INTRODUCTION & TABLE OF CONTENTS

INTRODUCTION

Thank you for sanctioning tournaments with the DCI players organization. By running your tournaments with the DCI, you give your players the opportunity to develop ratings and rankings in the worldwide communities of their favorite games. However, perhaps even more important than access to ratings and rankings, sanctioning with the DCI says your events will follow a set of well-distributed rules and standards of play. This Tournament Organizer's Handbook contains just about everything you'll need to run your events—and if any changes take place to the materials included, you'll be mailed updates.

Good luck with all your upcoming events!

Sincerely,

DCI Staff

TABLE OF CONTENTS

RUNNING DCI EVENTS IS EASY!

THE DCI RATES AND RANKS PLAYERS IN A NUMBER OF GAMES, INCLUDING:

- **Magic: The Gathering®** • **Pokémon®** • **Harry Potter™**

Each DCI-supported game features a player-rating system that allows your tournament participants to more accurately compare themselves against the world community of players within that game. Given that players are being measured based on their performance against each opponent using the Elo ratings system*, the results of each match must be reported to the DCI. You'll find your first Match Report Form and Player Information List immediately behind these instructions. Please make copies of those forms for any future events you sanction with the DCI!

DCI Events—Step by Step, from Sanctioning to Reporting

1. **Fill out a copy of the Tournament Sanctioning Application.**
   - Complete the DCI Sanctioning Application that applies to the appropriate game.
   - Be sure to provide all the contact and event information you can, because your event will be listed in our website's searchable upcoming events calendar. You may submit your sanctioning application to the DCI via fax at (425) 254-2987, or by mail at:

   > DCI Tournament Sanctioning
   > P.O. Box 1080
   > Renton, WA 98057

2. **Shortly after sanctioning your event, you will receive:**
   - An Event Report Summary customized by DCI staff for the event you're scheduling;
   - A copy of the Tournament Organizer's Handbook, which you should use as a reference for running DCI-sanctioned events; and
   - A pad of DCI Membership Application Cards for players who are new to tournaments.

3. **Register Your Players**
   - Be sure to gather each player's name and DCI number on a copy of the Player Information List at registration. EVERY PLAYER MUST HAVE A DCI NUMBER TO PARTICIPATE. Give each player who does not yet have a DCI number one of the Membership Application Cards you received. The player must fill out the contact information portion of the card and return it to you. The membership-card portion of the card stays with the player for use at future DCI-sanctioned events.

   Players who have lost or forgotten their DCI numbers can be looked up on an electronic list included on the DCI Tournament Organizer Handbook CD-ROM. If you cannot clearly identify the player from this list, issue the player another DCI number and send an email to dci@wizards.com to report that you've issued another DCI number for that player. Be sure to include the player's name, his or her new DCI number, and his/her birthdate, city, state, zip and country. If you will report your event on paper, please write each player's information on the Player Information List as follows:

New Member (Check)	DCI #	First Name	Last Name	Phone Number
☐	1111111	John	Random	444-333-2222
☐	2222222	Julius	Dot	555-222-2222
☒	3333333	Joe	Member	333-111-6666
☐	4444444	James	Guy	777-444-7777

4. Run Your Event, and Record Match Results.

Your players can participate in every round of your event—regardless of how many times they win or lose—when you use the Swiss player-pairing system. See Section F.1—Swiss-Style Pairing System for an explanation of how you can run your events using this pairing method.

A version of Swiss called Age-Modified Swiss is required at all DCI-sanctioned **Pokémon** tournaments. See Section F.2—Age-Modified Swiss-Style Pairing System for further information on this pairing method.

If you're keeping records of your players' performance on paper, you'll want to record the match results as follows on copies of the Match Reporting Form:

DCI MATCH REPORTING FORM

Make as many copies of this blank form as necessary for your tournament.
Enter sanctioning number, round, and page information in the space provided. **Page ___ of ___**

Event Sanctioning #: 1 1 – 1 1 – 1 1 1 1 1 1

NOTE: Do not include letters such as the player's last initial with any DCI™ number you list below.

Round: 01

Winner	Loser	Draw
1 1 1 1 1 1 1 1	3 3 3 3 3 3 3 3	
2 2 2 2 2 2 2 2	4 4 4 4 4 4 4 4	
6 6 6 6 6 6 6 6	7 7 7 7 7 7 7 7	
• 8 8 8 8 8 8 8 8	5 5 5 5 5 5 5 5	

Round: 02

Winner	Loser	Draw
1 1 1 1 1 1 1 1	6 6 6 6 6 6 6 6	
8 8 8 8 8 8 8 8	2 2 2 2 2 2 2 2	
7 7 7 7 7 7 7 7	4 4 4 4 4 4 4 4	☒
• 3 3 3 3 3 3 3 3	5 5 5 5 5 5 5 5	•

SAMPLE

6. Send the Complete Event Report back to the DCI.

For each event, please send the following information to the address listed above:

- **A complete Event Report Summary.**

- **A full Player Information List (containing name and DCI number).**

- **Match Reporting Forms featuring match results for each round of play.**

- **Membership application cards filled out by each new player receiving a DCI number at your event.**
  (The player keeps the tournament card portion of the application so he or she can continue developing the rating they started with your event.)

For more information on the DCI's rating system, see "Elo Ratings System" in Appendix A of the DCI Universal Tournament Rules.

DCI™ UNIVERSAL TOURNAMENT RULES

2001–2002 Tournament Season

Effective November 1, 2001

Introduction

The DCI Universal Tournament Rules help maintain fair and consistent worldwide sanctioned tournament play for every game the DCI players' organization supports. The DCI Universal Tournament Rules apply to all games, in addition to the DCI Floor Rules specific to each game. In order to maintain this tournament system, participants and officials must treat each other in a fair and respectful manner, following both the rules themselves and the spirit in which they were created. Players who violate sections of the Universal Tournament Rules or the appropriate game's DCI Floor Rules will be subject to the appropriate provisions of the DCI Penalty Guidelines and further DCI review.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

1. General DCI Tournament Rules

2. DCI-Supported Games

The following games are supported by the Universal Tournament Rules:
- **Magic: The Gathering®** trading card game
- **Harry Potter™** trading card game
- **Pokémon®** trading card game
- **MLB™ Showdown™** sports card game
- **WCW™ Nitro™** card game
- **X-Men™** trading card game

If you do not have the appropriate game-related section of the DCI Floor Rules, visit the tournament section of the DCI website at **thedci.com** to download a copy.

