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Resumo:

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vip black jack

There have been many articles published in recent months, and indeed over the last several years, about slot hold, with many at least partially attributing the industry's woes to rising hold.

"Hold" is the expected amount of each wager that the slot machine

"holds" over time. A slot machine with 5 percent hold is expected to produceR\$5 revenue for the casino for everyR\$100 in wagers. The same machine may be described as having 95 percent "RTP" or return-to-player.

Over the past two decades, we've seen average slot

holds rise considerably, largely due to the proliferation of higher-hold penny video slots. See Nevada's hold, for example, in the figure below.

To contextualize this

increase, bettingR\$1 per spin at eight spins per minute, aR\$100 budget would last on average 249 minutes at the 5.02 percent hold we saw in 1993, but only 187 minutes at the 6.7 percent hold we saw in 2024. If we were instead to look at the effect of moving from 9 percent hold to 10.68 percent hold (the same 1.68-point increase, more indicative of penny slot hold), time on device for thatR\$100 budget would decrease on average from 138.9 minutes to 117 minutes, a decline of more than 15 percent or nearly 22 minutes of play.

Increased hold is decreasing the average time of slot sessions.

This isn't a controversial viewpoint; it's just math—if the machine holds more per spin, players with a fixed budget necessarily spend less time on machines.

The

question, "Can players 'feel' the effect of hold changes?" has been studied by academics, and they've concluded that players cannot. Industry experts have countered this research by arguing that increased hold is nonetheless degrading the experience of the slot player, for example by decreasing time on device. These critics argue that a player-centric rather than a machine-centric review is necessary.

These views may seem

irreconcilable, and intuitively, how could players not feel a decrease of 20 minutes on device? This article is intended to bring together these views. I've spent a lot of time studying these questions with slot operators, finance teams, economists, and data scientists, and as such, have a unique perspective on the problem.

Players Can't Feel

Hold Changes

Anthony Lucas, a professor at the University of Nevada, Las Vegas, has published several articles with various co-authors on how players can't "feel" the effects of a hold change. The evidence has been several-fold, with the most compelling arguments being that:

A computer (let alone a human) can't accurately distinguish between two different return-to-player (RTP) settings in a number of observations that mimic a human slot session on a reel machine; and, Lucas and his co-authors have run a number of live experiments in casinos with side-by-side machines of the same theme, one with low hold and one with high hold, and observed empirically that the high-hold machines perform better financially.

Both of these findings are sound. That is, in nearly all cases, a player cannot accurately tell the difference if a machine's hold is changed, sometimes even dramatically. Though, I should note there are several ways of going from hold A to hold B, and some of these may be easier for players to "feel" than others. We'll discuss why hold changes are not all created equal later on.

In the cases studied, using variants of actual paytables from reel slot machines, Lucas and co-author A.K. Singh argue (correctly) that players can't possibly tell the difference between hold settings, because even computers cannot tell the difference with any degree of certainty across 500 spins (representing approximately an hour of continuous slot play) or even across longer sessions. Certainly, players may guess, as can computers, but they are wrong nearly as often as they are right.

Players can't "feel"

the time decrease because slot machine outcomes are volatile. As a wise man once said, "you never know what you're gonna get."

This effect is born out on slot floors, as described in Lucas' recent work with Kate Spilde, where they measure the performance of high-hold and low-hold versions of the same slot machines placed next to each other on the floor, finding that the high-hold machines outperform the low-hold machines empirically.

My own experiences echo these results. In nearly every example I've ever seen—including the dozens of tests I've run with slot teams on real, live casino floors—the higher-hold machine of a pair of like machines generates higher win than the lower-hold machine. That is, slot patrons don't shift their play to the lower-hold device. Players truly can't feel hold changes.

How Can Player Behavior Be Impacted If a Player Can't Feel Hold Changes?

It would be easy to conclude, as Lucas does in several of his articles, that casinos can perhaps increase their revenues by increasing slot hold. But upon reflection this is far from clear.

First, the side-by-side machine comparison fails to ask about the rest of the slot floor, about the rest of the player's wallet. Is the increased financial performance of the high-hold machine simply displaced win from the rest of the floor? Or, asked differently, do the players that lose less on the lower-hold machine exhibit increased play elsewhere on the floor? In other words, do players generally lose the same amount on the visit, but those experiencing lower hold just lose slower and on more machines, getting more time in the casino?

Second, even if we were able to measure the overall wallet impact of experiencing lower or higher hold on a single visit, how does this experience impact

likelihood to return, or frequency of visitation? Is it possible that a lower-hold experience today means that a player will return to the casino sooner, producing the same amount of revenue or more over more visits?

