

UNIT C- CRAPS: 9 Weeks- 180 Clock Hours

The course if Craps begins with the terminology, rules of the game and extensive check handling. Extensive hands-on training is then used to teach primary and advanced betting, take and pay procedure, totaling, converting payoffs, stick handling and dice calls. The student is advanced to proposition bets, place bets, come bets, buy bets, odds, and multiple odds. Various table limits, security of the game, casino variations and job interview/audition procedures.

COURSE 3- CRAPS

9 Weeks- 180 Clock Hours

The School's objective in this program is to produce a confident, employable dealer, proficient in all procedures of Craps in an entry level position.