

<b>Title</b>	<b>Control money and handle cash in a Class 4 gambling environment</b>		
<b>Level</b>	<b>3</b>	<b>Credits</b>	<b>4</b>

<b>Purpose</b>	People credited with this unit standard are able to, in a Class 4 gambling environment: handle cash in a gaming machine operation; balance shift floats in a gaming operation; and maintain the security of the cash in gaming operations.
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<b>Classification</b>	Hospitality > Hospitality - Gambling
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<b>Available grade</b>	Achieved
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### Explanatory notes

#### 1 Definitions

*Class 4* – the category of gambling defined in the Gambling Act 2003.

*Establishment requirements* – any policy, procedure, or agreed requirement, either written or oral, that is made known to the candidate prior to assessment against this unit standard.

*Gaming machine* – as defined in the Gambling Act 2003.

*Operating manuals* – the instruction booklets or other instructions supplied by the equipment manufacturer, distributor, or supplier.

*Game Rules* – those prescribed in Game Rules 2016, pursuant to the Gambling Act 2003.

#### 2 Any relevant Acts, regulations, and bylaws must be complied with during assessment against this standard.

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### Outcomes and evidence requirements

#### Outcome 1

Handle cash in a Class 4 gaming machine operation.

#### Evidence requirements

- 1.1 Hopper refills are conducted in accordance with the manufacturers' operating manuals and Game Rules.
- 1.2 Refills are recorded on manual records and the gaming machine's internal accounting system in accordance with Game Rules.
- 1.3 Refills of coin and note exchangers, where required, are carried out in accordance with establishment requirements and operating manuals.

- 1.4 Gaming machine cash boxes and bank note stackers are emptied, counted and recorded in accordance with Game Rules and establishment requirements.
- 1.5 Cancelled credits, jackpots, and short-pays are conducted in accordance with the manufacturer's manual and Game Rules.
- 1.6 Cancelled credits, jackpots and short pays are recorded on manual records and the gaming machine's internal accounting system in accordance with the Game Rules.
- 1.7 The consequences of poor or incorrect cash handling are explained in terms of potential impact on gaming operations.

## **Outcome 2**

Balance shift floats in a Class 4 gaming operation.

Range evidence is required for a minimum of three shift balances.

### **Evidence requirements**

- 2.1 The float is reconciled with gaming machine cash movements in accordance with establishment requirements and accounting practices.
- 2.2 Float variances are identified, recorded, and reported in accordance with establishment requirements and accounting practice.
- 2.3 Float variances are rectified in accordance with establishment requirements and accounting practice.

## **Outcome 3**

Maintain the security of the cash in a Class 4 gaming operation.

### **Evidence requirements**

- 3.1 Counting, refilling, and clearing cash in gaming machines is conducted in accordance with Game Rules and establishment requirements.
- 3.2 Transfer of cash is conducted in accordance with establishment requirements.
- 3.3 Storage of cash is conducted and ensured in accordance with establishment requirements.
- 3.4 The consequences of poor cash security are explained in terms of the impact on gaming operations.
- 3.5 Breaches are recorded in accordance with Game Rules and establishment requirements.

<b>Planned review date</b>	31 December 2017
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#### Status information and last date for assessment for superseded versions

Process	Version	Date	Last Date for Assessment
Registration	1	21 March 2001	31 December 2017
Review	2	26 April 2005	31 December 2017
Revision	3	25 June 2007	31 December 2017
Review	4	20 November 2009	N/A
Rollover and Revision	5	16 June 2016	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>.

#### Please note

Providers must be granted consent to assess against standards (accredited) by NZQA, before they can report credits from assessment against unit standards or deliver courses of study leading to that assessment.

Industry Training Organisations must be granted consent to assess against standards by NZQA before they can register credits from assessment against unit standards.

Providers and Industry Training Organisations, which have been granted consent and which are assessing against unit standards must engage with the moderation system that applies to those standards.

Requirements for consent to assess and an outline of the moderation system that applies to this standard are outlined in the Consent and Moderation Requirements (CMRs). The CMR also includes useful information about special requirements for organisations wishing to develop education and training programmes, such as minimum qualifications for tutors and assessors, and special resource requirements.

#### Comments on this unit standard

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