## DELAWARE TECHNICAL & COMMUNITY COLLEGE

**CORPORATE & COMMUNITY PROGRAMS**

**Campus/College wide:** Terry Campus

**Department:** Table Games Training

**Course Number and Title:** EYD 337 Poker

**Prerequisite:** EYD 345 Introduction to Table Games

**Course Description:** The purpose of this course is to prepare students for a career as dealers in Poker by providing the necessary background, training and practice in game rules and regulations, dealing skills, game security and irregularities. Emphasis is placed on understanding casino industry policies and procedures, applying basic game rules, cheque and card handling, and card totaling, and understanding game security awareness.

**Required Text(s):** *Poker Manual*

**Additional Materials:** None

**Method of Instruction:** Hands-on demonstration and student practice; lecture

**Measurable Performance Objectives**

Upon completion of this course, the student will:

1. Demonstrate procedures of dealing and proper card placement and cheque handling.
2. Demonstrate the game procedures and deal at a proper speed.
3. Demonstrate pushing pots for different poker games.
4. Recognize the common card counts.
5. Demonstrate proper change procedures.
6. Identify table minimums and maximums.
7. Rank and read poker hands.
8. Describe and ensure game security.
9. Identify and process game irregularities and procedures.

**Evaluation Criteria/Policies:**

Students must demonstrate proficiency to the 80% level to successfully complete the course. If the student meets all objectives, a grade of “pass” is awarded; otherwise a grade of “fail” is awarded. Final grades will be based on the following criteria:

Assessment 1: Written Exam 30% of Final Grade

Assessment 2: Performance Evaluation 70% of Final Grade

Assessment 1: The written exam has 31 questions and is worth a maximum value of 100 points. The exam will count for 30% of a student’s overall grade.

Assessment 2: Each student will participate in a Performance Evaluation at the end of the course. Students will be graded using a standardized rubric. Students can receive a maximum of 36 points on the evaluation. The evaluation score will count for 70% of a student’s overall grade.