

## Five 'side events' during European Dealer Championship

Note:

Outcome has no effect on the main championship.

Winners receive a trophy.

### 1 - Best chipper

**Who is the fastest chipper of 300 chips (3 different colors). Chip and stack.**

On the table are 300 chips (3 different colors). The time will start when the dealer touches the first chip.

The dealer has to sort, chip and stack all the chips. Each stack contains 20 chips with identical colour.

All chips have to be well placed (and on top of each other).

For each stack with mixed colour chips, the dealer receives a penalty of + 5 seconds.

The time stops as soon as the dealer finishes chipping and calls out 'STOP'.

The fastest dealer will win.



Start position



End position

### 2- Best card handler

**Who draws the fastest initial deal at BJ.**

Each dealer has to deal **5 times** the initial deal at BJ (7 boxes, 2 cards for each player and 1 card for the dealer).

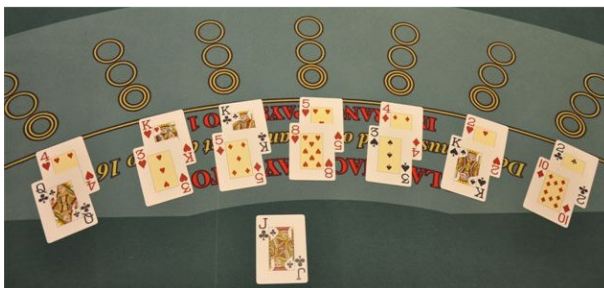
All cards have to be placed under the insurance line, all card numbers have to be visible both for customer and dealer.

For each mistake (card numbers not visible) the dealer receives a penalty of + 2 seconds.

After each initial deal, the dealer picks up the cards and places them in the discard holder.

The time stops when the last set of cards is placed in the discard holder.

The fastest dealer will win.



Correct position of the cards



Penalty situations

### 3 - Best cutting chips

**Who will be the best with cutting stacks into fractions.**

At the table there will be chips of 4 different colours. These colours have to be placed on the lay out. The dealer has to 'dropcut' the chips.

Colour 1: 24 chips --> the dealer has to 'dropcut' 2 chips on each number of the 1st dozen.

Colour 2: 36 chips --> the dealer has to 'dropcut' 3 chips on each number of the 2nd dozen.

Colour 3: 48 chips --> the dealer has to 'dropcut' 4 chips on each number of the 3rd dozen.

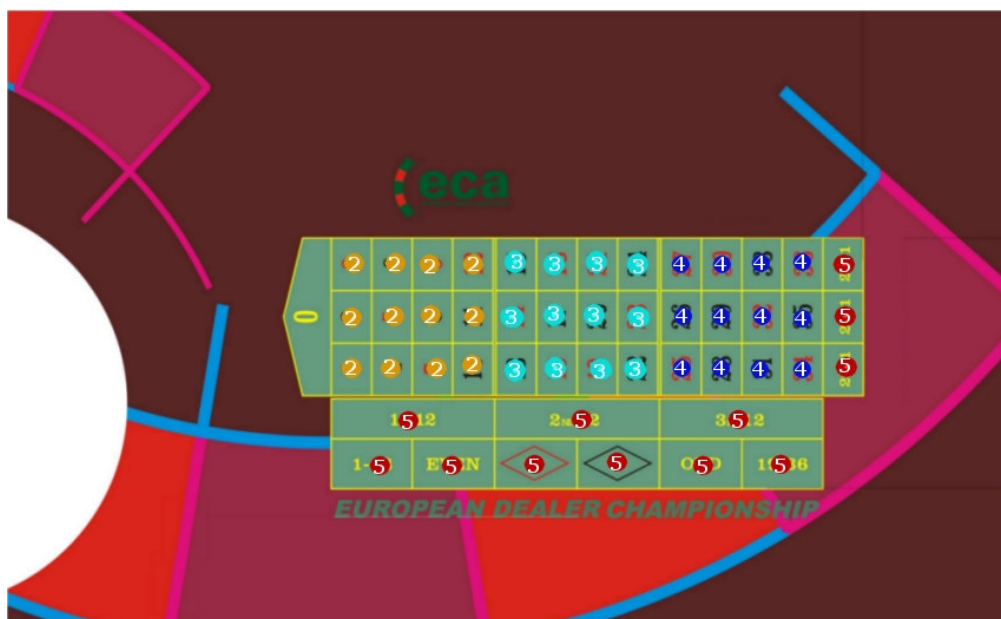
Colour 4: 60 chips --> the dealer has to 'dropcut' 5 chips on each outside changes.