3. Player Eligibility

Any player is eligible to participate in a DCI-sanctioned event except for the following:

- The tournament organizer of record (unless he or she is judging in an event that uses the three-judge system; see section 19);
- The head judge and any other listed judges of record (exception: see section 19);
- Players currently suspended by the DCI;
- Wizards of the Coast corporate employees (see Appendix B);
- Former Wizards of the Coast® corporate employees (until thirty days after their last days of employment at Wizards of the Coast);
- Wizards of the Coast (including The Game Keeper®) retail store employees may play in Prerelease tournaments, Amateur Championships, Friday Night Magic events, and non-Premier events. However, Wizards of the Coast retail store employees may not play in any other Premier event as defined in Appendix B, and they may not play in any events that take place in the stores where at which they are employed.
- Employees of Wizards of the Coast Strategic Partners (see Appendix B) may not participate in DCI -sanctioned play (for example, Hobby Japan, Amigo Spiel, Devir, and so on).
- Playtesters and reviewers of a card set used in an event may not play in that event unless the event takes place at least eighteen days after the Prerelease tournament that featured that card set;
- Other players specifically prohibited from participation by DCI or Wizards of the Coast policy (for example, already qualified players may not participate in **Magic: The Gathering** Pro Tour™ Qualifier tournaments).
- Invitation-only tournaments, such as Pro Tour events, may have additional criteria regarding player eligibility.

4. Necessary Tournament Materials

A Player must bring the following items to a tournament in order to participate:

- A visible and reliable method to maintain and record game information (tokens, score counters, pen and paper, and so on).
- A valid and unique DCI number registered in the participant's name.
  Note: New players must register for DCI membership at their first tournament. Players may have only one DCI number. Tournament organizers must report any player using more than one DCI membership number.
- Any materials specifically required for a particular tournament format, as required by the game's DCI Floor Rules or the tournament organizer.
  Example: Players need to bring their assembled decks to Constructed tournaments.

5. Wagering

Players and tournament officials may not wager, ante, or bet on the outcome of any portion of a tournament.

6. Publishing Event Information

Wizards of the Coast reserves the right to publish event information such as the contents of a player's deck as well as transcripts or video reproductions of any DCI-sanctioned tournament at any time (including during the tournament).

Wizards of the Coast reserves the right to publish penalty and suspension information.

7. Document Updates

The DCI reserves the right to alter these rules, the DCI Floor Rules of any particular sanctioned game, as well as the right to interpret, modify, clarify, or otherwise issue official changes to these rules, with or without prior notice.

10. TOURNAMENT RESPONSIBILITIES

11. Event-Knowledge Responsibilities

Competitors, judges, and organizers involved in DCI-sanctioned tournaments are responsible for knowing and following the most current version of the Universal Tournament Rules, the DCI Floor Rules for the appropriate game, and any other applicable regulatory documents, including the game rules for the appropriate game.

12. Tournament Organizer Responsibilities

The tournament organizer for an event is ultimately responsible for all tournament operations and event reporting for the event. The tournament organizer's responsibilities include, but are not limited to, the following:

- Selecting the site for the event
- Providing all materials to operate the event (product at Sealed Deck events, for example)
- Retaining all tournament results for one full year after the event's completion
- Reporting to the DCI of all event results, including the winner, in a timely manner
- Staffing the event with appropriate personnel (including finding an appropriate head judge for the event)
- Advertising the tournament sufficiently in advance of the event date

13. Player Responsibilities

Players must follow the rules interpretations and guidelines for play set forth by the DCI, the head judge, and other tournament officials. Players are expected to behave in a respectful and sporting manner at all times. Players who argue with the head judge or other tournament officials may be subject to the appropriate provisions of the DCI Penalty Guidelines. Players are still subject to the appropriate penalties even if a judge was present at the match at which the infraction occurred. Players are not permitted to waive penalties on behalf of their opponents. The judge must ensure that the appropriate penalty, if any, is imposed.

All players are responsible for maintaining an accurate rating. If an anomaly occurs in a player's rating, he or she should contact the DCI immediately.

4.-13.

14. Spectator and Press Responsibilities

Spectators are expected to remain silent during matches and are not permitted to communicate with players in any way while matches are in progress. Players have the right to request that a spectator not observe their matches. All such requests must be made through a judge

Spectators and members of the press who believe that they have observed rules violations should inform a judge, but they must not interfere with the match..

15. Judge Responsibilities

All judges have the responsibility to deliver fair, impartial rulings and to assist the head judge and other tournament officials in any area that is required to ensure a smooth tournament. Judges must take action to resolve any rules infraction (whether a violation of the DCI Floor Rules or the rules for the appropriate game) they notice or that is brought to their attention.

16. Head Judge Responsibilities

Officially sanctioned competition requires the physical presence of a head judge during play to adjudicate disputes, interpret rules, assign penalties, and make other official decisions. The head judge may, with the tournament organizer's agreement, appoint any number of other judges to help in the performance of the head judge's duties and to perform other tasks the head judge may require. The head judge is responsible for reporting all warnings issued at the tournament to the DCI, either directly or through the tournament organizer's event report.

The head judge and the tournament organizer can be, but do not have to be, the same individual. The head judge is the final judicial authority at any DCI-sanctioned tournament (see section 15, Judge Responsibilities).

Although it is beneficial, the head judge does not have to be a DCI-certified judge. Certification is available only to **Magic: The Gathering** judges at this time. For information on becoming a certified **Magic®** judge or finding a certified judge in your area, please contact the DCI judge certification manager at **dcijudge@wizards.com** or (425) 204-7365.

17. Appeals to the Head Judge

If players should disagree with a judge's decision, they are free to appeal the ruling to the head judge. The head judge has the right to overrule other judges'decisions. Players may not appeal to the head judge before the judge responding to the situation renders an initial decision. The head judge's decision is final.

If the Team Leader judging system is used, all appeals must still be passed to the head judge, whose decision is final.

18. Lengthy Rulings

If a judge uses more than one minute to make a ruling, he or she may extend the match time appropriately. The extra time must be clearly communicated and recorded immediately by the judge.

