

GOOD NEIGHBOR PLEDGE

As a G2E exhibitor, I agree that the gaming industry is strongest when it works together, while simultaneously acknowledging that competition is inherent and healthy. Global Gaming Expo, presented by the American Gaming Association (AGA), organized by RX, and supported by the Association of Gaming Equipment Manufacturers (AGEM) is a showcase for our industry, and we ask that each exhibiting company keep the good neighbor pledge in mind before, during, and after G2E. All G2E exhibitors are expected to be mindful of this Pledge.

Given that G2E is the one time per year when our industry is best exemplified and gathered, I pledge to serve as a “good neighbor” to fellow exhibitors, by:

- Putting business first and demonstrating leadership of product and people, including by:
 - Not objectifying any gender, race, sexual orientation, etc. in the staffing or design of my booth, booth marketing, and all G2E activities;
 - Abiding by the decibel volume guidelines within the show manual to reduce noise and create a more productive business environment;
 - Respecting the times/dates of key G2E programs and events such as keynotes, welcome reception, etc. to reduce/eliminate conflicts for attendees; and
 - Respecting the business dealings of other exhibitors by refraining from visiting or attempting entry to other exhibitors’ booths during times that are designated for customer interactions, unless invited; And enforcing the importance of this notion throughout all levels of organizational teams and staff attending G2E.
- Promoting healthy competition by:
 - Asking permission to see and/or photograph or video record other exhibitors’ booths, products, technologies, and to respect all intellectual property and relevant laws;
 - Refraining from visits to other exhibitors for any purpose the first two days of G2E (Tuesday and Wednesday). Visitation amongst exhibitors should be limited to the third day of G2E (Thursday) in accordance with the other provisions of the pledge;
 - Communicating proactively with adjacent exhibitors on elements of booth design (e.g., sightlines, lighting, music) that may significantly impact the booth design of another;
 - Coordinating with show management to better organize and schedule special events on the show floor and/or in-booth activations to ensure dedicated time for my company’s and others’ investments in the show; and
 - Speaking well of or saying nothing at all regarding fellow exhibitors to customers and publicly, and addressing any conflicts privately with the support of show management, as needed.

For questions about the Good Neighbor Pledge, **contact any member of the G2E team.**

PHOTOGRAPHY & FILMING AT G2E

Part of the Good Neighbor Pledge, is respecting and following G2E's photography and videography policies. The G2E team has introduced a reporting process for visitors who do not follow these rules.

Step 1: Exhibitors have the responsibility of monitoring photo/videography in their booth and are able to give out warnings or ask visitors to leave.

Step 2: If the person being warned does not comply, Exhibitors can then notify G2E security via text message. The following information must be provided:

- Company Name & Booth Number
- Name of Person Reporting
- Individual they're reporting
- Photo of the individual they're reporting (if possible)

Step 3: Security response team will report to the booth for assistance to help remove the individual from the booth and issue a warning stating that if they continue to disregard the photography/videography policy they will have their badge revoked and will be removed from G2E.

Step 4: If the offender continues to attempt entry to the booth, security can be contacted again and will revoke the individuals show badge and they will be removed from G2E.

PHOTOGRAPHY & FILMING AT G2E

Photography and filming of booths and products are permitted only with the express permission of the booth owner. Anyone who disregards these guidelines may be escorted from the show. To view the full on-site filming terms & conditions visit: g2e2026.com/filming.