Regulators, Auditors and Test Lab Staff

Training track

Regulator technical and supervision staff, external and internal auditors, test lab engineers, policy advisers

You will be able to read an operator's architecture and evidence pack, ask for the record that proves a control works, and see what a proposed rule would do to the systems that must follow it.

- Recommended path
- Optional, worth it
- Alternative route

DURATION	SLIDES	FORMAT	PREREQUISITES	OUTCOME	REGIONS
19.3 h of core lessons + 220 min of fixed region…	316 in lessons + 74 fixed region + 15 extension:…	Nine remote sessions (never more than 3.5 hours of…	Two years in regulation, audit, testing or policy…	A sampling plan for an operator evidence pack and…	No choice: a fixed regime comparison block across…

STAGE 1 · Session 1 — Foundations

- The gambling business — 1.1
- From rule to evidence — 1.2

STAGE 2 · Sessions 1-2 — How the platform works

- Architecture and flows — 2.1
- Wallet invariants and the ledger — 2.2

STAGE 3 · Sessions 2-3 — Game integrity

- Randomness and game math — 3.1
- Certification and change control — 3.3
- Lab: find the bias (review) — 3.2
- Exploits, fake hacks, trust — 3.4

STAGE 4 · Sessions 3-5 — Player-facing controls

- KYC states and AML — 4.1
- Penalty cases — 4.3
- Registries, review lab, monitoring — 4.2
- Location and jurisdiction matrix — 4.4

STAGE 5 · Sessions 5-7 — Data, evidence and incidents

- Data classes and hub and spoke — 5.1
- Lab: evidence export (review) — 5.3
- Deletion vs retention — 5.5
- Audit logs and incident reports — 5.7
- Evidence pipeline and reports — 5.2
- Control frameworks and the calendar — 5.4
- Security and delivery — 5.6

STAGE 6 · Sessions 7-9 — Fixed region lessons

- Region: UK and Europe — 6.1
- Region: Canada (Ontario) — 6.3
- Region: US states — 6.2
- Region: Latin America — 6.4

STAGE 7 · Session 9 — Track extension lessons

- Sample an evidence pack — 7.1
- Cost of a draft rule — 7.3
- Outcome vs prescriptive rules — 7.2

Regulators, Auditors and Test Lab Staff: training track in detail

Regulator technical and supervision staff, external and internal auditors, test lab engineers, policy advisers · as of 2026-11

Duration	19.3 h of core lessons + 220 min of fixed region lessons + 120 min of extension lessons + 45 min of session openings: 25.7 h in all
Slides	316 in lessons + 74 fixed region + 15 extension: 405-405 in all
Format	Nine remote sessions (never more than 3.5 hours of contact each), or five days on site; two blocks of two and a half days also work. Lectures, case studies, workshops and three labs in the review variant; no code. About 6 hours of post-work for the closing task. Record the lectures first for this track if any are recorded.
Prerequisites	Two years in regulation, audit, testing or policy. No coding.
Outcome	A sampling plan for an operator evidence pack and a control-to-record checklist.
Regions	No choice: a fixed regime comparison block across four regions.
Assessment	Closing quiz (20 questions). Three review labs under the 75 percent rule. Closing task: a sampling plan and a control-to-record checklist.
Certificate	Attendance record only. Hours count toward the full program.

1. Foundations Session 1

1.1 The gambling business RECOMMENDED

The operator's side of the table: how the business earns. The comparison of regulatory models is taught through the fixed region block and the extension lesson 1.E4. Lesson 1.1: 40 min, 10 slides.

In the book: Ch. 01 The Online Casino Ecosystem, Ch. 05 Differences Between Betting Sites and Online Casinos

1.2 From rule to evidence RECOMMENDED

The method read from the other end: start at the evidence and walk back to the rule. Lesson 1.3: 35 min, 10 slides.

In the book: Ch. 07 Casino Implementation Planning and Timeline

2. How the platform works Sessions 1-2

2.1 Architecture and flows RECOMMENDED

The component inventory and the bet lifecycle. It shows where each record is produced. Lessons 2.1 and 2.2: 75 min, 25 slides.

In the book: Ch. 10 Complete Platform Architecture, Ch. 01 The Online Casino Ecosystem, Ch. 28a Distributed Systems Deep Dive

2.2 Wallet invariants and the ledger RECOMMENDED

What a wallet must never do and the ledger that lets an auditor check it. Lessons 3.1 and 3.2: 80 min, 24 slides.

In the book: Ch. 36 Financial Operations, Ch. 10 Complete Platform Architecture, Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 36b The Financial Truth Layer -- Ledger, Treasury, and Reconciliation

3. Game integrity Sessions 2-3

3.1 Randomness and game math RECOMMENDED

What separates a sound RNG from one that only passes a statistical test, then RTP, volatility and what gets certified. Lessons 4.1 and 4.2: 65 min, 22 slides.