As an extreme thought experiment, consider that a machine that holds 100 percent—never returning a dime to a player—will perform financially better in the short term, for some definition of “short term.” But as a player, if you walked into a casino with R\$100 and lost on every spin of your machine, would you consider yourself unlucky on that trip? Would you hesitate before returning? How would you feel if it happened again on your next trip?

This thought

experiment—even if 100 percent hold is extreme—provides a useful way of thinking about how players can be impacted by hold changes even if they don’t know that the hold is higher. Players don’t experience theoretical hold. Players experience the random sequence of outcomes that the machine produces in the short amount of time that they play on the machine. They experience “Did I have a good time while I was at the casino?”

This question will have different criteria for different players: How long did my budget last me? Did I get to experience fun bonus games on the machine? Did I have positive staff interactions? Was my restaurant or valet experience good? And the answer to “Did I have a good time while I was at the casino?” influences player behavior related to return trips: Will the player return, and how soon?

A player who has a bad

session at low theoretical hold has the same negative experience as a player who has a bad session at high theoretical hold. Tying this all together, increased hold leads to a higher proportion of players experiencing losing sessions, short sessions, and therefore, overall negative experiences.

We know that actual loss correlates to overall

experience, and you can validate this with your own guest survey results. Players who have “winning experiences” as measured by the duration of play that their budget allows or as measured by the experience of low actual hold (including those who win on the trip) tend to report better satisfaction with staff interactions, beverage service, and several other areas of guest experience. And we all believe that experience matters in choosing whether entertainment budget should be spent at a casino, and furthermore when choosing which casino to visit.

By increasing theoretical hold, even if any individual

player can’t tell that we’ve done so, we increase the number of players whose random sequence of slot outcomes leads them to have poor overall experiences at the casino, and this can have downstream effects in terms of visitation and spend.

So, What’s an

Operator to Do?

It’s important to stress that I don’t think there’s a one-size-fits-all

solution to hold changes. For large commercial properties on the Las Vegas Strip, where revenue is shifting rapidly to non-gaming predominance, where casual visitors to Las Vegas have small gambling budgets relative to their overall vacation budgets, where the overall trip experience has many components beyond their experience on the casino floor, and where the time between trips is lengthy, it may make sense to push hold high and capture the tourist gambling dollar before the competitor down the street can capture it.

Next year, when planning their annual Las Vegas trip, the thought of how quickly their R\$100 budget was captured by the slots will be dwarfed by their pool, dining, nightclub and hotel experiences, and by the “sin” in Sin City.

In regional

markets, by contrast, casinos may have large segments of patrons visiting upwards of 30

or 40 days per year. Gambling is the main concern at these properties, and markets are quite competitive, with many having four or more easily accessible casinos, not to mention the regional or national destination markets—Las Vegas, Atlantic City, Biloxi, and so on—that are also competing heavily for these guests. Here, hold is a more subtle concern.

Casinos in these markets must carefully assess the impact that hold has on their businesses, but understanding the tradeoff between short-term financial gain (take the money quickly) and long-term business stability (Do we alienate our guests and cause them to reduce or cease visitation?) is not an easy task. In contrast to the Las Vegas market, the gambling experience at regional casinos by-and-large is the customer experience, so operators should approach the gambling experience with caution.

Macro Considerations For a Slot Hold Strategy

In assessing the impact of a changing slot hold strategy, we must understand the balance between guests who are time-constrained, those who will leave the casino before they've exhausted their gambling budget, and guests who are wallet-constrained, those who will exhaust their monetary budget before they exhaust their allotment of time. If a guest is time-constrained, a reduction in slot hold will reduce the rate at which they lose (on average), and the casino will capture less of their gaming budget on their (fixed-length) trip. In order to make this decision profitable, the casino would need to increase the visitation of those guests to compensate for the reduced revenue.

If a guest is wallet-constrained, however, a reduction in slot hold will simply increase the time that the guest's budget lasts, providing more time in the casino and more positive experiences, i.e., more "bang for their buck." Of course, if we increase the duration of the guest's wallet too much, the guest may become time-constrained, and we run the risk of losing the guest's available budget. It seems natural to argue that a perfect balance would be struck if we could have each guest expend their monetary and time budgets simultaneously.

Quantifying time-constrained versus wallet-constrained guests is difficult to do scientifically. But as an example of this thinking, in a market like Biloxi—where many patrons are lodgers and as such are a relatively captive audience—guests are likely more wallet-constrained than time-constrained, and a lower slot hold environment may increase player satisfaction (and ultimately visitation, etc.) while effecting a very limited impact on gaming spend.