All chips have to be well placed (and on top of each other). For each bet that isn't placed accurately, the dealer receives a penalty of + 2 seconds.

The time stops as soon as the dealer finishes cutting chips and calls out 'STOP'.

The fastest dealer will win.

**Not allowed:** cut all chips into parts and then place them at the layout.



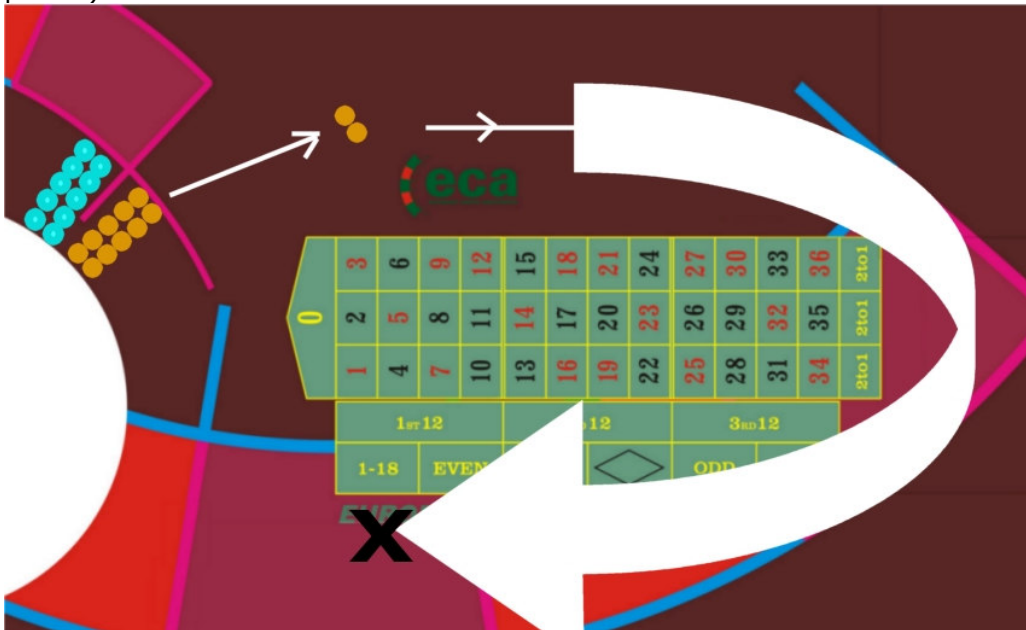
#### 4 - Best pushing stacks

**Who can push 2 to 8 stacks the fastest from one side of the table to the other without falling over.**

The dealer first has to take 2 stacks from the float. Place them at the paying area. Then, pushes the chips around the end of the table to seat 1. Next the dealer takes 3 stacks from the float and also pushes these stacks the same way to seat 1. Next 4 stacks, etc... until 8 stacks have been pushed.

If a stack falls, the dealer has to correct this.

The time stops as soon as the dealer has pushed the last stacks (all stacks are well placed).



## 5 - Best mathematician

### Who can calculate the fastest AR Manhattan bets

On the table on number 3 and 17, chips of 1 colour are placed and opened in a way the dealer can clearly see the number of chips per bet.

The numbers are covered by a box.

Five dealers will simultaneously start calculating the outcome for the two bets. The dealers have to write down the payment on paper.

When the dealer lays down his/her pencil, he/she is no longer allowed to make corrections. After all dealers are finished, the result will be checked.

The winner is the dealer who calculates both payments the fastest (and has the right total).

There will be 6 sessions (6 times 5 dealers). Winners of each session will enter the final for this side event.

