Crescent City School of Gaming & Bartending

European Roulette Dealing
Course Syllabus

Course Information

Course Title:	European Roulette Dealing
Course Start:	10/13/2026 12:30 PM PST
Course End:	12/1/2026 2:30 PM PST
Instruction Day(s):	Tuesday
Modality:	In-Person Instruction
Prerequisite(s):	Roulette Dealing (175 clock hours) or 6+ months of live Roulette dealing experience
Corequisite(s):	None
Lecture Hours:	8.00
Lab Hours:	8.00
Class Location:	**Crescent School of Gaming and Bartending** 3275 S Jones Blvd #101 Las Vegas, NV 89146 **702-754-5564**

Course Schedule

Class 1:	10/13/2026	12:30 PM PST	to	2:30 PM PST
Class 2:	10/20/2026	12:30 PM PST	to	2:30 PM PST
Class 3:	10/27/2026	12:30 PM PST	to	2:30 PM PST
Class 4:	11/3/2026	12:30 PM PST	to	2:30 PM PST
Class 5:	11/10/2026	12:30 PM PST	to	2:30 PM PST
Class 6:	11/17/2026	12:30 PM PST	to	2:30 PM PST
Class 7:	11/24/2026	12:30 PM PST	to	2:30 PM PST
Class 8:	12/1/2026	12:30 PM PST	to	2:30 PM PST

Instructor Information

Instructor Name:	Mark DiStefano
Contact Number:	702.487.2180
Email:	mark.distefano@crescentsr.com

Curriculum Vitae:
- Casino Shift Manager, Las Vegas Strip
- 24 years in Casino Gaming (Table Games)
- 15+ years Professor in Higher Education
- Casino Management Program Director
- Hospitality Management Department Chair
- Certified Surveillance Professional
- Master of Business Administration, 2013
- B.B.A. in Resort Management, 2004
- A.A.S. in Casino Management, 2002
- Speaker - 2017 World Game Protection Conference
- Surveillance Training Manager
- Casino Operations Training & Tournament Manager
- Opened three Las Vegas Strip casinos
- Game Protection Consultant
- Developer of Standard Operating Procedures
- Developer of Internal Control Standards

Expert knowledge of all games including:
Blackjack, Baccarat, Craps, Crapless Craps, Roulette, European Roulette, Pai Gow Tiles, Pai Gow Poker, Free Bet Blackjack, Blackjack Switch, Spanish 21, Red Dog, Sic Bo, Crazy 4 Poker, Let-It-Ride Poker, Three Card Poker, Ultimate Texas Hold'em Poker, Casino War, High Card Flush, Mississippi Stud

Course Agenda

Class 1

TUE 10/13/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 1, 7

Class Topics: Introductions, Class Format, Syllabus Review, Grading Structure, Learning Portal, VIP Events, European Roulette Group Chat, Differences between SR and 00/000 Roulette, La Partage and En Prison, Progressive Limits, Picture Bets, Decimal Payout Method, Distributive Property, $25 Cheque Conversions, Full Deck Key

Homework:

1. Practice Sheets
2. Skill Drills: Skill Drills can be found on your Learning Portal at the link on page 11 of this syllabus.
3. Become part of the European Roulette Group Chat: Directions for joining the European Roulette Group Chat can be found on your Learning Portal at the link on page 11 of this syllabus, and also page 9 of this syllabus.
4. Consider attending VIP Events: VIP Event announcements will be available in the European Roulette Group Chat. Also, VIP Events will be included in the weekly calendar at https://crescentsr.com.

