

PawnTrain

Training & Accreditation

Final Exam Links Below

1 Attempt, so study before



Diamond Requisites

Learn about the 4 C's, Diamonds In Your Shop, and Selling Skills. Complete Training & Quizzes, then take this Final Exam



Jewelry Requisites

Learn the components of Jewelry, Loan & Retail Values. Take the Quizzes, then take this Final Exam.



Loan & Sales Stds & More

Learn about Loan & Sales, NEHA, Buy, Layaway, & Financial Metrics training & Quizzes, then take this Final Exam.



Standards Of Pawn

Learn how to measure Standards in your shop. Pass all of the Quizzes, then take this Final Exam



History Of Pawn

Learn about the origination of the Pawn business beginning in 3,000 B.C.



Loss Prevention Education

Topics include Snatch & Grab, Robbery Actions, and a Culture Of Honesty. Take the quizzes, then the Final Exam.



Timepiece Education

We will work through many of the most valuable and frequent timepieces brought into our shop. Take the Exam here.



PawnTrain

...Get On The PawnTrain

Training & Quiz Links Below

Diamond Requisites

Links to the Training & Quizzes Below

Overview



Clarity



Color



Cut



Carat Weight



Pawn & Retail



Presenting Diamonds



Advanced Diamonds



Jewelry Requisites

Links to the Training & Quizzes Below

Overview
Classes A-D



Precious Metals



Sales



Selling Rings



Necklaces
Bracelets



Designer
Branded



Watches



Building
Clientele



Loan, Sales, Buy Standards, NEHA, Layaway, Loan Growth, Financial Metrics

Loan Std	NEHA Part A	NEHA Part B	NEHA Part C	Sales Std	Layaway	Buy Std	Loan Growth Focus	Fin Metrics
\$	\$	\$	\$	\$	\$	\$	\$	\$



Standards Of Pawn

Learn how to create, observe, measure Standards in your Pawn Shop. Take the multi-level class bundle here



History Of Pawn

This study takes you from the beginning of Pawn in 3000 BC to the present day.



Loss Prevention Education

Study topics in our Pawn Shop that will help us reduce losses.



Timepiece Education

Learn about valuable timepieces that we see in our shop.