

(Casino Name)

Players Club Effectiveness

♦ Value of Cashback & Comp Reward Program:	B-
♦ Employee Knowledge and Training:	B
♦ Ease of Use by Player:	B
♦ New Player Reward Programs:	A
♦ Printed Collateral and Club Information:	B
♦ Overall Assessment of Players Club:	B
<p>Special Features: Point of Sale Debit for Points Slot credits instead of cashback Monthly Gift Program (100 points in 24 period earns gift)</p>	

Cashback

♦ Cashback Points Awarded For Slot Play:	Yes
Table Games Play:	No
♦ Value of cashback points:	40 points = \$1.00
♦ Minimum points needed to cash out:	200
♦ Expiration of cashback points:	One Year
♦ Cashback Point Structure:	
VideoReels	\$10.00 coin-in = 1 point
Reels (<i>All Denominations</i>)	\$10.00 coin-in = 1 point
Video Poker (<i>All Denominations</i>)	\$20.00 coin-in = 1 point
♦ Coin-in volume needed to earn \$1.00 cashback:	
Reels & Video Reels	\$400 coin-in
Video Poker	\$800 coin-in
♦ Cashback rebate % *	
Reels	.25%
Video Poker	.12%
♦ Theoretical Reinvestment % **	
Video Reels	2.0%
Reels	3.1%
Video Poker	3.1%

Comping

♦ Visible comp dollars earned on slot play:	No, points can be used for comps at same value as cash
♦ Comp menu available based on points earned	No
♦ Estimated theoretical reinvestment of discretionary comping:	10%

* *Explanation of Rebate %* This calculation is the amount of coin-in volume that is being rebated back to the player in the form of comps or cashback. For example, if a player received .50 cents in cashback for every \$100 dollars in coin-in played, this would be a .50% rebate.

** *Explanation of Reinvestment %* This calculation is the amount of a players earned theoretical value that is being reinvested back in the form of cashback or comps. For these reports purposes, an **8.0% hold for reel slots, a 12% hold for video slots, and a 4.0% hold for video poker** has been used for calculating theo. reinvestment %..