In the book: Ch. 17 Random Number Generation (RNG), Ch. 15 Casino Mathematics and Game Economy, Ch. 34b Data Governance for iGaming Platforms

3.2 Lab: find the bias (review) RECOMMENDED

Review variant: read the lab's test output and decide whether the finding proves the bias and whether the fix addresses it. Lesson 4.3: 60 min, 4 slides.

In the book: Ch. 17 Random Number Generation (RNG), Ch. 32 Testing and QA in Gambling

3.3 Certification and change control RECOMMENDED

The certification process from the operator's side, and how change control keeps a certificate true over time. Lessons 4.4 and 4.5: 50 min, 19 slides.

In the book: Ch. 17 Random Number Generation (RNG), Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 06 Licensing Guide, Ch. 32 Testing and QA in Gambling, Ch. 23 DevSecOps for iGaming

3.4 Exploits, fake hacks, trust RECOMMENDED

A short case on telling a real exploit from a fake hack claim. Lesson 4.7: 12 min, 3 slides.

In the book: Ch. 15b Game Exploits, Fake Hacks, and the Engineering of Trust

4. Player-facing controls Sessions 3-5

4.1 KYC states and AML RECOMMENDED

KYC as a state machine and AML in system terms. Each state change is a record that can be sampled. Lessons 5.1 and 5.4: 70 min, 22 slides.

In the book: Ch. 24d KYC Evidence Lifecycle, Ch. 02 Regulation and Compliance Landscape, Ch. 34b Data Governance for iGaming Platforms, Ch. 12 Real-Time Cash Flow Management for Online Casinos

4.2 Registries, review lab, monitoring RECOMMENDED

How self-exclusion registries are integrated, the review variant of the fail-closed registry lab (read the audit log and decide whether it proves a block), and how behavior monitoring leads to intervention. Lessons 6.2, 6.3 and 6.4: 135 min, 27 slides.

In the book: Ch. 26b Self-Exclusion Registries: From API to Audit Trail, Ch. 26 Responsible Gaming and Player Protection Systems

4.3 Penalty cases RECOMMENDED

Enforcement cases read for what the audit trail showed and what it should have shown. Lesson 6.5: 30 min, 6 slides.

In the book: Ch. 26b Self-Exclusion Registries: From API to Audit Trail

4.4 Location and jurisdiction matrix RECOMMENDED

Multi-signal location checks and the matrix that turns a location into a decision. Lessons 7.1 and 7.2: 60 min, 21 slides.

In the book: Ch. 24e Geofencing and Location Verification, Ch. 24 Security and Compliance

5. Data, evidence and incidents Sessions 5-7

5.1 Data classes and hub and spoke RECOMMENDED

What a data location rule does to an operator's topology and cost. Lessons 8.1 and 8.2: 90 min, 25 slides.

In the book: Ch. 27 Data Residency and Backup/Recovery, Ch. 10 Complete Platform Architecture, Ch. 27c Migrating a Single-Jurisdiction Casino Platform to Hub & Spoke

5.2 Evidence pipeline and reports RECOMMENDED

How operators produce evidence and how report formats and deadlines differ across regulators. Lessons 9.1 and 9.2: 75 min, 24 slides.

In the book: Ch. 25b Regulatory Reporting and Evidence Export, Ch. 06 Licensing Guide

5.3 Lab: evidence export (review) RECOMMENDED

Review variant: request an export, check its audit entry and judge whether it would satisfy a regulator's request. Lesson 9.3: 65 min, 4 slides.

In the book: Ch. 25b Regulatory Reporting and Evidence Export, Ch. 24d KYC Evidence Lifecycle

5.4 Control frameworks and the calendar RECOMMENDED

GLI-GSF, ISO 27001, PCI DSS and regulator standards: what each covers and where they overlap, then the compliance calendar and release gates. Lessons 9.4 and 9.5: 65 min, 22 slides.

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 24 Security and Compliance, Ch. 25b Regulatory Reporting and Evidence Export

5.5 Deletion vs retention RECOMMENDED

A case where privacy law and gambling retention rules pull in opposite directions. Lesson 9.7: 20 min, 4 slides.

In the book: Ch. 34b Data Governance for iGaming Platforms, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 27 Data Residency and Backup/Recovery

5.6 Security and delivery RECOMMENDED

Zones, mTLS, secrets and HSM, then the delivery pipeline of a certified environment: the controls an auditor tests first. Lessons 10.1 and 10.2: 65 min, 22 slides.

In the book: Ch. 24 Security and Compliance, Ch. 20 Hardware Security Module Infrastructure, Ch. 20b OpenBao Operations: Secret Engines, Dynamic Credentials and Disaster Recovery, Ch. 24h Mutual TLS Between Kubernetes Services for iGaming Platforms, Ch. 23c Secrets Management and Git Hygiene for iGaming Engineering, Ch. 10 Complete Platform Architecture

5.7 Audit logs and incident reports RECOMMENDED

What operators log and how incident notification works from their side. Lessons 10.3 and 10.5: 65 min, 22 slides.