And besides making the casino experience more fun, which we would hope leads to increased visitation, the limited revenue loss from the gaming floor on that visit may be recuperated by retail and dining outlets, albeit at a different margin.

My own experience in the Louisiana and Mississippi markets suggests that Biloxi casinos tend to provide richer-than-typical free-play offers. Increased free play and reduced slot hold have a similar effect, increasing time on device, which is low cost to the casino so long as the patrons are wallet-constrained and not time-constrained.

Of course, many of these arguments can be applied to Las Vegas as well, but Las Vegas visitors are more time-constrained than one might imagine. The allure of other amenities, or even other casino properties, limits the amount of vacation time allocated to gambling in any one location. And with the proliferation of regional gaming, this makes sense. Most visitors come to Las Vegas for the party, for the pools, for the weather, for the food. The gambling is a nice-to-have, as opposed to Biloxi, where the gambling may be a primary focus of the visit.

Additional considerations when developing an overall hold strategy for a property may include:

The floor's utilization: Higher utilization

suggests a higher hold strategy, as reduction of time on device can alleviate any periods of prohibitive utilization, which itself degrades the guest experience.

Higher

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The quality and diversity of a property's amenity set: The more opportunities a property has to provide great experiences to a guest suggests a higher hold strategy, as the slot experience may contribute less to the overall guest experience.

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Higher-frequency properties might consider a lower-hold approach, since there is a high dependence on return visitation.

Higher-frequency properties might consider a

lower-hold approach, since there is a high dependence on return visitation. The competitiveness of the local market: Properties in highly competitive markets might

consider a lower-hold approach as a way to improve guest experience.

Micro

Considerations For a Slot Hold Strategy

I mentioned before that moving from one hold to

another isn't a universal concept. That is because there are many ways to change a pay table. As an example, consider the following simple mock game:

In this game, we

wager $R\$1$, and we either lose our $R\$1$, or we win $R\$1$, $R\$2$, $R\$10$, or $R\$10,000$. The bonus game that produces a win of $R\$10$ is triggered on average every 40 spins, and the $R\$10,000$ jackpot is triggered on average every 100,000 spins.

Now let's say our aim is to

increase the hold to 13 percent. One way to do this is to decrease the frequency of the bonus game to 1 in 50:

Could a player "feel" this difference? How quickly? At eight

spins per minute, this represents a loss of approximately 2.4 bonus games per hour.

This is a question we can answer with science, but keeping this concept in mind, consider this alternative version of the simple game that also achieves 13 percent hold:

In this variation, we've returned the bonus game to a 1-in-40 proposition but reduced the frequency of the top award to 1-in-220,000. This pay table should provide identical game play as the 7.5 percent pay table, to nearly everyone who plays the game. No one will be able to detect with any certainty that the top award has become less frequent, as no one expects to hit the top award anyway. Given the option, we would certainly put the "fewer jackpots" version on the floor before the "fewer bonus games" version.

In other words, there are ways to raise hold without impacting the

player experience, and there are ways to raise hold while lowering the occurrence of

relatively frequent events that the player celebrates. To the extent that we can

accomplish the former, we should do so enthusiastically. With the latter, we should proceed cautiously.

Only a careful review of PAR sheets, which detail pay tables and

frequencies of game awards, can give a clear indication of how hold changes will affect player experience, and these can be cumbersome (I'll say, politely) to read and

interpret. A broad-based hold increase without regard to how hold is increased will certainly affect player experience.

An ideal hold strategy would be designed at the game level. Operators and manufacturers would work together on how to provide the best player experience while achieving operator financial goals.

Another consideration

pointed out to me by savvy slot operators is the speed of the processors in newer games. They keenly note that players don't necessarily experience hold as a percentage of slot handle, but rather as a loss-per-hour. We are seeing max bets and cost-to-cover on penny games increase, processor speeds producing more spins per hour, and holds rising, resulting in even more substantial increases in loss per hour.

Conclusion

I've

worked with several properties on their slot hold strategy as an operator and as a consultant. While there is no one overarching method for measuring the impact of slot changes, I've been fortunate in my roles to work with talented teams of slot operators, economists, statisticians and data scientists to develop methodologies to evaluate the performance of slot hold changes.