19. Three-Judge System

The three-judge system has the following restrictions:
- The event must have at least eight, but no more than sixteen, players.
- Premier events are not eligible for the three-judge system. Refer to the definition of "Premier Events" in appendix B for further information. Note that Friday Night **Magic** events may use the three-judge system.
- The three-judge system may be used only in conjunction with one-on-one tournaments, and not in multiplayer events.
- Events that use the Elo rating system and the three-judge system are limited to a K-value of 8.
- Organizers choosing this system must announce its use before the tournament begins and identify the three judges as head judge, secondary judge, and tertiary judge.
- Tournament organizers may participate in events they sanction only if they are using the three-judge system and work as a judge for that event. These types of events are the only ones in which judges and/or tournament organizers are allowed to participate.

When using the three-judge system, the head judge makes all of the rulings, except when a decision is needed for a game in which the head judge is participating. If a ruling is needed in a head judge's game, the secondary judge makes the call. The only time the tertiary judge makes a ruling is when the head judge is playing against the secondary judge.

20. TOURNAMENT MECHANICS

21. Shuffling

All shuffling must be done so that the faces of the cards cannot be seen. Regardless of the method used to shuffle, players' decks must be sufficiently randomized. Each time players shuffle their decks, they must present their decks to their opponents for additional shuffling and/or cutting. At a judge's discretion, players may request to have a judge shuffle their cards rather than pass that duty to their opponents. By presenting their decks to their opponents, players state that their decks are sufficiently randomized.

After decks are presented and accepted, any player who does not feel his or her opponent has made a reasonable effort to sufficiently randomize his or her deck must notify a judge. The head judge has final authority to determine whether a deck has been sufficiently randomized. The head judge also has the authority to determine if a player has used reasonable effort to randomize the deck. If the head judge feels that either the deck has not been sufficiently randomized or that a player has not made a reasonable effort to randomize the deck, the player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

To aid in randomization, at REL 3 and higher events, players must always shuffle their opponents' decks at the beginning of games. The head judge can mandate the shuffling of opponents' decks at lower RELs (1 and 2) as long as he or she announces this at the beginning of the tournament. If a shuffling effect takes place, players may shuffle and must cut their opponents' decks after the shuffling effect is completed.

Once players have had the opportunity to shuffle and/or cut their opponents' decks, the cards are returned to their original owners. If the opponent has shuffled the player's deck, that player may make one final cut.

22. Tardiness

Players are expected to be in their seats when each round begins. Players arriving at their seats after the round begins may be subject to tardiness penalties listed in the DCI Universal Penalty Guidelines. Players who fail to arrive at their seats by the end of any round will be dropped from the tournament.

At team events, if one or more members of a team are not in his or her seat by the end of the round, that team is automatically dropped from the tournament.

23. Pregame Time Limit

Prior to each game, competitors have 3 minutes to shuffle their decks and present them to their opponents for additional shuffling and/or cutting. This 3-minute period includes sideboarding, if applicable, but does not include shuffling an opponent's deck or resolving any mulligans—if the DCI Floor Rules for the game in question specifically allow mulligans. Any mulligans or shuffling of opponents' decks must be done in a timely manner before games begin. Shuffling requirements specified in section 21 apply during these steps.

If the head judge determines that a player exceeded the time limit on purpose and is stalling, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

24. Midgame Shuffling Time Limit

A 1-minute time limit exists for all shuffling and deck-searching that occurs during a game. If a judge determines that a player's shuffling time is excessive, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines. Shuffling requirements specified in section 21 also apply.

25. Conceding Games or Matches

Players may concede a game or match at any time within the following guidelines. The conceded game or match is recorded as a loss for the conceding player. If a player refuses to play, it is assumed that he or she concedes the match.

The following actions are prohibited:
*   Offering or accepting a bribe or prize split in exchange for the concession, drop or draw of a match
*   Attempting to determine the winner of a game or match by a random method, such as a coin flip or die roll

Players who engage in these actions will be subject to the appropriate provisions of the DCI Penalty Guidelines.

20.-25.

Players are allowed to share prizes they have won as they wish, such as with teammates, as long as any such sharing does not occur as an exchange for concession or draw of a game or match.

Players in the final of a Top 8 single-elimination tournament have the option not to play their match. If both players of the final match agree not to play, one of them must agree to drop from the event (in order for prizes to be awarded). The DCI ratings of the players will not be affected because no match will have been played. The dropping player receives the second-place prize, and the other finalist receives the first-place prize. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

Example #1: If all players in the Top 8 single-elimination portion of a tournament decide to split the first- through eighth-place prizes equally among them instead of following the original distribution announced by the organizer, they may do so as long as no matches are conceded in exchange for the prize split.

Example #2: Two players in the final of a Pro Tour Qualifier may agree to split the prizes (the travel award and the Pro Tour invitation), but this agreement cannot alter the results of the match. One player must drop from the event, leaving the travel award and the invitation to the player who did not drop from the event. That player is then free to split the prizes as agreed upon. The prizes will be sent only to the winner (that is, the finalist who did not drop); Wizards of the Coast will not send the Pro Tour invitation and the travel award to different people.

26. Withdrawing from an Event

Players choosing to withdraw from an event must inform the scorekeeper before the pairings for the next round are generated. Players leaving the tournament after the scorekeeper begins pairing for the next round receive a match loss in the upcoming round and will be removed from the event after that round. Special rules apply to Limited events. (See section 64.)

27. Intentional Draw

Players may mutually agree to accept an intentional draw at any time before the match result of a Swiss round is submitted. This agreement should not be regarded as a violation of section 41. If an offer to intentionally draw is declined, the match must continue as normal without any further coercion to accept the offer. Declaring an intentional draw has the same results for competitors as playing to a draw. For example, if two players choose to draw during the Swiss rounds of a **Magic** tournament, each would receive 1 match point. See the DCI Floor Rules for additional game-specific information.

28. Taking Notes

Players are allowed to take written notes during a match and may refer to these notes while the match is in progress. However, players are expected to take their notes in a timely fashion, and players who take too much time will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Players may **not** refer to outside notes during the match. The exception is that writing on the faces of cards (including sideboard cards) is permitted as long as it is not disruptive or inappropriate.

29. Electronic Devices

The head judge or tournament organizer may choose not to allow players to participate with electronic devices (such as cellular phones, pagers, and/or portable audio units) turned on.

