



Australian Government

Assessment Requirements for SITHGAM017 Deal Casino War games

Release: 1

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Modification History

Not applicable.

Performance Evidence

Evidence of the ability to complete tasks outlined in elements and performance criteria of this unit in the context of the job role, and:

- deal the game of Casino War for at least 20 hands over a minimum of two service periods, with at least one service period being conducted under normal supervisory levels, and demonstrate the following according to organisational procedures and approved rules within typical workplace time constraints:
 - open and close Casino War tables
 - inspect and shuffle cards
 - accept and process different wagers
 - pay out winnings
- demonstrate application of Casino War rules, permitted variations, and organisation-specific procedures during above games.

Knowledge Evidence

Demonstrated knowledge required to complete the tasks outlined in elements and performance criteria of this unit:

- composition of appropriate Casino War chip float:
 - cash and value chips or plaques
 - non-value chips
 - promotional tokens
- Casino War terminology and equipment
- chip work procedures:
 - clean hands
 - creating dirty stacks
 - drop cutting
 - heeling
 - plucking
 - sizing
 - sorting
 - spreading
 - stacking

- Casino War techniques:
 - shuffling
 - cutting
 - dealing
- permitted variations to Casino War rules as approved by the state or territory regulatory authority:
 - name of the game
 - shuffles
 - rules and procedures
 - wagers
- procedures for operating the game:
 - accurately
 - at appropriate pace, considering:
 - customer density
 - decisions per hour
 - rounds per hour
 - specificity to area
- organisational procedures and standard approved rules for Casino War:
 - accepting wagers
 - refusing wagers
 - paying winnings
 - conducting financial transactions:
 - cash changes
 - cash and colour changes
 - chip purchase vouchers
 - colour changes
 - credits
 - fills
 - promotional tokens
- security procedures to follow in the event of an emergency or potential emergency
- techniques for maintaining correct posture, stance and physical and mental wellbeing while dealing Casino War games.

Assessment Conditions

Skills must be demonstrated in a fully equipped gaming environment, with relevant game equipment, cash and chips. This can be:

- an industry workplace
- a simulated industry environment set up for the purposes of assessment, such as a casino training room.

Assessment must ensure access to:

- financial transaction documentation or systems
- current organisational procedures, approved rules and permitted variations
- equipment required for dealing Casino War games:
 - cards
 - card equipment:
 - cutting device
 - discard rack
 - dealing device (shoe or shuffling machine)
 - signage:
 - advice to players
 - notification of table closure
 - table limit sign
 - table equipment:
 - drop box
 - float tray and cover
 - layout
 - plunger
 - spacers
 - table licence number
 - table number
- groups of Casino War players with whom the individual can interact during games; these can be:
 - players in an industry workplace who are assisted by the individual during the assessment process; or
 - individuals who participate in role plays or simulated activities, set up for the purpose of assessment, in a simulated industry environment operated within a training organisation.

Assessors must satisfy the Standards for Registered Training Organisations' requirements for assessors; and:

- have worked in industry for at least three years where they have applied the skills and knowledge of this unit of competency.

Links

Companion Volume implementation guides are found in VETNet -

<https://vetnet.gov.au/Pages/TrainingDocs.aspx?q=68c40a93-e51d-4e0f-bc06-899dff092694>