We've developed benchmarks and metrics to look at player behavior, machine performance, and overall property performance, each providing a different lens into the effects of these changes. With forward-thinking operations teams, we've run tests as aggressive as altering the hold on more than 30 percent (!) of the machines on a casino floor. As expected, higher hold approaches have produced more revenue on average in the short term, though at a mildly diminishing rate.

Most of

the studies were run for only six to 12 months, so I don't know if in two, three, five or 10 years we'd conclude that a lower hold strategy would produce the loyalty and guest experience effects needed to outweigh the short-term effects of raising hold. Or whether we'd find in the end that cranking up the hold produces stronger financial outcomes across the board.

Casinos continue to navigate the tradeoffs of immediate gains at the risk of degrading guest experience in many areas—resort fees in hotels, outlet fees in bars, ATM fees approaching R\$10, and even parking fees. Regardless of the enterprise's overall strategy, taking a tactical, property-specific and game-specific approach can help achieve the desired short-term financial outcomes while managing the guest experience impacts and mitigating some of the potential long-term effects on the business.

2. vip black jack :baixar betano apostas esportivas

bet site de aposta

No mundo dos jogos de azar online, muitas pessoas procuram formas de ganhar dinheiro real. Uma das opções é jogar vip black jack cassinos online, como o BetRivers. Mas é realmente possível ganhar dinheiro real nele? Vamos descobrir.

O que é o BetRivers?

Antes de mergulharmos no assunto, é importante entender o que é o BetRivers. Ele é um cassino online que oferece uma variedade de jogos, incluindo slots, jogos de mesa e apostas esportivas. Além disso, o BetRivers é licenciado e regulamentado, o que significa que é uma opção segura para jogar.

É Possível Ganhar Dinheiro Real no BetRivers?

Sim, é possível ganhar dinheiro real no BetRivers. No entanto, é importante lembrar que jogar vip black jack cassinos online é um empreendimento arriscado e não há garantia de ganhar dinheiro.

Além disso, é importante jogar de forma responsável e estabelecer limites de depósito e perda. ckpots terrestres superam vip black jack vip black jack muito os vistos vip black jack vip black jack jogos on-line nos EUA. O r jackpot progressivo de todos os tempos é o R\$39.710.026 ganho por um engenheiro de tware vip black jack vip black jack 2003. As principais slots progressiva dos EUA 2024 - Gambling gambling. com : cassino online. jackpot progressiva – Wikipédia, a enciclopédia livre : |

3. vip black jack :jack pot city online casino

A Dawn Michelle Hunt adorava sorteios. Uma trabalhadora temporária de 42 anos vip black jack Chicago, ela entrou quase todos os concurso que encontrou e quando recebeu um email da parte do advogado britânico dizendo ter vencido uma viagem à Austrália ficou encantada com o fato dela não ser a única pessoa para quem se descrevesse como advogada britânica "Eu bati grande", disse ela ao pai depois que a passagem de avião chegou. A viagem a levou pela China para pegar os documentos do prêmio, juntamente com bolsas que ela foi instruída de continuar na Austrália. O advogado britânico prometeu vip black jack um e-mail encontrá-la lá "Minha querida Dawn", ele ligou pra Ela! Mas costurado no forro das bolsas era mais de dois quilos, ou 4,5 libras (cerca) 4 kg), metanfetaminas. As autoridades chinesas dizem que vip black jack vez do resort na Austrália a Sra Hunt pousou numa prisão chinesa e foi condenada à morte com um adiamento por 2 anos da sentença proferida pela Srta Hunter para 2024, depois se tornou vivaz... Hunt e vip black jack família dizem que ela foi vítima involuntária de um elaborado esquema do narcotráfico, versões das quais enredaram pessoas vip black jack todo o mundo. Em alguns casos, os tribunais têm proferido sentenças reduzidas reconhecendo que o infrator foi enganado como sendo mulas de drogas. A China é conhecida por suas leis rigorosas sobre as substâncias e uma revisão vip black jack vários outros processos com circunstâncias semelhantes - nos quais criminosos estrangeiros podem ter sido trapaceados ou criados – indica a ausência desses cortes tão lenientes nesses mesmos procedimentos perante um tribunal estrangeiro (ver também). Em uma decisão sobre o caso de Hunt, um juiz reconheceu a artimanha mas concluiu que ela era inteligente suficiente para ter percebido aquilo quando chegou à Ásia. A família dela diz que o governo americano precisa intervir com a China vip black jack nome da Sra. Hunt "Eles são parte do problema", disse seu pai, Gene Hunter." Inicialmente, vip black jack família estava preocupada que a Sra. Hunt agora com 53 anos seria punida se eles tivessem falado e uma década depois de seu tempo atrás das grades estão indo para o público porque ela está vip black jack declínio na saúde dela! Seu pai disse que ela foi estuprada por guardas vip black jack um centro de detenção. O irmão dela, Tim Hunt eThMHtKinnAsh tem sido maltratada na prisão para ser negra Ela possui tumores nos ovários e útero - possível sintoma do câncer segundo o formulário médico da família recebido pela cadeia A China não respondeu a pedido sobre seu caso com Msa caçada no exterior A situação de Hunt levanta questões sobre o dever do governo dos Estados Unidos para ajudar os americanos que violaram a lei enquanto no exterior, inadvertidamente ou não. Os americanos vip black jack problemas legais no exterior têm direito a ajuda consular. As pessoas que atendem certos critérios podem ser declaradas injustamente detidas, tornando-as uma prioridade para o Departamento de Estado nas discussões com os governos chineses A família da Sra Hunt não defendeu essa designação e pode levar anos até obter esses dados; Entre eles estão as mantidas por um governo estrangeiro como forma de influenciar na política dos EUA ou extrair concessões – além das realizadas num país onde há faltar sistema judicial independente pelo departamento estadual (Department). Uma porta-voz do Departamento de Estado, Lisa K. Heller disse vip black jack uma resposta por