30. TOURNAMENT CARD STATUS RULES

31. Cards Allowed

All cards in a player's deck must be produced by the game's manufacturer or a partner that is approved by the DCI. The DCI Floor Rules for the appropriate game will contain additional information, if necessary.

32. Card Interpretation

The head judge is the final authority regarding card interpretations. See the DCI Floor Rules for the appropriate game for more detailed rules regarding how cards should be interpreted. If the head judge determines that a player is using non-English–language cards and/or misprints to create an advantage by using misleading text or artwork, that player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

33. Card Elevation

Players must keep their cards above the level of the playing surface at all times, including during sideboarding. Revealing your hand to your opponent is not considered to be a violation of the DCI Universal Tournament Rules.

34. Proxy Cards

The use of proxy cards is not permitted except under the following conditions:

- If a card becomes accidentally damaged or excessively worn through play in the current DCI-sanctioned tournament, the judge may provide a proxy replacement card at his or her discretion or require the player to sleeve all of his or her cards before play continues.
- If a card opened out of sealed product for use in a Limited tournament is misprinted, miscut, or otherwise damaged in a way that would cause the card to be marked, the judge may provide a proxy replacement card at his or her discretion.

Players are not permitted to create a proxy. When a judge creates a proxy for a player, it is included in the player's deck. The original card is kept close at hand during the match. When the proxy is in play, replace it with the original. When it returns to the player's deck/hand, swap it with the proxy. This replacement method helps ensure that the opponent is able to clearly see the intended card and to avoid confusion.

The term "proxy" includes counterfeit cards or any card that is not a genuine game card. Counterfeiters will be prosecuted to the fullest extent of the law.

35. Card Sleeves

Players may use plastic card sleeves or other protective devices on cards. If a player chooses to use card sleeves, all cards in the player's current deck must be placed in the sleeves in an identical manner. If the sleeves feature holograms or other similar markings, cards must be inserted into the sleeves so these markings appear only on the face of the cards.

Once a match begins, a player may request that the judge inspect an opponent's card sleeves. The judge may disallow a player's card sleeves if the judge believes they are marked, worn, or otherwise in a condition or of a design that interferes with shuffling or game play. To avoid confusion, a card sleeve may also be used to mark a player's card if the card is in an opponent's playing area.

36. Turned Cards

If a card must be turned as a part of the game rules to denote a particular effect, it must be turned approximately 90 degrees or 180 degrees, whichever is most appropriate for the game.

37. Game Markers

Game markers, such as tokens or reminders of a game effect, may not be designated by cards with identical backs as the cards in a player's deck if the deck is unsleeved. If the deck is sleeved, game markers may not have sleeve backs identical to those on the cards in the player's deck.

No game markers of any kind may be placed on top of or in a location that obscures a player's deck. A judge may disallow the use of game markers that may cause confusion with regard to the state of the game.

40. TOURNAMENT VIOLATIONS

41. Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the DCI Penalty Guidelines. All disqualifications are subject to later DCI review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:

- Receiving outside assistance or coaching
- Looking at opponents' card faces while shuffling or cutting their decks
- Collusion to alter the results of a game or match (see section 25)
- Misrepresenting cards or rules
- Using marked cards/sleeves (see section 44)
- Drawing extra cards
- Illegally manipulating which cards are drawn from a player's deck or his or her opponent's deck
- Stalling the length of a turn to take advantage of a time limit
- Misrepresenting public information (point totals, number of cards in a deck, and so on.)
- Giving false or misleading information to a judge or tournament official

42. Unsporting Conduct

Unsporting conduct is unacceptable and will not tolerated at any time. Judges, players, spectators, and officials must behave in a polite, respectable, and sporting manner. In addition, players who use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents will be subject to the appropriate provisions of the DCI Penalty Guidelines and will be subject to further DCI review.

43. Slow Play

Players must take their turns in a timely fashion. Playing too slowly or stalling for time is not acceptable. If a judge determines that a player is playing excessively slowly at any point during the tournament, the responsible player will be subject to the appropriate provisions of the DCI Penalty Guidelines.

44. Marked Cards

A card is considered marked if it bears something that makes it possible to identify the card without seeing its face, including scratches, discoloration, unnatural bends, and so on. If a player's cards are sleeved, the sleeves are considered part of the cards, so the cards must be examined while in the sleeves to determine if they are marked.

Any card that is cut differently from the other cards in a player's deck may be considered marked if the entire contents of the deck is not placed in nonmarked, completely opaque card sleeves. For example, Alpha cards are considered marked if they are mixed into a player's deck with cards from other sets at a **Magic** event. However, Alpha cards are not considered marked—and therefore do not have to be in opaque sleeves—if the entire deck consists of Alpha cards.

If a differently cut card has caused its sleeve to become worn differently than other sleeves in the deck, that sleeve is considered marked.

The head judge has the authority to determine if a card or series of cards in a player's deck is marked.

50. GENERAL CONSTRUCTED TOURNAMENT RULES

The rules in this section apply to all Constructed tournaments.

51. Previous Printings of Current Cards

Players may include cards from previous printings if they appear in current card sets allowed in Constructed play by the appropriate game's DCI Floor Rules (as long as they do not have features that create "marked" cards [see section 44]).

52. Constructed-Deck Registration

The head judge or tournament organizer may require players to register their decks and sideboards (if applicable) upon arrival at a tournament. Registration records the original composition of each deck. Once a tournament official receives a player's decklist, the deck may not be altered. Failure to properly register a deck will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines. The DCI recommends (and in the case of enhanced K-values, the DCI requires) that organizers check a reasonable number of decks against their decklists each round.

60. GENERAL LIMITED-TOURNAMENT RULES

The rules in this section apply to all Limited tournaments, including Sealed Deck (section 65) and Draft (section 70) tournaments.

61. Limited-Deck Registration

The head judge or tournament organizer may require players to record on a decklist every card they receive in a Limited tournament. Once the cards are registered, players have a limited amount of time to prepare their decks before play begins. Any cards players receive that are not used in their main decks are considered to be their sideboards. The DCI recommends (and in the case of enhanced K-values, the DCI requires) that organizers check a reasonable number of decks against their decklists each round.