In the book: Ch. 24b Wazuh SIEM for iGaming Compliance, Ch. 24c AWS SIEM Implementation for iGaming Compliance, Ch. 10 Complete Platform Architecture, Ch. 24f Network IDS/IPS: Suricata and AWS Network Firewall for iGaming, Ch. 35 Incident Management, Ch. 35b Cash-Flow Integrity Incident Response

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6. Fixed region lessons Sessions 7-9

6.1 Region: UK and Europe RECOMMENDED

Six licences in two families: point-of-consumption markets (Great Britain, Sweden, Denmark) and hub licences (Malta, Gibraltar, Isle of Man). Lessons 11.1 and 11.4: 60 min, 23 slides.

In the book: Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide, Ch. 29c European Datacenter Infrastructure for Regulated Gaming, Ch. 07 Casino Implementation Planning and Timeline, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security

6.2 Region: US states RECOMMENDED

New Jersey, Pennsylvania and Michigan: a land-based partner, servers inside the state and a location check on every session. Lesson 12.1: 35 min, 12 slides.

In the book: Ch. 06 Licensing Guide, Ch. 02 Regulation and Compliance Landscape, Ch. 24 Security and Compliance

6.3 Region: Canada (Ontario) RECOMMENDED

Ontario: registration with the AGCO, an operating agreement with iGaming Ontario, and standards written as outcomes. Lessons 13.1 and 13.2: 70 min, 22 slides.

In the book: Ch. 40 Case Study -- Launching in a New Regulated Market, Ch. 02 Regulation and Compliance Landscape, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 26b Self-Exclusion Registries: From API to Audit Trail, Ch. 24e Geofencing and Location Verification

6.4 Region: Latin America RECOMMENDED

Brazil, Colombia, Mexico and Buenos Aires. Brazil is taught as a design problem behind a legal status gate, because MP 1.394/2026 banned fixed-odds betting in September 2026. Lessons 14.1b and 14.2: 55 min, 17 slides.

In the book: Ch. 46 Building a Brazilian Betting Platform: Architecture, Compliance, and Implementation, Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide

7. Track extension lessons Session 9

7.1 Sample an evidence pack OPTIONAL

Teams get an operator's evidence index for one quarter and plan a sample: which controls, how many records, which period, what would count as a finding. A second sample period shows how the first plan holds up. The debrief compares sampling plans. Not built yet; estimate 60 min, 4 slides (whiteboard design).

In the book: Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security, Ch. 25b Regulatory Reporting and Evidence Export

7.2 Outcome vs prescriptive rules OPTIONAL

The same control written three ways: as an outcome (Ontario), as a technical standard (GLI-19 style) and as a prescriptive rule with a named system (a national registry or a data feed). It shows what each does to architecture, cost and auditability. Not built yet; estimate 20 min, 8 slides (lecture).

In the book: Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide, Ch. 25 GLI-GSF Compliance Framework: Online Gaming Information Security

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7.3 Cost of a draft rule OPTIONAL

Teams take one draft technical rule and estimate what it would cost an operator to build, run and prove: systems touched, evidence produced, release speed lost. The debrief compares the estimates and asks which wording would cut the cost without weakening the control. Not built yet; estimate 40 min, 3 slides (whiteboard design).

In the book: Ch. 02 Regulation and Compliance Landscape, Ch. 06 Licensing Guide, Ch. 25b Regulatory Reporting and Evidence Export

Common pitfalls

- Asking for a document when the control leaves a log. The document describes intent; the log shows what happened.
- Writing a rule that names a technology, which ages faster than the rule.
- Treating a lab certificate as proof about production when change control has not been examined.
- Sampling only the period the operator prepared for.
- Reading this track as the operator's view of what regulators should want. It describes how systems work, and the regime's goals stay with the regulator.

Sources

1. UNLV International Center for Gaming Regulation, executive education
   https://unlv.edu/icgr/education
2. AGCO, Registrar's Standards for Internet Gaming (full text)
   https://agco.ca/en/book/export/html/245361
3. UK Gambling Commission, testing strategy for remote gambling and software technical standards, summary
   https://www.gamblingcommission.gov.uk/strategy/testing-strategy-for-compliance-with-remote-gambling-and-software-technical/1-summary
4. GLI University training
   https://gaminglabs.com/services/gli-university-training/
5. Brazil, Medida Provisória 1.394 of 25 September 2026 (Planalto)
   https://www.planalto.gov.br/ccivil_03/_ato2023-2026/2026/Mpv/mpv1394.htm
6. Brazil, SPA/MF regulatory agenda 2026-2027
   https://www.gov.br/fazenda/pt-br/composicao/orgaos/secretaria-de-premios-e-apostas/agenda-regulatoria/2026
7. UK Gambling Commission, AML guidance for casinos, Part 4.5 Training
   https://www.gamblingcommission.gov.uk/guidance/the-prevention-of-money-laundering-and-combating-the-financing-of-terrorism/prevention-of-ml-and-combating-the-financing-of-terrorism-part-4-5-training

Companion to *The Backend of Luck* and its jurisdiction roadmaps. Hours and slide counts come from the lesson tables in the training plan.

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