

Title	Use chips in casino table games		
Level	3	Credits	6

Purpose	People credited with this unit standard are able to, in casino table games: handle chips; identify, sort, and stack chips; and count, exchange, and issue chips.
----------------	--

Classification	Tourism > Casino Gaming
-----------------------	-------------------------

Available grade	Achieved
------------------------	----------

Prerequisites	To undertake this unit standard, people must have passed the Ishihara Colour Test or equivalent and must meet the minimum age requirement for entry into a casino.
----------------------	--

Guidance Information

1 Definition

Industry procedures refer to all workplace requirements in operation in casinos. These may include, but are not limited to, relevant statutory and regulatory requirements, minimum operating standards, Gazetted Rules, licence conditions, and procedures described in training courses for the conduct of games, as approved by the Department of Internal Affairs or the Gambling Commission. Industry procedures may also include procedures specific to an enterprise involved in the casino gaming industry. These additional enterprise procedures may include quality assurance, documentation, security, communications, health and safety, and personal behaviour.

- 2 The Gambling Act 2003 is the main piece of legislation relevant to this unit standard, together with any associated legislation and/or regulations.

Outcomes and performance criteria

Outcome 1

Handle chips in casino table games.

Range handling procedures include – clean hands, sizing in, cut, drop cut, heel, pick, run down, wipe.

Performance criteria

- 1.1 Chips are handled in accordance with industry procedures.

Outcome 2

Identify, sort, and stack chips in casino table games.

Performance criteria

2.1 Chips are identified in accordance with their use in table games.

Range chips include – cash chips, non-negotiable chips, tournament chips, foreign chips, non-value chips, commission chips.

2.2 Chips are sorted and stacked in accordance with industry procedures.

Range dirty stack, chipping, stacking.

Outcome 3

Count, exchange, and issue chips in casino table games.

Range cash change, colour (chip) change, chip purchase vouchers.

Performance criteria

3.1 Chips are counted, exchanged, and issued in accordance with industry procedures.

This unit standard is expiring. Assessment against the standard must take place by the last date for assessment set out below.

Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	11 April 1997	31 December 2024
Review	2	30 April 2001	31 December 2024
Review	3	12 December 2008	31 December 2024
Revision and Rollover	4	1 November 2018	31 December 2024
Revision and Rollover	5	29 July 2021	31 December 2024
Review	6	25 July 2024	31 December 2024

Consent and Moderation Requirements (CMR) reference

0112

This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.