62. Card Use in Limited Tournaments

All cards players use in Limited events must be received directly from tournament officials. Players must receive the same number of decks and/or booster packs from the same card set(s) as all the other players participating in the tournament.

Players may use only the actual cards they receive or draft at a Limited tournament, and any additional specifically provided by the tournament organizer (for example, basic lands in the **Magic** game). Players may not trade or replace the cards they receive or draft at a Limited tournament with any other cards, even if the replacement is an exact copy. If a card is damaged or otherwise considered "marked," players must comply with section 63, Abnormal Cards or Boosters.

63. Abnormal Cards or Boosters

Players who have an abnormal number of cards in the decks or booster packs they receive must inform the head judge, who may replace the deck or booster pack at his or her discretion in consultation with the tournament organizer. The head judge makes the final decision.

If a player receives a "marked" card (section 44), the head judge may replace that card with a proxy card at his or her discretion. (See section 34—Proxy Cards)

Neither Wizards of the Coast nor the tournament organizer guarantees any specific distribution of card rarities or frequency in a particular booster pack or deck.

64. Early Departure

Once a player in a Limited tournament has received sealed product, he or she may not withdraw from the event prior to the first match. Violation of this rule results in the offending participant receiving a loss for the match on the official tournament record (the opponent receives a win for the match) and being dropped from the tournament.

65. GENERAL SEALED DECK–TOURNAMENT RULES

Not all DCI-supported games feature Sealed Deck tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information.

66. Deck Construction

Before tournament play begins, each player receives an assortment of sealed product. If decklists are being used, players have 20 minutes to register their decks. Each player then creates a tournament deck that meets the Sealed Deck size requirements found in the game's DCI Floor Rules. Players have 30 minutes before the event begins to construct their decks.

The head judge or tournament organizer may require players to record on a decklist every card they intend to play in their main decks and/or sideboards. Failure to properly record the cards being played in the main decks will result in the head judge applying the appropriate provisions of the DCI Penalty Guidelines.

67. Sealed Deck Swap

A Sealed Deck event may require participants to perform a sealed deck swap. In a sealed deck swap, players do not play with the decks they originally receive at the event. Instead, the sealed products—as well as deck-registration sheets—are handed out to all players in the event. Players open their decks and record the contents on their deck-registration sheets. This process is called "registering a deck," and 20 minutes is allowed for it. Tournament officials will then collect the sealed product and the corresponding deck-registration sheets. Next, the tournament officials hand out decks randomly to all players. It is perfectly acceptable for some players to receive their original decks back at this point. This entire process is called a sealed deck swap. Players are then allowed 30 minutes to construct their decks (60 minutes for team events) from the product they have at that time.

70. GENERAL DRAFT-TOURNAMENT RULES

Not all DCI-sanctioned games feature Draft tournaments. Check the Limited Tournament Rules section of the specific game's DCI Floor Rules for more information.

71. Player Distribution

Players assemble randomly into drafting circles (called pods) of roughly equal size at the discretion of the tournament organizer or head judge. A tournament official then distributes an equal amount of booster packs to each player in the pod.

Players within a pod may play only against other players within that pod.

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Players may not talk or communicate to others during a draft. As players draft the cards, they must place their cards in one orderly pile in front of them. Drafted cards may be reviewed only between the drafting of each pack.

72.   Draft Card Selection

Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, the pod judge issues that player a random card from the pack the player is selecting from.

73.   Deck Construction

Once drafting is complete, players have 30 minutes to build decks from the cards they selected. These decks must meet the Limited deck-size requirements specified by the appropriate game's DCI Floor Rules. The head judge or tournament organizer may require players to record on a decklist every card they intend to use in their main decks, as well as all cards they drafted.

74.   Booster Draft Procedure

At a signal from a tournament official, each player opens the booster pack specified by the official and counts the cards. If a player does not have the appropriate number of cards in his or her booster pack, he or she must immediately notify the judge, who will replace the pack. The player chooses one card from the booster pack, and then passes the remaining cards face down to the player on his or her left. The opened packs are passed around the drafting pod—with each player taking one card each before passing—until all cards are drafted. Once a player has removed a card from the pack, it is considered selected and may not be returned to the pack. Players may not show their card selections or the contents of their current packs to other participants in the draft. Players are not permitted to send signals of any kind to other participants in the draft regarding any information about their own picks or what they want others to pick.

After each player's first pack is drafted, a tournament official will instruct players to open the next specified pack and draft in the same fashion, except that the direction of drafting is reversed. This process is repeated until all cards in all booster packs are drafted. For example, if five booster packs of *Pokémon: Team Rocket*™ cards were being drafted, the first, third, and fifth packs would be drafted clockwise and the second and fourth packs would be drafted counterclockwise.

75.   Rochester Draft Rules

Once a player has indicated his or her drafting selection by touching a card, he or she may not select a different card.

Before the tournament begins, the head judge must announce how much time each player has to select a card. If a player fails to select a card in the time given, the pod judge issues that player the "oldest" card still remaining from the booster pack.

Example: The active player lays out cards from a booster pack. The cards can be considered to be in chronological order (1–15), where 1 is the first card placed on the table and 15 is the last card placed on the table. If a player fails to draft in a timely manner, the cards on the table are examined by the pod judge and the first card that was placed on the table is given to the player. If that card has already been selected, the second card that was placed on the table is given, and so on.

During a Rochester Draft, players must always display the most recent card they drafted in the current pack face up. When all cards are drafted from the current pack, players may move their cards from that pack to any position.

76.   Rochester Draft Table Preparation

Booster packs are divided into groups before the draft table is set, with the number of packs in each group equaling the number of players participating in the draft. If the draft consists of packs from multiple card sets, each group must consist of packs from the same card set.

In preparation for each pack being drafted, the active player lays out the entire contents of the pack face up on the table, with the cards facing him or her (see Section 77, Rochester Draft—Active Player Rotation). Players are given 30 seconds to review the cards before drafting begins.

77.   Rochester Draft—Active Player Rotation

The player drafting first from the cards presented on the table is called the active player. The first active player is the participant in the first seat, designated by the judge. All players in each drafting pod serve as the active player once for each booster pack group (see Section 76, Rochester Draft Table Preparation), with the active player moving between players as follows:
- in a clockwise direction for the first booster pack group (beginning with the first active player);
- in a counterclockwise direction for the second booster pack group (starting with the last active player in the first group);
- and returning to a clockwise direction for the third booster pack group (beginning again with the first active player).