Examinations:

1. None

Class 2

TUE 10/20/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 1

Class Topics: $100 Cheque Conversions, $1,000 Cheque Conversions, $500 Cheque Conversions, Complex Multi-Colored Conversions, High Value Cheque Cutouts

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. None

Class 3

TUE 10/27/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 2

Class Topics: Introduction to Section Bets, **0-Spiel** (Number of Pieces, Layout Positioning, Quantity of Numbers, Straight Up, Progressive to the Maximum, Calculations and Divisibility), **Voisins** (Number of Pieces, Layout Positioning, Quantity of Numbers, Straight Up, Progressive to the Maximum, Calculations and Divisibility), **Orphelins** (Number of Pieces, Layout Positioning, Quantity of Numbers, Straight Up, Progressive to the Maximum, Calculations and Divisibility), **Tiers** (Number of Pieces, Layout Positioning, Quantity of Numbers, Straight Up, Progressive to the Maximum, Calculations and Divisibility), Section Bets Dealing Procedures

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. None

Class 4

TUE 11/3/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 3, 4, 5, 6

Class Topics: Introduction to Neighbor Bets, Neighbor Bet Pieces, Properly Booking Neighbor Bets, Neighbor Bet Positioning on the Racetrack, Stack Setting Method, Neighbor Bet Calculations, Equivalent Neighbor Keys, Irregular Neighbor Bets, Divisibility, Carre, Cheval, Carre and the Neighbors, Cheval and the Neighbors, Finales, Finales and the Neighbors, European Roulette Order of Payout, String Overlap Calculation Method, Individual Number Overlap Calculation Method, Neighbor Bet Locations

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. Midterm Examination due before Class 5: The Midterm Examination is available on your Learning Portal.

Class 5

TUE 11/10/2026 12:30 PM PST to 2:30 PM PST

The Midterm Examination is due prior to the commencement of this class.

Course Outcome(s) Addressed: 7, 8, 9

Class Topics: Progressive Limits Revisited, Overage Reallocations, Aggregate Table Limits, Introduction to Complete Bets, Complete Bet Theory, Three-Step Procedure for Computing Completes, Complete Station Relationships, 9x Formula, Straight Up + Stations Formula, Number of Pieces (Street Completes, Line Completes, Top Line Complete, Full Street Completes, Full Line Completes, Full Dozen Completes, Inside Dozen Completes), Number of Stations, Full Dozen Completes Keys, Combining Completes with Non-Completes, Straight Up Payout Method, Alternative Complete Bet Formulas

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. None

Class 6

TUE 11/17/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 7, 8, 9, 10

Class Topics: Floating Dozens, Full Low Completes, Full High Completes, Inside Low Completes, Inside High Completes, Full Individual Number Completes, Full Column Completes, Full Split Completes with no Overlaps, Full Corner Completes with no Overlaps, Indivisible Completes, Overlapping Completes

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. None

Class 7

TUE 11/24/2026 12:30 PM PST to 2:30 PM PST

Course Outcome(s) Addressed: 7, 8, 9, 10

Class Topics: Call Bets, Rim Credit, Introduction to Casino Credit, Statute of Anne, Casino Markers, NRS 205.130, Inside Individual Number Completes, Inside Column Completes, Inside Split Completes with no Overlaps, Inside Corner Completes with no Overlaps, Job Application Process, Landing the Audition, Passing the Audition

Homework:

1. Practice Sheets
2. Skill Drills

Examinations:

1. Final Examination due before Class 8.
2. Prepare for the Final Audition.

Class 8

TUE 12/1/2026 12:30 PM PST to 2:30 PM PST

The Final Examination is due prior to the commencement of this class.

Course Outcome(s) Addressed: 1, 2, 3, 4, 5, 6, 7, 8, 9, 10

Class Topics: Final Audition (20% of Final Grade)

Continual Practice: Continue all Skill Drills until 100% is achieved on all Drills for the next 90 days.

Congratulations! You have completed this course.

Course Description

This course includes advanced fundamentals of dealing European Roulette that introduces the student to La Partage, En Prison, the Decimal System payout method, advanced cheque conversions, mixed color payouts, progressive limits, Neighbor Bets, Section Bets, Full Complete Bets, Inside Complete Bets, overlapping maximums, overage reallocations, Finales, Carre, Cheval, Complete Piece payouts, Station payouts, Complete Bet payout formula, advanced mathematical computations, Rim Credit and Call Bet dealing procedures, accuracy, game efficiencies, and VIP customer service standards. Successful graduation of Roulette Dealing (175 clock hours) or at least six months of experience dealing 00 Roulette is required to take this course.

