

G2E Dealer Championship 2026 Participation Rules

General

G2E reserves the right to promote and provide reporting of the championship via various broadcast mediums such as radio, television, internet, newspapers, etc., or to report (live) on the championship itself on the internet or through other media. Participants may be named or pictured in such report or upon registration. By registering for this event participants agree to this unconditionally and irrevocably.

Participating dealers must be dressed in full uniform from their respective casinos. English is the official language of communication at the championship tables.

A participant may be disqualified if found to violate any of the rules of the G2E Dealer Championship.

In the event of a dispute relating to these rules, the decision of the Championship Director will be final. Any dispute will be reviewed and resolved at the discretion of the Championship Director, and the Championship shall continue uninterrupted wherever reasonably possible.

G2E and the Championship Director reserve the right to amend these rules at any time.

In the event that the rules are amended G2E will inform all participating casinos as soon as possible after the amendments are introduced.

It will be the responsibility of the participating casinos to inform their team members of the rules and any amendments.

A copy of these rules will be available beforehand and at the Championship and must be agreed to by the contestant in advance, with signature on official rules acceptance, either electronically or by signature on scanned document.

G2E reserves the right to cancel the Championship without any liability. All prizes are to be supplied by G2E (and/or sponsors).

All prize winners will be awarded the prizes published in the prize list for the Championship.

Conditions of Competition

Tournament chips do not represent cash value.

The judges on the table will be responsible for placing wagers.

On Black Jack, circles shall be played with a minimum of \$5 and a maximum of \$500 (in units of \$5).

On Roulette, a maximum of 100 nonvalue chips per player shall be permitted on the inside layout.

The minimum on the inside bets shall be \$5. The maximum on the inside bets shall be: \$200 any way to the number.

The minimum on the outside bets shall be \$500 to a maximum of \$5,000 (in units of \$500).

General rules of Blackjack and Roulette shall apply, with the addition of supplementary Championship rules.

Tips/tokes are not permitted during the tournament.

Tie Results

If there is a tie result between competitors, which may cause more than the allotted number of competitors to advance to the next round, or poses a problem to determine the winner of the Championship, each criterion of that round will be reviewed and tallied in the following order:

1. Hospitality
2. Technical skills
3. Control of the game

The competitor with the highest score for hospitality will advance to the next round or be awarded as the winner. If there is still a tie result, the next criterion will be reviewed and tallied. In the event that all the cumulative scores are tied, the participants will take part in a practical mathematical exercise to determine the person to advance, or the winner.

Tie-Breaking Mathematical Exercise

The mathematical exercise will consist of a series of wagers on Roulette and the participant will have to determine the payout for each wager, based on the normal payout odds on Roulette. Each participant will be timed during this exercise. To determine the winner, the results of the exercise will first be marked with the highest scoring participant proceeding to the next round or awarded as the winner. If the scores are tied, the participant who has the fastest time will then advance to the next round or be awarded as

the winner. In the event that the result and times are still tied a second series of practical mathematical exercises will be conducted with the same criteria as outlined above and will continue until a result is determined.

Definitions

"Championship Director" means a person, or that person's designee, appointed by G2E for the overall control of the Championship.

ROULETTE RULES

As adapted for G2E Dealer Championship

Table Layout and Equipment

The game of Roulette shall be played at a table with an imprinted roulette layout cloth and with a roulette wheel.

Wagers

The wagers defined in this rule shall be the permissible wagers by a player at the game of Roulette:

- Even money wagers such as Low - (1-18), High - (19-36), Even, Odd, Red, Black, the player loses their entire wager if the "0" or the "00" is spun.
- All wagers shall be made by placing value chips and/or nonvalue chips on the appropriate playing areas of the roulette layout inside and out
- A wager cannot be withdrawn, placed or changed after the dealer has called "No more bets."

Play of the Game

The ball shall be spun by the dealer in a direction opposite to the rotation of the wheel and shall complete at least four revolutions around the track of the wheel to constitute a valid spin.

Irregularities

- If the ball is spun in the same direction as the wheel is rotating, the dealer shall announce "No spin" and attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- If the dealer anticipates that the ball will not complete four revolutions around the track of the wheel, the dealer shall announce "No spin" and attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- If a foreign object enters the wheel prior to the ball coming to rest the dealer shall announce "No spin" and attempt to remove the ball from the wheel prior to it coming to rest in one of the compartments.
- If the ball fails to fall into one of the compartments the dealer shall announce "No spin."
- If the ball is propelled or falls out of the wheel, the dealer shall announce "No spin." Upon retrieval the dealer shall examine the ball and place it on the compass (if there is one) before replacing it in the wheel.
- If any person interferes with the ball or the rotation of the wheel, the dealer shall announce "No spin."
- Once the dealer has announced "No spin", it shall be an invalid spin regardless of whether or not the ball comes to rest in one of the compartments prior to the dealer's attempt to remove the ball from the wheel.
- After a "No spin" the dealer shall return the ball to the previous winning number compartment and re-spin.