78. Rochester Draft Order

The draft order moves in a horseshoe pattern, beginning with the active player, continuing around the table to the last participant in the group who has not yet drafted a card. The last player in the group selects two cards, instead of one, before drafting continues in reverse order, moving back to the player who began the drafting (the first person who drafted from the pack). After all cards are drafted or each player has two cards from the current booster pack (whichever comes first), the table judge clears the drafting area and prepares for the next booster pack.

Example #1: Eight players are seated around a table. They are numbered 1-2-3-4-5-6-7-8 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1—card 1	Player 6—card 6	Player 6—card 11
Player 2—card 2	Player 7—card 7	Player 5—card 12
Player 3—card 3	Player 8—card 8	Player 4—card 13
Player 4—card 4	Player 8—card 9	Player 3—card 14
Player 5—card 5	Player 7—card 10	Player 2—card 15

The next pack to be opened would be Player #2's first booster.

Example #2: Seven players are seated around a table. They are numbered 1-2-3-4-5-6-7 in a clockwise order. The active player is Player 1. The first booster pack for Player 1 is opened and placed face up in front of Player 1. After the 30-second review period has expired, the draft order is as follows:

Player 1—card 1	Player 6—card 6	Player 4—card 11
Player 2—card 2	Player 7—card 7	Player 3—card 12
Player 3—card 3	Player 7—card 8	Player 2—card 13
Player 4—card 4	Player 6—card 9	Player 1—card 14
Player 5—card 5	Player 5—card 10	*Card 15 is then removed from the draft because each player has two cards.*

The next pack to be opened would be Player #2's first booster.

80. DCI Sanctioning Rules

Tournament organizers must follow the rules in this section when sanctioning events with the DCI. The DCI reserves the right to cancel sanctioning for any event at any time.

81. Sanctioning Deadline

To ensure sanctioning approval, tournament organizers must apply for DCI sanctioning at least twenty-eight days prior to the event.

82. Participation Minimums

For select games, the DCI requires a minimum amount of player participation for the event to be included in the appropriate set of ratings and rankings. These minimums are as follows:

Magic: The Gathering

For singles events, a minimum of eight players must participate.
For team events, a minimum of four teams must participate.

A minimum of four players must participate in tournaments for any other DCI-sanctioned game, unless the organizer is using the three-judge system (section 19).

78.-82.

90. EVENT-REPORTING RULES

Receiving event reports in a correct and timely manner is fundamental to accurate and up-to-date DCI ratings. Tournament organizers must follow the rules outlined in this section when reporting their events.

91. Organizer Records

Tournament organizers are required to keep copies of all tournament reports for DCI-sanctioned events they run for a period of one year. These records serve as backups in case event results are lost.

92. Event Report Deadline

Event reports are due to the DCI within eight days of a tournament's conclusion. Tournament reports not received by the DCI within eight days are considered late, and are listed in the DCI tournament database as "Not Received" for fourteen days after the event.

93. Delinquent Tournaments

Event reports not received within fifteen days are listed as "Delinquent" in the DCI tournament database. Organizers with delinquent tournaments may lose the privilege of sanctioning future events.

94. Invalid Tournaments

Players' match records at events that become invalid will not count toward their DCI ratings and rankings.

The DCI reserves the right to invalidate reported results of any DCI-sanctioned tournament for any reason, but will usually do so only when fraudulent or incorrect results are reported by the organizer. Additionally, the DCI reserves the right to invalidate any event reports not received within thirty days of the tournament date.

95. Event-Status Updates

Tournament organizers and players may check on an event's reporting status by visiting the DCI website at **thedci.com**. Additionally, the DCI sends regular updates to organizers informing them of the status of each of their sanctioned tournaments. If an organizer's event appears as "Delinquent" or "Invalid" on this report two months in a row, the DCI will investigate the organizer's reporting history and issue sanctioning penalties as appropriate.

The DCI reserves the right to adjust penalties on an individual basis due to extenuating circumstances and it reserves the right to change this policy without notice.

96. Mandatory DCI Numbers

All tournament participants must be assigned a DCI membership number prior to participating in a DCI-sanctioned tournament. Results reported with temporary player numbers, player names, or placeholders will not be included in DCI ratings. Membership cards may not be faxed to the DCI.

97. Tournament Reports and Event Invitation Lists

Tournament reports must be received by the deadlines specified in the Ratings Deadline and Publication Schedules provided on the DCI website (**thedci.com**) in order to be included in the ratings calculations used to generate invitation and bye lists for Premier events.
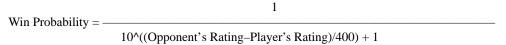
Elo Ratings System

The DCI produces Elo ratings for the following games:
- **Magic: The Gathering** trading card game
- **Pokémon** trading card game
- **Harry Potter** trading card game
- **WCW Nitro** card game
- **X-Men** trading card game

The Elo player-rating system compares players' match records against their opponents' match records and determines the probability of the player winning the matchup. This probability factor determines how many points players' ratings go up or down based on the results of each match. When a player defeats an opponent with a higher rating, the player's rating goes up more than if he or she defeated a player with a lower rating (since players should defeat opponents who have lower ratings). All new players start out with a base rating of 1600. The DCI uses the following equation to determine a player's win probability in each match:

$$\text{Win Probability} = \frac{1}{10\text{^}((\text{Opponent's Rating}-\text{Player's Rating})/400) + 1}$$

This probability is then used to recalculate each player's rating after the match. In the equation below, players receive 1 point if they win the match, 0 if they lose, and 0.5 for a draw. Players' new ratings are determined as follows:

Player's New Rating = Player's Old Rating + (K-Value * (Scoring Points–Player's Win Probability))

All players are rated at the beginning with the first match in which they play. Further ratings are calculated chronologically from that first match.

The DCI ranks players in geographic regions (continent, country, state, city, and so on) based on their Elo ratings to determine the top players in each area.

Modified Winning Percentage

The DCI uses a modified winning percentage to calculate player standings for **MLB™ Showdown**.
It is calculated in the following manner:

Players who have participated in at least the average number of matches played by **MLB™ Showdown** players around the world have their winning percentages calculated without a weight.

