

<b>Title</b>	<b>Use chips in casino table games</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>6</b>

<b>Purpose</b>	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.
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<b>Classification</b>	Tourism > Casino Gaming
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<b>Available grade</b>	Achieved
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<b>Prerequisites</b>	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.
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## 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.

<b>Planned review date</b>	31 December 2023
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**Status information and last date for assessment for superseded versions**

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

<b>Consent and Moderation Requirements (CMR) reference</b>	0112
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This CMR can be accessed at <http://www.nzqa.govt.nz/framework/search/index.do>.

**Comments on this unit standard**

Please contact ServiceIQ [qualifications@serviceiq.org.nz](mailto:qualifications@serviceiq.org.nz) if you wish to suggest changes to the content of this unit standard.