



**Australian Government**

# **SITHGAM306 Deal Poker games**

**Release 2**

## SITHGAM306 Deal Poker games

### Modification History

The version details of this endorsed unit of competency set are in the table below. The latest information is at the top.

Version	Comments
1.2	Correction to mapping to show equivalence.
1.0	E Replaces and is equivalent to SITHGAM011A Deal a Poker game. Title changed to reflect need for operation of multiple games. Minor adjustments to expression of content to streamline and improve unit. Corequisite unit removed. SITHGAM201 Provide responsible gambling services added as a prerequisite.

### Unit Descriptor

This unit describes the performance outcomes, skills and knowledge required to sort, inspect and shuffle cards, deal the game, accept wagers and pay out winnings with a focus on the specific rules of Poker. General table operations covering set up and close down, chip management and game monitoring is covered in the separate unit SITHGAM302 Operate table games.

Those developing training to support this unit must consult the relevant state or territory gaming regulatory authority to determine accreditation arrangements for training organisations, courses and trainers and assessors.

### Application of the Unit

This unit applies to dealers who work in licensed casinos. Dealers work with some supervision and guidance from others within predefined procedures and rules. This unit could also apply to casino personnel who supervise the operation of table games, such as the pit boss and pit manager.

## Licensing/Regulatory Information

In many States and Territories, legislation stipulates that all gaming workers must receive training in the responsible conduct of gambling. This content is addressed in SITHGAM201 Provide responsible gambling services.

Under some state or territory legislation, personnel who conduct table games within a licensed casino must also hold an individual or occupational gaming licence and achieve competence in units which cover the conduct of the particular table games they operate. This is one of a suite of units that may have to be achieved to comply with their occupational licence.

## Pre-Requisites

This unit must be assessed after the following prerequisite unit:	
SITHGAM201	Provide responsible gambling services

## Employability Skills Information

This unit contains employability skills.

## Elements and Performance Criteria Pre-Content

Not applicable.

## Elements and Performance Criteria

Elements describe the essential outcomes of a unit of competency. Performance criteria describe the performance needed to demonstrate achievement of the element. Where bold italicised text is used, further information is detailed in the required skills and knowledge section and the range statement. Assessment of performance is to be consistent with the evidence guide.

1. Shuffle and cut cards for Poker games.
  - 1.1 Check positioning of approved *equipment*.
  - 1.2 Sort, inspect and introduce cards according to game rules.
  - 1.3 Shuffle cards according to game rules and *variations*.
  - 1.4 Cut cards according to game rules.
2. Deal Poker games.
  - 2.1 Make Poker announcements and hand signals.
  - 2.2 Deal cards according to game rules and variations.
  - 2.3 Deal game at appropriate pace according to organisational standards.
3. Accept wagers and pay winnings.
  - 3.1 Accept or refuse permitted wagers according to organisational procedures and variations.
  - 3.2 Determine winning and losing wagers.
  - 3.3 Pay and witness winnings according to organisational procedures.
  - 3.4 Conduct *financial transactions* according to organisational procedures.

## Required Skills and Knowledge

This section describes the skills and knowledge required for this unit.

### Required skills

- communication skills to make clear gaming announcements
- literacy skills to:
  - read and interpret organisational procedures, approved rules and permitted variations
  - read game signage
  - complete documents associated with financial transactions
- numeracy skills to:
  - count cards
  - calculate sometimes complex wagers
  - process winnings and other financial transactions.

### Required knowledge

- Poker terminology
- Poker equipment and techniques:
  - sorting
  - shuffling
  - cutting
  - dealing
- standard approved Poker rules
- permitted variations to Poker rules
- organisational procedures and approved rules for Poker:
  - operating the game, including pace and accuracy
  - accepting wagers
  - refusing wagers
  - paying winnings
  - conducting financial transactions.

## Evidence Guide

The evidence guide provides advice on assessment and must be read in conjunction with the performance criteria, required skills and knowledge, range statement and the Assessment Guidelines for the Training Package.

### Overview of assessment

#### Critical aspects for assessment and evidence required to demonstrate competency in this unit

Evidence of the ability to:

- sort, inspect and shuffle cards, deal Poker games, accept wagers and pay out winnings according to organisational procedures and approved rules
- integrate knowledge of Poker rules, permitted variations and organisation-specific procedures across multiple games
- accurately process a variety of wagers
- integrate multiple transactions and activities within typical workplace time constraints.

#### Context of and specific resources for assessment

Assessment must ensure use of:

- a fully equipped gaming environment including relevant game equipment, cash and chips; this may be a:
  - real industry workplace
  - simulated industry environment such as a casino training room
- financial transaction documentation or systems
- current organisational procedures, approved rules and permitted variations
- groups of players with whom the individual can interact during games.

#### Method of assessment

A range of assessment methods should be used to assess practical skills and knowledge. The following examples are appropriate for this unit:

- direct observation of the individual dealing the game, accepting wagers, paying winnings and processing financial transactions
- oral or written questioning to assess ability to process a variety of wagers consistently and accurately
- evaluation of financial documentation completed by the individual
- use of role-plays to assess ability to make verbal announcements and use hand signals
- written or oral questioning to assess knowledge of organisational procedures, approved rules and

permitted variations

- review of portfolios of evidence and third-party workplace reports of on-the-job performance by the individual.

**Guidance information for assessment**

The assessor should design integrated assessment activities to holistically assess this unit with other units relevant to the industry sector, workplace and job role, for example:

- SITHGAM302 Operate table games.

## Range Statement

The range statement relates to the unit of competency as a whole. It allows for different work environments and situations that may affect performance. Bold italicised wording, if used in the performance criteria, is detailed below. Essential operating conditions that may be present with training and assessment (depending on the work situation, needs of the candidate, accessibility of the item, and local industry and regional contexts) may also be included.

***Equipment*** may include:

- banker and player markers
- cards
- card equipment:
  - discard rack
  - shoe or dealing device
  - shuffling machine
- player puck
- signage:
  - advice to players
  - limits
  - notification of table closure.

***Variations*** may involve:

- different varieties of Poker, such as:
  - Seven Card Stud
  - Three Card Manilla
  - Omaha
  - Five Card
- Texas Hold'em variations as approved by the state or territory regulatory authority:
  - name of the game
  - shuffles
  - rules
  - wagers.

***Financial transactions*** may involve:

- cash changes
- chip purchase vouchers
- colour changes
- credits
- fills
- promotional tokens
- wagers:
  - jackpot
  - losing
  - winning.



## **Unit Sector(s)**

Hospitality

## **Competency Field**

Gaming