emails que oficiais consulares visitam regularmente a Sra Hunt e o fizeram mais recentemente no mês passado: "Levamos muito seriamente nosso compromisso para ajudar os cidadãos norte americanos fora dos EUA (dos Estados Unidos)", afirmou ela à Reuters

John Kamm, fundador da Fundação Dui Hua Foundation (um grupo de direitos humanos vip black jack São Francisco), diz que o Departamento do Estado deve fazer mais por Hunt e outros americanos detidos na China. Isso inclui pressionar para eles receberem telefonemas maiores ou visitas com suas famílias; melhor acesso a advogados – além dos funcionários consulares - no sentido das pessoas presas serem checadas frequentemente

A Sra. Hunt adorava sorteios e concurso de beleza,
Crédito....

Gene Hunt

A Sra. Hunt cresceu num bairro de classe média Chicago, filha dos policiais e era muito trabalhadora no trabalho artístico que adorava costurar para estudar design têxtil; prosperou na cultura pop lendo a revista People (People) ou acompanhando celebridades como Anthony Bourdain sem antecedentes criminais anteriores!

Em 2014, Hunt soube que havia vencido o concurso.

Ela voou pela primeira vez para Hong Kong, onde seus anfitriões a colocaram vip black jack um hotel e deixaram seu serviço de quarto enquanto esperava por visto chinês. Continua até Guangzhou no sul da China antes do vôo dela daquela cidade foi levada ao mercado leather and given the meth-laded Bags (Mercado) segundo decisão judicial chinesa

Na prisão, a Sra. Hunt tem lutado para ser condenada por um crime que ela diz não ter cometido conscientemente "Qual é o conceito de Culpada na China?" escreveu vip black jack uma carta à casa dela

Tribunais de outros países lidaram com casos como o da Sra. Hunt vip black jack uma série maneiras, um júri americano no ano passado retornou veredicto não culpado por causa do homem que foi encontrado carregando metanfetaminas através dum aeroporto depois duma viagem à Cidade Do México Na Malásia Um tribunal libertou a australiana na 2024 e disse ter caído num golpe envolvendo pegar drogas numa cidade chinesa Shanghai Ela tinha sido condenada á morte mas teve alta após cinco anos atrás

Mas vip black jack Espanha, um tribunal condenou o homem americano a sete anos e meio de prisão depois que foi encontrado com cocaína costurada na vip black jack bagagem – apesar dos investigadores norte-americanos terem dito às autoridades espanholas.

Tim Hunt falará como testemunha vip black jack uma audiência realizada pela Comissão Executiva do Congresso sobre a China, um grupo bipartidário de legisladores focado no monitoramento dos direitos humanos na china.

Em junho, ele voou para Guangzhou visitar vip black jack irmã. Ela estava desgastada e reticente? disse o homem que trabalhava na prisão pairou sobre ela tomando notas de um dia antes do seu nascimento vip black jack Nova York

Os médicos da prisão disseram à Sra. Hunt que ela pode precisar de cirurgia para seus tumores, disse ele; Ela recusou o tratamento porque não confiava na cadeia."

A Kitty Bennett e a Joy Dong contribuíram com pesquisas.

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Subject: vip black jack

Keywords: vip black jack

Update: 2025/1/14 20:50:21