

Sic-Bo (Tai Sai) Dealer Course

The Sic-Bo (Tai Sai) Dealer Course is designed to train students in all aspects of dealing in this carnival game. Students will learn a brand new game skill and understand how to play Sic-Bo including the equipment used, spinning, the game rules, procedures and chip handling skill. Extensive hands-on training will be given to ensure students master all aspects of this exciting and popular game in casinos around the world. This course will be a great addition to any student's game portfolio on graduation.

Course Objective

This course is developed based on gaming industry skill competency standards. On completion of the course, students will have full game knowledge and application skills to interact with guests and be an effective Sic-Bo (Tai Sai) dealer.

Course Outline

- Problem Gambling
- Table familiarization
- Dealer duties
- Chip handling
- Table limits
- Clearing layout
- Order of payments
- Payout calculation
- Gaming terminology

Course Duration

- Full-time: Mondays to Fridays
5 sessions of 3 hours per session – to complete within 1 weeks.
Time Schedule: 10am to 1pm **OR** 2pm to 5pm
- Part-time: Mondays, Wednesdays & Fridays
5 sessions of 3 hours per session – to complete within 2 weeks.
Time Schedule: 7pm to 10pm.

Admission

- Secondary education or equivalent, to be assessed by the school.
- Aged 18 and above.

Assessment

Not Applicable.

Award of Certificate

Certificate of Attendance - Sic Bo (Tai Sai)

Course Fees

Course Fees	Payment	
	Amount (S\$)	
Sic-Bo (Tai Sai) Dealer Course	300	
Registration Fee	50	
Textbook (1 book)	20	
Uniform (1 pc)	15	
Exam. Fee	-	
Total Course Fees Payable	385	
Misc Fees	Amount(S\$) and When Payable	
SPS Escrow Fee	28 per transaction into A/C	
Deposit for Student's Access Card	20	
Re-Test Fee	N.A.	

** Deposit for Door Access Card is refundable provided if it's in a good condition.

AGMI contact detail:

211 New Bridge Rd, #B3-01/21 Lucky Chinatown, Singapore 059432

Tel: +65 62732630/1 Fax: +65 62732636

E: info@agmi.sg

W: www.agmi.sg