BLACKJACK RULES

As adapted for G2E Dealer Championship

Shuffling

- If the contest uses manual shuffling, Competitors will begin their competition time by shuffling the cards using this procedure for up to one minute
 - o Take cards from discard rack and distribute to two (2) even stacks, A and B

- o Take 1/3 deck from stack A and 1/3 stack from stack B, shuffle twice after second shuffle, leave cards in “laced position” then place between stacks A and B on top of cut card
- o Continue second step until all of stacks A and B are shuffled and placed in middle stack in laced manner
- o [Reference this video for a demonstration](#)

Wagers

- Players may wager on a maximum of two hands.
- Players may hit any hand except when their hand has already reached the count of twenty one 21.
- Dealers will stand on all 17's.
- Blackjacks are the first two original cards (no splits) dealt with a point count of twenty-one (21), consisting of an ace and any card with a value ten card, ie, 10, king, queen, or jack.
- Blackjacks are to be paid 3 to 2. The first card will be delivered faceup to all spots with wagers as well as to the dealer. The second card will be delivered faceup to players, but the dealer's card is delivered face-down and placed under the first dealers card.

Interim Settlement

- On the initial deal of the first two cards and a player has Blackjack and the Dealer's up card is a 2,3, 4, 5, 6, 7, 8 or a 9, the Dealer will announce “Blackjack” and pay the bet 3 to 2, in hand order, counter clockwise.

If the Dealer's up card is an Ace, the Dealer will ask for “Insurance.” If the player chooses to take insurance, they can wager up to 50% of their original wager. However, if the player has a Blackjack and the Dealer's up card is an Ace, the player may request “Even Money” at this time. If “Even Money” is requested, the Dealer will pay 1 to 1 and remove the cards from the layout.

- Once the dealer closes “Insurance” they will check for Blackjack using the “Peeker”.
- If the dealer has Blackjack, they will take all losing wagers, pay any insurance bets and push any Blackjack wagers.
- Insurance will be paid 2-1
- If the dealer does not have Blackjack, all Insurance wagers lose, and the dealer will continue accordingly.

Doubling

- A player may elect to double, by wagering an amount equal to their original wager or less, on the first two cards dealt to their hand or the first two cards of any split pair providing that:
 - o The player doesn’t have a Blackjack or a point count of twenty-one (21).
 - o One, and only one, card is dealt to the hand.
 - o Where a player elects to double, the one additional card received shall be dealt face upwards and placed sideways on the layout.

Splitting

- After a second card is dealt to a split hand, the dealer shall announce the point total of that hand and the player shall indicate their decision to stand, draw, split again (in case of a second identical card) or double with respect thereto except that:
- A player can split the hand up to three times for a total of four hands as the cards are identical in value, including a jack and a 10, queen and a king.

Splitting Aces

When splitting aces, the split hand will receive only one card on each ace and the card will be turned perpendicular for a total of up to three splits for a total of four hands.

Irregularities

- A card found turned face upwards in the shuffling device shall be burned by placing it in the discard rack.
- A card dealt or burned in error shall be offered to the players as though it were the next card from the shoe or shuffling device. A player who refuses to accept the card shall not receive any additional card during that round of play. Where the card is refused by all players, it shall become the dealer's next card. If the dealer cannot use that card the card shall be burnt.
- A card exposed and dealt in error to the dealer's completed hand shall be burned by placing it in the discard rack.
- Should any round of play contain an error caused by the incorrect dealing of a card, every effort must be made to reconstruct that round of play in such a way as to cause the sequence of cards dealt to be as it should have been had the error not occurred. However, should every effort to reconstruct the round of play fail, the Championship Director may then authorize that the round be declared void and the wagers shall then be returned to the players.

JUDGING CRITERIA

The criteria for the G2E Championship will be multiplied by a factor of importance; hospitality (3x), Technical skills (2x) and control of the game (2x).

The minimum score per criterion is 1, the maximum score is 10, scoring in whole numbers only.