(Match Wins / Matches Played)

Players who have participated in less than the average number of matches played by **MLB™ Showdown** players around the world have their winning percentages weighted down by the percentage of matches they are under the average.

(Match Wins / Matches Played) x (Matches Played / Worldwide Average Number of Matches Played)

For example, if the average number of **MLB™ Showdown** matches played is 5, and you've gone 5-0 in your 5 matches, your winning percentage is 1.000, because you've played the average number of games. However, if you had only played 2 matches, and have a record of 2-0, instead of being 1.000, your modified winning percentage would be weighted down to .400 because you had played 3 fewer matches than the average.

APPENDIX A.

Ante Card: Ante cards have the text "Remove [this card] from your deck before playing if you're not playing for ante." These cards usually have a game mechanic associated with a player "anteing" a card. Ante cards are found mainly in older **Magic: The Gathering** expansions and are not allowed in tournament play.

Banned Card: A card that is prohibited by the DCI in the indicated format. For example, the card Channel is banned from DCI-sanctioned Type 1 **Magic** tournaments. This means that Channel is not allowed in any deck in Type 1 Constructed **Magic** tournaments.

Constructed: A tournament in which players bring their own decks. Decks are built from a large pool of cards, depending on the exact format.

Corporate Employee: Any person whose place of employment is a Wizards of the Coast office (Belgium, Beijing, Sydney, Paris, Milan, Seattle, London). This includes all contractors, however Hasbro corporate employees are now allowed to play, the DCI feels that there is no possible benefit that any Hasbro corporate employee could gain by being an employee.

Cutting: One time only, removing a single portion of a deck and placing it on top of the remaining portion without looking at any of the card faces. Anything more than this one cut is considered a shuffle.

DCI: Organization dedicated to developing and maintaining tournament structures for Wizards of the Coast trading card games. Formerly an acronym for Duelists' Convocation International, the name is now simply the DCI.

Enhanced-K Tournament: In events for games that use Elo ratings (see appendix A), organizers may pick from a specified list of K-values to increase or limit the effect of match results on player ratings. Tournaments must meet certain criteria in order to receive an enhanced K-value.

Employee: Any person whose regular place of employment is at a Wizards of the Coast corporate office.

Game Begins: A game is considered to have begun once all players have presented their decks to their opponents for shuffling/cutting.

Head Judge Determines: Decision based on the head judge's opinion.

K-Value: The maximum number of points a player's rating may go up or down based on the results of a single match within an event that uses the Elo ratings system (see appendix A).

Limited: A tournament in which players build their decks at the tournament from cards they have drafted or opened from packs. The three most common Limited formats are Sealed Deck, Booster Draft, and Rochester Draft.

Main Deck: The deck a player presents to his or her opponent during the first game of a match.

Match: A series of games between two players that determines a winner. In many cases, the match winner defeats his or her opponent in a best-two-out-of-three-games series. See the appropriate game's DCI Floor Rules for more specific details.

Match Begins: A match begins when a tournament official announces the start of the match.

Premier Events: Any event that Wizards of the Coast offers only to select tournament organizers or that is open only to a select group of players (based on invitations, for example). Premier events can include, but are not limited to: Amateur Championships, Continental Championships, Friday Night **Magic** events, Grand Prix events, Grand Prix Trials, Junior Super Series Challenges, Junior Super Series Championships, National Championships, Prerelease tournaments, **Magic: The Gathering** Pro Tour events, Pro Tour Qualifiers, Regional Championships, State/Province Championships, and World Championships. Please see appendix A for more information on the Floor Rules for each Wizards of the Coast game.

Promo Card: Any playable card that is released by the manufacturer separate of any given card set.

Proxy Card: A card used during competition to represent another card (also counterfeit cards or any card that is not genuinely produced by the game's manufacturer).

Public Information: Refers to information that is available to all players in the match, such as statistics or card text that participants are required to share with tournament officials and opponents according to the rules of the appropriate game. For example, in most games, the number of cards in a player's hand is public information.

Rating: A numeric value published by the DCI that indicates a player's past performance in sanctioned tournaments.

Ranking: A value, based on a player's DCI rating, that indicates a player's position relative to the group he or she is being measured against. For example, a player may be ranked in first place in the city of Hamburg, Germany, but may be ranked in eighty-fifth place when compared to all of Europe.

Restricted Card: A card that is limited by the DCI to one per deck in the indicated format. For example, the card Black Lotus is restricted in DCI-sanctioned Type 1 **Magic** tournaments. This means that only one Black Lotus is allowed per deck in the Type 1 format.

Round: The period during which match play takes place.

Round Begins: The time posted and/or announced by the head judge or tournament organizer for all players to be seated and ready for match play.

Scorekeeper: The scorekeeper is a tournament official whose responsibilities include receiving and recording all match/game results, constructing player seatings, ensuring accurate entry of match/game results, withdrawing players from the event, and so on. Tournament officials, such as the head judge or tournament organizer, may also be the scorekeeper for the event.

Single Elimination: A competition structure that eliminates players after one match loss. It may be necessary to award byes in the first round to create a situation in which there will be only two undefeated participants playing off in the last round of the event.

Strategic Partner: Any person or company that manages Organized Play for Wizards of the Coast in a region.

Swiss Rounds: Competition structure that allows players to participate in every round of the tournament. Single-elimination final rounds may follow Swiss rounds in some tournaments.

Tournament Begins: Once the onsite tournament registration closes, the tournament has begun.

Tournament Official: Any person who is empowered to maintain the tournament. This includes, but is not limited to, the tournament organizer, scorekeeper, other scorekeeping staff, head judge, and all other judges (see section 10).

APPENDIX B. (CONT.)

PENALTY GUIDELINES

DCI™ UNIVERSAL PENALTY GUIDELINES

2000–2001 Tournament Season

Effective November 1, 2001

Introduction

The DCI Penalty Guidelines provide a structure to help judges determine the appropriate penalties for infractions that occur during the course of a tournament. Penalties exist to protect players from potential misconduct. All penalties in this document (with the exception of section 160) assume that the infraction is unintentional. If a judge believes that an infraction was intentional, the penalty should be upgraded as appropriate (see section 160). Please remember that these are only guidelines. If the judge believes that the situation has significant, extenuating circumstances, he or she is free to modify the penalty as appropriate.