Course Outcomes

At the conclusion of this course, the student will be able to:

1. Compute advanced Roulette payouts, high value cheque conversions, and mixed color payouts.
2. Distinguish Section Bet locations, pieces, maximum limits, and payout procedures.
3. Compute Neighbor Bet amounts, overlapping maximums, and overage reallocations.
4. Locate all numbers on the Racetrack with expert proficiency.
5. Explain the difference between Finales, Carre, and Cheval.
6. Resolve all wagers using the European Roulette order of payout.
7. Explain progressive limits, aggregate limits, and Complete Bet theory.
8. Calculate station amounts and piece bets as they correspond to Complete Bets.
9. Calculate winning complete bet payouts using the Complete Bet payout formula.
10. Differentiate and resolve inside Complete Bets and full Complete Bets.

Course Materials

Supplemental Course Materials (Exhibits)
Supplemental course materials include exhibits that reinforce course content. Exhibits will be provided to the student at the beginning of each class.

Practice Sheets
Practice Sheets will be provided to the student at the beginning of each class and are strongly encouraged to be completed before the following class. Consistent completion of Practice Sheets each week will have a direct impact on the success of the student.

Skill Drills
Skill Drills are electronic assessments that can be completed on a PC or mobile device. Skill Drills are designed to reinforce topics that are presented in the classroom. Students are encouraged to complete Skill Drills several times throughout the week between class sessions to optimize their skills and understanding of the course materials. Students are able to access the Skill Drills unlimited times during the course. Consistent completion of Skill Drills each week will have a direct impact on the success of the student.

Note: Skill Drills will be accessible to all students, and will expire 90 days after the conclusion of the course.

Attendance Policy

Students who are accepted for enrollment at the school are assumed to possess the desire, motivation and self-discipline necessary for meeting or exceeding all course requirements, including attendance. Accordingly, the school expects its students to attend school every day. Missing class not only results in students falling behind on new material, but more importantly, missing the daily hands-on repetition that is so important in learning and developing the skills required to qualify for employment in the chosen field of study. The minimum standard of attendance is 90% of the published clock hours in the Beverage Management and Gaming programs in order to meet the requirements for graduation.

Absences

Students will be excused from class upon notification of a valid reason but will not receive credit for attendance during any absence. Students should notify the school office prior to the start of class whenever they will be absent from class. Absences in excess of 10% of the published clock hours in any program of 175 hours or more, or 20% of the published clock hours in the 2-week Gaming classes will be considered excessive, requiring that the time be made up in order to successfully complete the program. Absences will not be taken into account when determining satisfactory progress but will be considered in the calculation of the refund policy. No student will be excused from completion of any program assignments due to an absence, no matter what the reason. It is the sole responsibility of the student to meet with the course instructor regarding completion of any missed assignment or test due to an absence.

Tardiness and Early Departures

Students are expected to be on time for all scheduled classes and should notify the school office whenever they will tardy. Tardiness will be deducted from the number of clock hours completed, in half hour increments. For example, if a student comes to class 16 minutes late, a half hour will be deducted from his/her attendance that day; if a student comes to class 48 minutes late, a full hour will be deducted from his/her attendance that day. Early departures from school will be handled the same as a tardy. Excessive tardiness or early departures by a student will be reflected in the student's attendance record making that student subject to the attendance/rate of progress requirements detailed in the school's Satisfactory Academic Progress Policy.

Make-Up Attendance Credit

Make-up for missed class time due to an absence or tardiness may be arranged on a clock hour basis and must be performed at the school under supervision of a qualified instructor. Make-up work will be at the convenience of the school and outside of normal class hours, with the exception that day session students can arrange a make-up by attending evening session classes and vice-versa. The student will be under the supervision of the instructor on duty and will follow the instructor's direction at all times. All make-up attendance must be completed within the maximum time frame for program completion (150% of the scheduled hours of the program enrolled).

