

Internal Theft in Gaming Operations

September 28, 2010 | 8:00AM - 5:00PM

Internal theft is the largest security problem in the gaming industry today. Protecting and preventing internal theft has become one of the most challenging functions of a gaming security department. The economic conditions have caused significant increases in theft and fraud committed by the enemy within, the employee.

This full day program will address the detection, prevention and investigation of internal theft in gaming properties from table games to warehouses and beyond. This full day session will be presented by industry security and surveillance professionals with hands on experiences to share with participants.

Techniques in identifying and investigating the various types of theft and embezzlement will be presented. Attendees will take away best practices for minimizing internal theft in the gaming environment and successful methods of investigating fraud events.

Topics:

- Warehouse, Receiving and Back Door theft
- Purchasing and Vendor Scams
- Bartender and Server Theft and Embezzlement
- Housekeeping and Hotel Theft
- Valet Parking Thefts
- Theft From Casino Cashier Environments
- Soft Count and Count Room Theft and Embezzlement
- Theft From Lost and Found Environments
- Complimentary Abuses
- Player Tracking Scams and Abuses
- Payroll and Wage Embezzlement
- The Employee and Fraud "Why employees steal"
- Marketing and Promotional Scams



Who Should Attend:

This course is ideal for investigators, surveillance managers, security supervisors, risk managers, and training managers.

Instructors:

Alan W. Zajic, CPP, CSP

Anthony Di Salvatore, CPP, PSP, PCI, CFE, CLSD