

Title	Demonstrate knowledge of casino game protection		
Level	4	Credits	15

Purpose	People credited with this unit standard are able to: describe and detect fraudulent practices in a casino; and cheating for all gaming activities in a casino.
----------------	--

Classification	Tourism > Casino Surveillance
-----------------------	-------------------------------

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

Guidance Information

1 Definitions

Cheating refers to playing a game in a manner that breaches the rules of the game in order to alter the outcome of the result or gain an advantage for the player.

Fraudulent practices refer to cheating scams, devices, and methodologies, and also include, but are not limited to, patron and/or staff collusion.

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 respectively.

Industry procedures may also include procedures specific to an enterprise involved in the casino gaming industry. These additional enterprise procedures may include, without limitation, 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 associated legislation and/or regulations.

3 Persons intending to work as a casino surveillance operator require a Certificate of Approval issued by the Department of Internal Affairs.

Outcomes and performance criteria

Outcome 1

Describe and detect fraudulent practices in a casino.

Performance criteria

- 1.1 Fraudulent practices are described in terms of their impact on the casino and are detected in accordance with industry procedures.
- Range evidence of six fraudulent practices is required.
- 1.2 Fraudulent devices are described in terms of their impact on the casino and are detected in accordance with legislation and industry procedures.
- Range fraudulent devices include but are not limited to misuse of – credit cards, loyalty cards.

Outcome 2

Describe and detect cheating for all gaming activities in a casino.

Performance criteria

- 2.1 Cheating methodologies for all gaming activities described and detected in accordance with industry procedures.
- Range evidence of three cheating methodologies is required.
- 2.2 Cheating devices are described and detected in accordance with industry procedures.
- Range evidence of two cheating devices is required.
- 2.3 Cheating which may involve staff is described, and examples are used to illustrate methods of detection in accordance with industry procedures.
- Range evidence of two instances of cheating involving staff is required.

Planned review date	31 December 2023
----------------------------	------------------

Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	18 November 1997	N/A
Revision	2	20 April 2001	N/A
Review	3	22 May 2003	N/A
Review	4	19 June 2009	N/A
Revision and Rollover	5	1 November 2018	N/A
Revision and Rollover	6	29 July 2021	N/A

Consent and Moderation Requirements (CMR) reference

0112

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 if you wish to suggest changes to the content of this unit standard.