Consecutive Absences

Any student enrolled in a program of 175 hours or more who fails to attend class for 14 consecutive days will be terminated from that program, unless a signed leave of absence has previously been approved. Any student enrolled in the 2-week Gaming course who fails to attend class for 4 consecutive days will be terminated from that course.

Leave of Absence

A leave of absence is defined as a temporary break in a student's attendance, during which he/she is considered to be continuously enrolled. The student must submit a written request in advance of the beginning date of the requested leave, specifying a reason for the leave. The school director may grant a leave of absence for up to one hundred eighty (180) calendar days in one calendar year, or one-half of the program length, whichever is shorter. A student may be granted extensions or multiple leaves of absence as long as the cumulative time does not exceed the specified limit as noted above. The decision to approve a leave of absence will be at the sole direction of the school director.

Definition of Clock Hour

A clock hour equals one fifty-minute period of lecture, demonstration, and similar instructor-supervised activities in a sixty-minute period.

Maximum Time Frame for Completion of the Program

Students must complete the program (meet the minimum graduation requirements) within one- and one-half times the scheduled program time frame. Students unable to complete the program within this maximum time frame will be considered not to be meeting the minimum requirements necessary for graduation and will be dropped from the program. Time off for authorized leaves of absences will not be considered as part of the maximum time frame, nor is it used in calculating attendance averages.

Grading System

All grades are based on a numerical value and scored on the following scale:

A	100-90	
B	89-80	**SATISFACTORY COURSE COMPLETION**
C	79-70	
D	69-60	
F	Below 60	

The final weighted score of 70 (C) or greater from Homework/Workbook Assignments, the Midterm Examination, the Final Examination, and the Final Audition, and at least 14.4 of 16.0 hours of attendance are required for satisfactory course completion and to receive a Certificate of Completion. The final scores of these assessment methods are weighted according to the following percentages to determine the student's final grade:

Homework/Workbook Assignments 20%

Students will have a variety of untimed Skill Drills available in their Learning Portal that can be taken unlimited times to develop their skills. Untimed Skill Drills are not graded. Eighteen (18) timed Skill Drills will serve as the Homework/Workbook Assignments portion of the final grade. The Homework/Workbook Assignments score will be based on the number of different Skill Drills that are completed with a score of 100%. Timed Skill Drills may be completed unlimited times until a 100% score is achieved. Once 100% is achieved on a timed Skill Drill, that completion is recorded, and any subsequent perfect scores on that Skill Drill are not recorded. To receive 100% for Homework/Workbook Assignments, the student must score 100% (at least once) on all 18 timed Skill Drills.

Midterm Examination 40%

At the conclusion of Class 4, the Midterm Examination will be made available in the student's online Learning Portal. The Midterm Examination will consist of 50 questions that will assess Course Learning Outcomes 1-5, and must be completed before the commencement of Class 5. Late submissions will not be accepted. Students are not permitted to receive assistance from any third party during the examination. The score received on the first attempt of the Midterm Examination will be the recorded score. Students are advised to complete the Midterm Examination on a computer.

Final Examination 20%

At the conclusion of Class 7, the Final Examination will be made available in the student's online Learning Portal. The Final Examination will consist of 50 questions that will assess Course Learning Outcomes 1-10, and must be completed before the commencement of Class 8. Late submissions will not be accepted. Students are not permitted to receive assistance from any third party during the examination. The score received on the first attempt of the Final Examination will be the recorded score. Students are advised to complete the Final Examination on a computer.

Final Audition 20%

Class 8 will be dedicated to completing the Final Audition. The Final Audition will consist of the Examiner presenting live gaming-related scenarios to the student applicable to each Course Learning Outcome. All ten Course Learning Outcomes will be assessed. The student's technical performance, proficiency, computational and procedural accuracy, and understanding of each scenario will be used to assess the student's aptitude of each Learning Outcome. Each Learning Outcome will be assessed on a 10-point scale.

