

# The Mitch Scale

*A Hero-to-Crook Spectrum of Player Behavior*

## HERO SIDE

### Level 5 — Paladin

*Selfless, principled, helps others at personal cost. No moral ambiguity.*

- Correcting a dealer mistake that costs you but saves another player

### Level 4 — Wise Man

*Experienced, genuinely helpful, self-aware about mixed motives.*

- Comping a stranger's Red Bull using your tier status
- Correcting a dealer mistake that benefits the whole table
- A player is clearly drunk and making terrible plays at a blackjack table. The dealer and other players are getting frustrated. You ignore it, or opine that it doesn't really matter.
- You use an earned buffet comp to feed a visiting adult nephew and teach him what to watch for and avoid on the casino floor.
- You notice a specific slot machine in your regular casino consistently pays out better in the early morning hours. You quietly plan your visits around that window and don't mention it to anyone.
- A craps stickman misreads a point roll and pays your pass line on a 7-out. The pit boss doesn't catch it. You quietly color up and leave with the extra chips.

### Level 3 — Padawan

*Learning, trying, but not yet seeing the full picture.*

- Steering a table newcomer away from bad bets
- Sharing comp benefits with non-players (guest meals, etc.)
- Tipping dealers consistently when winning  
You realize you know the dealer from your gym. You don't say anything, play normally, and tip generously at the end of the shoe. Trying to do the right thing, but the overtip draws attention a cooler head wouldn't invite.
- A player next to you goes on tilt after a bad beat and starts making wild oversized bets. You color up and leave to find a calmer game. Protecting your own game, not trying to capitalize.

## Level 2 — Muggle

*No special awareness. Hasn't been initiated into the culture yet.*

- Following basic strategy because you read it somewhere
- A player hits a hand-pay jackpot, goes to the bathroom while waiting for the attendant, and leaves their players card in the machine. You stand nearby to keep an eye on it until they return. Not your monkey, not your zoo unless specifically asked.

## Level 1 — Tourist

*They're here, they're happy, they have no idea what's really going on.*

- Accidentally slowing the table which helps a cold streak heat up

# CROOK SIDE

## Level 1 — Trickster

*Opportunistic, minor, essentially victimless. A wink and a shrug.*

- Using a found high-tier card for free parking
- Using a spouse or friend's players card to earn points on your play

## Level 2 — Rogue

*Self-serving, a little shady, but not yet organized about it.*

- Not correcting a dealer overpayment
- Rat holing chips
- You get a mailer from a casino you've never visited in a nearby state offering a free hotel night and \$50 free play. You book it, pull the free play, cash out what you can, and leave without putting any of your own money into action.

## Level 3 — Grifter

*Skilled system exploitation. Knows exactly what they're doing. Expected operating level for serious players.*

- Advantage play / card counting
- Harvesting perks from a dead relative's players card
- You see \$3.47 left on an abandoned machine. You sit down, insert \$5, spin \$0.40 once, fake a phone call and cash out — profiting \$3.07 plus whatever the spin paid.

- A slot machine malfunctions mid-spin. The screen shows a big win but also flashes an error. The attendant resets the machine and pays you the big win without carefully checking the logs. You take the money and move on.

#### **Level 4 — Villain**

*No laws broken. But real people got hurt. Premeditated betrayal of trust.*

- Ghosting expected play on a hosted trip
- Falsely claiming a jackpot dispute or bad beat
- Unprovoked player-on-player harm
- Winning big with dealer coaching then tipping zero
- Same scenario as above, but the mailer is from a casino you visit regularly. Same action — but now it's a betrayal of an established relationship.
- On a hosted trip, you're up big midway through and deliberately coast below expected ADT for the rest of the stay without telling the host (when done knowingly).

#### **Level 5 — Sith**

*Criminal. Things that get you arrested.*

- Device cheating
- Bribing a pit boss
- Deliberately mis-sizing a bet and claiming dealer error
- Past posting
- Marking cards

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#### **Notes on the Scale**

- All ratings are from the player's POV only
- Poker and player-vs-player games are exempt from the player-on-player rule
- Provoked responses are judged on their own merits
- For a player, this is an operating range, not a level. TRG's personal range is Wise Man to Grifter — meaning hero-side actions are as important as crook-side opportunism, and neither end alone defines a skilled player. Other players can define their own ranges.

Moron Side

*Actions that are dumb, self-defeating, or carry legal/relational risk that a sensible player would never take on. Ignorance, carelessness, or misplaced confidence — not malice. The Moron side sits alongside the Hero and Crook sides as a third axis of player behavior.*

### **Level 1 — Clueless**

*Genuinely doesn't know better. No experience, no harm done beyond mild embarrassment.*

Leaving credits on a machine when walking away

Forgetting to insert your players card for an entire session

Playing without understanding the rules of the game

### **Level 2 — Fool**

*Should know better by now. Pattern of small self-inflicted wounds.*

Chasing losses with bets outside your bankroll plan

Skipping the players card because "it's only a short session"

Drinking past the point where your decisions are sound

### **Level 3 — Dunce**

*Taking real money off the table through pure carelessness. No malice, just sloppy.*

Losing a hand-pay ticket before cashing it

Forgetting to track play on a hosted trip and failing expected ADT by accident

Walking away from a machine without cashing out credits you earned

### **Level 4 — Idiot**

*Crossing a legal or ethical line without realizing it — or pretending not to. Small crimes committed casually.*

Pocketing abandoned credits straight off a machine

Using someone else's comp without their knowledge

"Borrowing" a chip off the table rail when the dealer isn't looking

### **Level 5 — Imbecile**

*Self-destruction with a side of stupidity. The behavior that gets you trespassed, arrested, or permanently blacklisted for no real gain.*

Arguing loudly with a pit boss over a small correct ruling

Getting caught on camera committing a petty crime for petty money

Bragging on social media about an advantage play you're running on a specific property

## Notes on the Moron Side

The distinction between Moron and Crook is intent. Crooks know what they're doing and choose it. Morons either don't know, don't care, or are too careless to realize.

The same action can land on multiple scales depending on intent and awareness. A hosted trip ghost can be Tourist (ignorance), Villain (deliberate), or high Moron (carelessness).

Level 4 and Level 5 Moron actions are often crimes nobody will prosecute, but they're still crimes — with the added feature that the risk-reward is terrible.