino. I was asked to give an opinion if the play of Alex was computer assisted, which violates the Terms and Conditions of play at BetFred casino. Full log files were provided for Alex's play on the game Ocean Princess for the following periods:

- May 7, 2012 (23:48) to June 7, 2012 (14:08), 49251 lines.
- June 7, 2012 (12:44) to July 7, 2012 (11:59), 72066 lines.
- July 7, 2012 (16:15) to July 9, 2012 (13:08), 153091 lines.

The game of "Ocean Princess" is described as follows:

"Ocean Princess is a Playtech multi-spin slot game with five sets of reels. The game play is the same as multi-hand video poker. You spin one reel and can then hold any or all of the symbols for the re-spin on the other reels. Top line win is 1,000 coins."

The final log file showed an extraordinary amount of play over a short duration and hence became the focus of my investigation. The total period of time covered in this log was 44:53 (44 hours, 53 minutes). Alex consistently played the full five sets of reels. During this time period, 30619 unique games were played, giving a pace of 682.2 games per hour. The log file indicates that the player never used the "auto-play" feature available on the game.

The player made consistent wagers of 5 cents on each of the 5 reels, for a total wager of 25 cents per game. His total wagers were \$7654.50 and his total win was \$7662.50, for a net profit of \$8.00.

The following table summarizes the number of seconds between games for the duration of play. In reading this table, there were 15 gaps of duration 10 seconds or longer. Of these 15, six of them were between 1 minute and 3 minutes, and two of them were 3+ minutes. There were no gaps of duration greater than 6 minutes.

Gap in seconds	1	2	3	4	5	6	7	8	9	10+ Sec	1+ Min.	3+ Min.	6+ Min
Number of Games	0	0	137	5184	13595	10570	1095	21	2	15	6	2	0

Removing the first 8 minutes, as well as the last few rounds of play (when human interaction is implied), yields the following gap data:

Gap in seconds	1	2	3	4	5	6	7	8	9	10+ Sec	1+ Min.	3+ Min.	6+ Min
Number of Games	0	0	137	5184	13593	10569	1095	21	2	12	3	0	0

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The following table gives a chronology of all gaps of 11 seconds or more in duration between successive games. This table shows one break of length greater than 35 seconds (88 seconds) for the period 7/7/2012 (16:23) to 7/9/2012 (7:33), a period of more than 39 consecutive hours.

Time Stamp	Gap in Seconds
7/7/2012 16:20	309
7/7/2012 16:23	152
7/7/2012 18:06	47
7/7/2012 18:10	13
7/7/2012 21:33	17
7/7/2012 21:34	29
7/8/2012 0:57	14
7/8/2012 14:08	88
7/8/2012 20:08	27
7/9/2012 3:08	17
7/9/2012 7:31	22
7/9/2012 7:32	65
7/9/2012 7:33	66
7/9/2012 7:33	16
7/9/2012 13:08	310

In reaching my conclusions, I considered the following facts:

- An extraordinarily long period of continuous play at the same game.
- Breaks insufficient in frequency or duration to accommodate basic human needs.
- A rate of play in excess of what a human player can reasonably attain.
- Minimal variation in game pace, beyond what could be attributed to lag or resets.
- No variation in wager size or lines played.
- The player did not earn an unreasonable profit from his play.

My conclusions are:

- Player Alex acted with assistance of a computer program to aid his play during the period 07/07/2012 to 07/09/2012.
- Player Alex did not use this computer program to gain a profit during the period covered by these log files.

Signed,



Eliot Jacobson, Ph.D.  
President, Certified Fair Gambling