Graduation Requirements

The following requirements must be met in order for students to receive a certificate and utilize services of the Placement Department.
1. Satisfactorily complete all requirements of each portion of the training program, lecture and lab, and have a combined grade average for the program of 70% or higher.
2. Be in good financial standing with the school.
3. Attend at least 90% of the scheduled clock hours assigned to the program.
4. Students graduating from the Comprehensive Dealing Program must also complete a minimum of 90% of the 37.5-quarter credits attempted.)

When all the above requirements are met, a certificate of completion will be awarded.

Placement Assistance

It is the responsibility of the Placement Officer to actively solicit jobs for graduates by maintaining a line of communication and rapport with local employers. In this way the Placement Officer is able to find jobs for our graduates as soon as they become available. While placement assistance is provided and the entire staff takes a sincere interest in the job seeking efforts of our graduates, the school cannot guarantee its graduates employment. No reputable school can do that. Students are reminded that they and they alone, bear the responsibility of successfully presenting themselves in a positive way to prospective employers during the employers' interview process. Job placement assistance is a free lifetime service available to all graduates in good standing with the school.

Appeals

A student terminated from any school program for any reason except failure to have satisfactory academic progress by the maximum allowable time-frame may appeal the termination decision by submitting a written appeal within five days of receipt of notification by the school. Procedures for submitting an appeal is detailed in the student handbook.

Official Withdrawal Procedure

Any student wishing to withdraw from a program enrolled should notify the financial aid administrator or the school director. The date of notification will be used to establish the date of determination as defined and calculated in the school's refund policy noted in this catalog. Withdrawal date is defined as the date of a written or verbal notification of the intent to withdraw, or fourteen (14) days after the last date of attendance, whichever is earlier, except for the 2-week Gaming courses which is 4 days.

Security Policy

The school's security policy, emergency notification and evacuation procedures are included in the student handbook and reviewed during orientation. A copy of the security policy is available to prospective students upon request. The school's annual security report can be seen at www.crescent.edu

Drug & Alcohol Abuse Policy

Consumption of alcohol by students and employees of the school while on school property, or at any school sponsored function, is prohibited. Penalties for violations range from probation, suspension or termination from the program.

The possession, sale, manufacture or distribution of any controlled substance is illegal under both state and federal laws. Violators are subject to school disciplinary action, criminal prosecution, fine and imprisonment as detailed in the student handbook.

Substance abuse educational materials are provided to all students and staff members upon request. Pamphlets, articles, graphs, charts, handouts, and videos describing the various effects of drug and alcohol abuse, and a list of recovery centers and substance abuse programs are available upon request.

Dress Code

Casual dress is acceptable as long as it is within the bounds of good taste. Examples of inappropriate dress include provocative or revealing clothing, trousers/slacks which fall below the waist, and shirts/blouses with vulgar words, comments, or images. Footwear must be worn at all times. Sunglasses are not permitted in the classroom. Attention to personal hygiene is expected.

School Copyright Infringement Policy

Illegal reproduction of any intellectual property protected by U.S. copyright law, including software, text books and other written material is prohibited, and may be subject to civil damages and criminal punishment including fines and imprisonment.

American Disabilities Act

The school is in full compliance with The American Disabilities Act and respects the rights of disabled individuals to acquire training. Reasonable accommodations will be made for students with disabilities who are admitted to the school.

Non-Discrimination/Title IX Policy

Crescent Schools believes in and promotes equal opportunity and prohibits discrimination on the basis of race, color, religion, sex, gender, age, national origin, or disabilities, in either its academic activities or employment practices. Discrimination includes any form of unequal treatment, harassment or violence.

If you experience any form of discrimination you are encouraged (but not required) to bring the matter to the attention of your school director or Title IX administrator, if available.

Student Conduct Policy

Students are required to follow rules of conduct that are typically expected in the working world. Students will face disciplinary action as detailed in the school rules & regulations and student code of conduct for violations, including, but not limited to dishonesty, unprofessional conduct, the use of profanity, violation of safety rules, using or being under the influence of alcohol or drugs on school property. School Rules and Regulations and the Student Code of Conduct are included in the student handbook and are reviewed with students at orientation.