1 – HOSPITALITY

- **Polite and courteous.** Is approachable and well-mannered to all customers in all situations. Is authentic in communication and interaction.
- **Greets players.** Welcomes a player appropriately and is attentive.
- **Responds actively to meet customer needs.** Is proactive in meeting customer service needs.
- **Exceeds customer expectations.** Creates a pleasant atmosphere at the table at all times, even when the customers are winning or losing. Always tries to give all customers a memorable experience.

- **Acknowledges customers after transactions.** Uses appropriate body language and/or verbal acknowledgement, including eye contact with the customer, at the right moments.
- **Is professional at all times.** Gives equal attention to all customers without showing preference towards a specific customer. Is professional in any difficult or delicate situations.
- **Projects positive posture and body language.** Faces the customers when dealing. Appears approachable and friendly using appropriate body language / nonverbal communications.
- **Conforms to grooming standards**
- **Follows directives.** Follows reasonable directives from G2E Dealer Championship Management without questioning and completes any assigned tasks accurately and promptly.

2 - TECHNICAL SKILLS

- **Cuts chips correctly.** Cuts chips accurately. Does not demonstrate any incorrect habits. Can drop-cut where appropriate.
- **Uses both hands correctly.** Pays and takes bets using both hands to maintain game pace and table security.
- **Uses technical equipment appropriately.** Uses the supplied equipment smoothly and efficiently.
- Pays Outside-In
- Uses workout area correctly
- Pays the appropriate side of layout with the correct hand
- No splash
- No hand to hand with cheques or chips
- Breaking down multicolor bets for payouts
- Clears hands when required
- Works outside tubes to in, starting from the right side of the rack.
- Doesn't play with equipment or chips

2a – Technical Skills American Roulette

- **Moves stacks correctly.** Pushes stacks out and brings stacks in using the appropriate configuration and in a smooth and efficient manner.
- **Positions chips correctly during transactions.** Positions chips correctly, taking into account factors such as game security, during all cash/color transactions.
- **Spins the ball correctly.** Spins the ball, and at the appropriate moment calls ‘no more bets’ (i.e. three revolutions) before the ball drops into the number.
- **Clears the winning number correctly.** Clears the area around the winning number in a smooth and efficient manner, without touching winning chips. Clears the layout in a smooth and efficient manner.
- When paying multicolor payouts offset/stagger chips and cheques appropriately

2b – Technical Skills Blackjack

- **Initial deal.** Deals the cards smoothly and efficiently to the betting spots
- The subsequent dealing of cards are on the appropriate pip (s)
- **Handling bets at spots.** Pays winning bets and collects losing bets in a smooth and efficient manner.

3 – CONTROL OF THE GAME

- **Current and accurate knowledge of game information.** Deals games in accordance with Championship rules and procedures.
- **Calculates payouts accurately.** Calculates all payouts accurately prior to making up the winning bets.
- **Maintains table security.** Protects rack with correct body positioning. Does not turn away from the table at any time and has good game protection.
- **Focuses on table activity.** Actively monitors the table, players, unusual behavior, and players’ betting patterns.
- **Clear hands.** Shows an open palm at all times when dealing with cash/color, when going into or out of the rack and when arriving at or leaving a table.
- **Performs cash/color transactions correctly.** Announces all changes loudly, without compromising game security. Places cheques and chips in the correct area. Accurately performs the transactions, taking into account the customer’s wishes.

- **Verbalizes games loud and clear.** Verbalizes the game in an appropriate manner and is always clear and audible.
- **Excellent game protection.** Follows correct dealing procedures. Has excellent game protection at all times.
- **Rack Management.** Ensures that the rack is well-managed and readable at all times. Regulates cheque and chip movements and anticipates rack requirements in advance. Plans cheque and chip movements efficiently to minimize the requirement for additional cheques and chips.
- **Communicates clearly and accurately.** Communicates effectively with no unnecessary information.
- **Is discrete where necessary.** Conveys information discreetly.

SIDE EVENTS

The G2E Dealer Championship will include side events during the competition. Side events are fun, quick, low-pressure events that allow competitors to have an additional chance to showcase skills and win recognition. All or some of these side events will be part of G2E Dealer Championship 2025, to be announced with the official schedule and are mandatory for competition participation.

Best Card Pitcher: Competitors will receive a single deck of cards (52 count) to pitch in the bucket while seated completely upright, 3 feet away from the bucket. Competitors will have one minute to get as many cards in the bucket as possible. The competitor with the most cards in the bucket will win.

Best Cheque Racker/Mucker: Sort 300 color nonvalue chips of three (3) different colors, by stacks of 20, as quickly as possible and replace them around the wheel track.

+5 seconds of penalty for each mixed stack

Additional side events will be announced and information will be available prior to the beginning of the event.