

Title	Produce a Gaming Machine Analysis for gaming machines in a Class 4 gambling environment		
Level	4	Credits	8

Purpose	People credited with this unit standard are able to, in a Class 4 gambling environment: demonstrate knowledge of a Gaming Machine Analysis (GMA); produce a GMA; investigate variances in GMA; and describe the retention and storage of GMA related hard copies of documents.
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Classification	Hospitality >Hospitality - Gambling
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Available grade	Achieved
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Entry information	
Recommended skills and knowledge	Unit 18173, <i>Control money and handle cash in a Class 4 gambling environment</i> ; and Unit 18174, <i>Produce Weekly and Unpaid Prize Reports, and process banking in a Class 4 gambling environment</i> .

Explanatory notes

- 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.
Game Rules – those prescribed in Game Rules 2016, pursuant to the Gambling Act 2003.
GMA – the Gaming Machine Analysis as defined in the Game Rules.
- Any relevant Acts, regulations, and bylaws must be complied with during assessment against this standard.

Outcomes and evidence requirements

Outcome 1

Demonstrate knowledge of a GMA.

Evidence requirements

- 1.1 The purpose of a GMA is described in accordance with Game Rules.
- 1.2 A GMA is described in terms of its relevance to internal floats, machine integrity, and cash movements that have occurred, in accordance with Game Rules.
- 1.3 Meters are described in terms of their purpose and their relevance to a GMA.
- 1.4 Meters are identified in terms of their location on gaming machines and ways of accessing them.
- 1.5 Variances in the GMA are described in terms of the problems each variance represents.
- Range hard and soft meter imbalances, actual and calculated hopper variances, meter reconciliation imbalances, cash reconciliation discrepancies.

Outcome 2

Produce a GMA.

Evidence requirements

- 2.1 Meters relevant to the GMA are read and recorded in accordance with Game Rules.
- 2.2 Information relevant to the completion of the GMA is obtained from other reports and sources.
- Range cash clearance details reports, cancelled credits, refills and short-pay reports, physical hopper count, cash box counts.
- 2.3 Meter readings are analysed to verify gaming machine profit and cash transactions in accordance with Game Rules.
- 2.4 Variances are identified on the GMA in terms of hard and soft meter imbalances, actual and calculated hopper variances, meter reconciliation imbalances, and cash reconciliation discrepancies.
- 2.5 Discrepancies identified are investigated in accordance with Game Rules and establishment requirements.
- 2.6 Action is taken where anomalies and discrepancies are disclosed in accordance with Game Rules and establishment requirements.
- 2.7 Completed forms are signed and dated by the designated person in accordance with Game Rules.

Outcome 3

Investigate variances in GMA.

Evidence requirements

- 3.1 Troubleshooting techniques for identified variances in the GMA are described in terms of establishment requirements.
- 3.2 Preventative measures against reoccurrence of GMA discrepancies are taken in accordance with establishment requirements.
- 3.3 Records of investigation and action taken are maintained in accordance with Game Rules and the licence holder's requirements.

Outcome 4

Identify policies for the retention and storage of hard copies of documents related to a GMA.

Evidence requirements

- 4.1 Description identifies the policy of retention and storage of hard copies of documents in accordance with the Gambling (Class 4 Net Proceeds) Regulations 2004, Game Rules, establishment requirements, and taxation requirements.

Planned review date	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

Consent and Moderation Requirements (CMR) reference	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 ServiceIQ qualifications@ServiceIQ.org.nz if you wish to suggest changes to the content of this unit standard.