Disclosure of Educational Records Policy (FERPA)

Crescent Schools is in compliance with the Family Educational Rights and Privacy Act of 1974 (FERPA), a federal law that protects the privacy of student education records. Students have the right to inspect, review and challenge information contained in their education record. Education records are defined as files, materials, documents that contain information directly related to a student, and are maintained by the institution. Written consent by the student is required before education records may be disclosed to third parties with the exception of accrediting commissions, government agencies so authorized by law, school officials with legitimate educational interest within their scope of interest, and the school's independent auditors. Students and parents should be aware that if they enter into an agreement regarding a Title IV HEA loan that information will be disclosed to NSLDS and accessible by authorized agencies, lenders and institutions.

Student Complaint Procedure

Any student who has a complaint or a problem should first see his/her instructor. If the problem is not resolved, the student should refer the problem to the school director in writing. If the school director's resolution of the problem is not satisfactory to the student, the student may contact in writing:

Commission on Postsecondary Education, 2800 E. St. Louis, Las Vegas, NV 89104. www.cpe.nv.gov. The Commissions telephone number is (702) 486-2897. If the student is unsatisfied with the outcome of the complaint, they may contact ACCET, 1722 N. Street, N.W., Washington, DC 20036, Telephone number 202-955-1113.

Course Materials Copyright Statement

According to the copyright legislation of the United States, as detailed in chapters 1 through 8 and 10 through 12 of Title 17 of the USC, all content related to this course is registered with the United States Patent and Trademark Office and is protected under copyright law. This content encompasses various formats, including but not limited to printed materials, worksheets, illustrations, images, written text, audio recordings, video content, slides, presentations, electronic resources, quizzes, tests, and practical exercises.

The resources provided in this course are intended exclusively for the students enrolled, solely for educational purposes related to the course, and are not to be distributed, reproduced, shared, altered, or sold in any manner. While students are permitted to take notes and create copies for their personal reference, they are not authorized to reproduce, distribute, or commercially exploit these materials publicly, nor may they permit others to do so without obtaining explicit written permission from the Instructor. The unauthorized copying, sharing, modification, or sale of any copyrighted materials accessed during this course is strictly forbidden by law.

Any infringement of copyright regulations may result in civil penalties and criminal charges at both the federal and state levels, in addition to disciplinary measures as outlined in the Crescent School City School of Gaming and Bartending Copyright Infringement Policy found on page 22 of the Student Handbook.

Audio, Video, and Course Image Capturing

The recording of electronic video, images, and/or audio during class sessions, whether they are held in-person or online, is forbidden unless a student secures explicit consent from the Instructor. In cases where permission is granted, any sharing of the resulting recordings and/or images is strictly prohibited. Students who have designated accommodations for electronic recording do not need to seek the Instructor's approval; however, they must inform the Instructor of these necessary accommodations before proceeding with any recording. Distribution of these recordings and/or images remains prohibited.

VIP Events

We cordially invite all current and former students of the Crescent School of Gaming & Bartending European Roulette Course to become part of our exclusive European Roulette group chat. The QR code to join this group can be found below. This dedicated space is designed to foster connections among students, providing a platform to share valuable knowledge, exchange ideas, engage in discussions about all things related to European Roulette, and even coordinate study groups with fellow classmates who share your passion for the game.

By joining this dynamic and supportive community, you'll also unlock access to special VIP Events hosted directly at the school. These unique events offer a one-of-a-kind experience where your Instructor steps into the role of a live European Roulette player, creating an authentic and immersive environment for students to practice and refine their skills in dealing the game. Whether you're currently enrolled or an alum, you're invited to attend as many of these exciting VIP Events as you wish - at absolutely no cost. These sessions provide an exceptional chance to enhance your abilities, gain hands-on practice, and boost your confidence as you prepare to transition into the high-energy world of live casino gameplay.

