

An editorial from Gene Gioia, Founder of Gioia Systems, and architect of the Cut N' Shuffle™ and Game Check™ systems

Many online poker players have observed noticeably more bad beats online than in live poker room games. The common explanation for this is that online players see more hands online than in live games.

Many online poker players believe that the starting hands online are noticeably better than their experiences in live games.

When taking these two factors into account, along with the fact that all online poker rooms generate their revenue from the size of the pots at games (the larger the pot, the more the rake), I can come up with an alternate theory for the seemingly larger number of “bad beats” and “draws” experienced by online poker players.

I am told that the Nevada Gaming approved that standard Random Number Generators (RNGs) have 12 lines of code. Online poker operators claim to be spending millions on the development of random number generators. Why?

Considering the recent news that Absolute Poker and Ultimate Bet had software installed that gave certain players the ability to see other players' hole cards, why should I think that programming random number generators to appear random while creating significantly more “draw” hands is out of the realm of possibility?

A random number generator is, after all, a computer program, that will do whatever it is programmed to do. Poker is such a unique game because it creates a virtually unlimited number of possible outcomes. This opens the door for any number of possibilities for anyone wanting to exploit this fact to their advantage.

What is preventing online operators from developing or using RNGs that are programmed to create, whenever desired, a series of hands that encourage a greater number of players participating in any given game, to stay in because of the possibility of achieving a really “monster” hand? If you have played online for any length of time, you probably can relate to what I am saying and why I am saying this.

By using computer programming to create desirable starting hands, it stands to reason that you would also be creating a significantly higher number of finishing hands. In the process, the pots for those games would be significantly higher; therefore the amount of rake per game increases.

Three years ago, *Sports Illustrated* published, in their May issue, an article about online poker. That article pointed to an April study by an online tracking company. This study concluded that there was approximately \$200 million dollars per day being bet in online poker pots. It also estimated that online sites were generating about \$5 million per day in rake revenue. At these levels of pots, an imperceptible change could result in a huge increase in annual revenue. If the average rake is 2.5% of the pot size (as the April study suggested), the effect of one quarter of 1% (very possible and easily done with

programming) results in an increase of \$500,000 per day or \$182.5 million dollars annually in rake revenue. And who pays for this, the players of course. The rake is a necessary part of the game, but should not result from manipulation of any kind.

This is one of the reasons, the Cut N' Shuffle™ and Game Check™ systems were created. Our sole mission is to provide online poker players with a game that leaves no doubt about its fairness and integrity. We look forward to opening the RealDealPoker.com flagship site for poker players and fulfilling our goal to bring provable honesty and integrity to the online poker player. Our system also spells the end to robotic programs. Wait until you see what we have done to them.

Gioia Systems is all about Real Cards, Real Poker, and Real Fun for Real Players. Come join us when we open. You'll see what we mean.

Please send me your comments, gene.gioia@gioiasystems.com.