

Title	Demonstrate knowledge of rules and terms related to table games in a casino		
Level	3	Credits	3

Purpose	People credited with this unit standard are able to demonstrate knowledge of: the general rules for table games in a casino; and terms commonly used in table games in a casino.
----------------	--

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 *Rules of Casino Table Games* are published in the *New Zealand Gazette*.
- 3 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

Demonstrate knowledge of the general rules for table games in a casino.

Range may include but is not limited to – tips, advice, seat allocation, closure of table, side bets, disputes and/or complaints, minimum age, entry and exclusion, use of calculators and other devices, invalidation of games, minimum and maximum wagers, wagers, payment of winning wagers, unclaimed wagers and winnings, issue and redemption of chips, playing cards, dealing shoes and automatic shufflers, private tables.

Performance criteria

1.1 The general rules for table games in a casino are interpreted in accordance with industry procedures.

Outcome 2

Demonstrate knowledge of terms commonly used in table games in a casino.

Range terms used may include but are not limited to – playing cards, casino table games, casino chips, dice tumblers, tiles, wagers, high roller, automatic shufflers, private tables, banker, player.

Performance criteria

2.1 Terms commonly used in table games are interpreted in terms of the definitions provided in the current edition of the Rules of Casino Table Games.

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	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

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 ServicelQ qualifications@serviceiq.org.nz if you wish to suggest changes to the content of this unit standard.