European Roulette Group Chat

Students are encouraged to become part of the Crescent School of Gaming & Bartending European Roulette chat group. After installing the GroupMe app on your mobile device, you will be able to request admission to the chat by following the directions at the QR Code below.

groupme

European Roulette Course Retake Policy

Definitions

1. European Roulette Cohort: An eight-week, structured program featuring scheduled and formalized instruction. All participants commence, advance through, and conclude the course simultaneously in a coordinated manner. Participants enrolled in a European Roulette Cohort are eligible for a Certificate of Completion, contingent on satisfying all requirements.
2. Class Audit: Attending and participating in one two-hour session of any European Roulette Cohort without being officially enrolled in that cohort. Participants auditing one session of a European Roulette Cohort are not eligible to receive a Certificate of Completion.
3. Final Audition: A comprehensive practical assessment administered during the final class of the European Roulette curriculum.
4. Registered Student: Any individual who has enrolled in any European Roulette Cohort, completed payment, and has not withdrawn from the program, either previously or currently.
5. Prospective Student: Any individual who has not enrolled in any European Roulette Cohort.

Attendance-Based Tuition Policy

1. Registered Students who complete a European Roulette Cohort with attendance below 50% may enroll in any future European Roulette Cohort (with available seats) at the prevailing standard tuition rate. For instance, a student who attends only 3 out of 8 classes will be required to pay the current standard tuition fee upon subsequent enrollment.
2. Registered Students who have attended at least 50% of sessions in any European Roulette Cohort are eligible to enroll in any and all future European Roulette Cohorts (with available seats) at a discounted tuition rate of $500 per enrollment. For instance, a student who attends 5 out of 8 classes satisfies the attendance requirement for the reduced tuition when retaking the course in the future.
3. Registered Students who are repeating the course are not eligible to receive a complimentary racetrack layout; however, they may purchase one at any time for $30.

Class Audit Policy

1. Registered Students who participate in a class audit will be charged a $100 audit fee per class.
2. Prospective Students who participate in a class audit will be charged a $150 audit fee per class.
3. Both Registered Students and Prospective Students may only audit classes with available seats.

Final Audition Retake Policy

1. Students who achieve a score below 70% on the Final Audition are eligible to schedule one complimentary retake. All subsequent Final Audition attempts will incur a $100 fee per attempt.
2. Students achieving a score of 70% or above may retake the Final Audition at a later date and will be subject to a $100 fee per additional attempt.

Timed Skill Drills Checklist

Use the checklist below to record all timed Skill Drills with a 100% score.

Timed Skill Drill	Date Completed with 100% Score
01. Roulette Picture Bets (Level II)	
02. Roulette Split Payoffs (Level III)	
03. Roulette Straight Up Payoffs (Level III)	
04. $25 Cheque Conversions	
05. $500 Cheque Conversions	
06. Section Bet Identification (Level I)	
07. Section Bet Identification (Level II)	
08. Section Bet Identification (Level III)	
09. Section Bet Identification (Level IV)	
10. Section Bet Calculations	
11. Neighbor Bet Calculations	
12. Racetrack Recognition (Level I)	
13. Racetrack Recognition (Level II)	
14. Racetrack Recognition (Level III)	
15. Number of Stations	
16. Stations By	
17. Number of Pieces (All Completes)	
18. Station Payoff Method	

Successful completion of Timed Skill Drills with a score of 100% will comprise 20% of your final grade. The schedule below depicts the number of different Timed Skill Drills completed with a 100% score and the corresponding grade percentage.

0 = 0.00%
1 = 5.56%
2 = 11.11%
3 = 16.67%
4 = 22.22%
5 = 27.78%
6 = 33.33%
7 = 38.89%
8 = 44.44%
9 = 50.00%
10 = 55.56%
11 = 61.11%
12 = 66.67%
13 = 72.22%
14 = 77.78%
15 = 83.33%
16 = 88.89%
17 = 94.44%
18 = 100.00%

LEARNING PORTAL URL

https://crescentsr.com/38028542

Use of the Learning Portal URL above is exclusively for enrolled students in this cohort. Sharing of this URL with others who are not enrolled in this cohort is strictly prohibited.