Note: See appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

CONTENTS

10.   FORMAT OF INFRACTIONS

Infractions are listed in the following manner:
- Infraction Type, Infraction Name—The category and designation of the infraction
- Definition—The description of what qualifies as an infraction
- Example—Sample incidents of the infraction
- Philosophy—The reasoning behind the penalty
- Penalty—Recommended penalties at each Rules Enforcement Level (REL)

20.   DEFINITION OF PENALTIES

Caution: This is the smallest penalty that can be given. A caution is a verbal warning to a player. The caution must explain the infraction and the consequences if the infraction is repeated. A caution should be reported to the head judge, but does not need to be reported to the DCI.

Warning: A warning is an officially tracked penalty. The purpose of a warning is to alert judges and players involved that a problem has occurred and to keep a permanent record of the infraction in the DCI Penalty Database. Warnings must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Warnings must also be communicated to the players to whom they are issued, explaining the infractions as well as possible consequences if the infractions are repeated.

Game Loss: A warning is always given with this penalty. If the player is in between games, the loss should be applied to the player's next game. Game losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate game losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Match Loss: A warning is always given with this penalty. Generally, the match loss applies to the current match. If in between matches, or if extenuating circumstances apply, a judge should apply this to the next match in the tournament. For example, a player receives a major unsporting conduct penalty during the last turn of the deciding game of a match. The judge might decide that the match loss should apply to the next match because the current match is basically finished and a match loss would be no penalty at this point. Match losses must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning. Judges must communicate match losses to the players to which they are issued and explain the infractions and possible consequences if the infractions are repeated.

Disqualification: A warning is always given with this penalty. When this penalty is applied, the player loses his or her current match and is dropped from the tournament. Players will still receive whatever prizes they have earned before the disqualification. In certain situations, a disqualification without prize is appropriate. A disqualification without prize is defined as a disqualification with the player receiving no prizes and receiving no additional awards (such as pro points, event invitations, and so on). Disqualification without prize is recommended for severe unsporting conduct and cheating. Disqualifications must be communicated to the head judge and the tournament official responsible for the permanent tracking of the warning.

30.   **APPLYING PENALTIES**

The DCI Penalty Guidelines apply to every game the DCI sanctions, but certain infractions may not apply to certain games. For example, games that do not have a mulligan rule will not use mulligan-related penalties.

REL 2 and higher should be used only for more competitive events, typically found in **Magic: The Gathering**® tournaments. Tournament organizers and judges are welcome to run events at higher RELs, but most events should be run at REL 1.

For events that feature one-game matches, a game loss would essentially be a match loss. The following penalties for the following games should be used instead of a game loss.

- **Harry Potter**™ trading card game: Match loss

- **Pokemon**® trading card game: The player sets aside one additional prize card from the top of his or her deck. Then the opponent takes a prize card.

- **MLB**™ **Showdown**™ sports card game: The member with the highest point value on the manager's team is ejected. (If there is a tie for highest point value, the manager chooses which team member is ejected.)

- **NFL Showdown** sports card game: Match loss

- **WCW**™ **Nitro**™ card game: Match loss

- **X-Men**™ trading card game: Match loss

40.   **REPEAT OFFENSES**

The recommended penalty for the first offense is listed in the "Penalty" portion of each infraction. For the second offense of the same infraction, the next highest penalty is recommended. Note that this increase of penalty does not take into consideration the penalties assigned to other RELs, but instead follows the order of:

Caution—Warning—Game Loss—Match Loss—Disqualification

If a baseline penalty is a warning, the second offense should receive a game loss, and the third offense should receive a match loss. For example, at REL 1 a player's penalty for the first offense of Card Drawing—Looking at Extra Cards would be a caution. The player's penalty for a second offense would be the next highest, which is a warning. His or her third offense would result in a game loss, fourth offense a match loss, and fifth offense would result in the player's disqualification.

100. DECK PROBLEMS

This section generally deals with deck problems and related issues for Constructed and Limited tournaments.

101. Deck Problem—Illegal Main Decklist

Definition

This penalty applies to tournaments for which decklists are being used. If sideboards are being used, and only the sideboard list is illegal, please refer to section 114 instead.

Players are considered to have illegal decklists when one of the following conditions is true:
- The decklist contains an illegal number of cards.
- The decklist contains cards that are illegal for the format.
- The decklist contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic**® games).

Examples

(A) A player in a Standard **Magic** tournament has 59 cards listed on her decklist when the minimum is 60.
(B) A player in an Extended **Magic** tournament lists Tolarian Academy (a banned card) on his decklist.
(C) A player in a Constructed **Pokémon** tournament lists five Professor Oaks on her decklist when a maximum of four is allowed.

Philosophy

The decklist is the ultimate guide to a player's deck. If the decklist is illegal, the player is considered to have an illegal deck, regardless of the physical contents of his or her deck. However, because the majority of illegal decklists are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal decklist. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all decklists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal decklist.

Penalty

At all RELs, the basic procedure is to correct a player's decklist so it is legal and let the player continue playing in the tournament with a deck matching the corrected decklist. Any excess cards (cards violating a maximum number of cards restriction) or illegal cards should be removed from the decklist. Then, if cards need to be added to make the decklist legal, the player should add only basic resources like basic lands (for **Magic**) or basic energy (for **Pokémon**). For example, a player in a Standard **Magic** tournament has submitted a 58-card decklist with five Disenchants. Since there is a four-of-a-kind limit, one of the Disenchants must be removed. Now, the decklist contains only 57 cards, so three basic lands of the player's choice are added to meet the 60-card minimum. In addition, the player receives either a game or a match loss, depending on the REL (see the penalty chart below). If the submitted decklist consisted of 61 cards, no basic land would be added since the decklist was legal after the removal of the extra Disenchant.

Deck Problem—Illegal Main Decklist

	REL 1	REL 2	REL 3	REL 4	REL 5
	Game	*Game*	*Match*	*Match*	*Match*

102. Deck Problem—Illegal Main Deck (Legal Decklist)

Definition
This penalty applies to tournaments for which decklists are being used. If sideboards are being used and the sideboard is illegal but the sideboard list is legal, please refer to section 115 instead. This penalty applies to players who have misplaced cards from their decks, have cards from a previous opponent in their decks, or whose decks do not otherwise match their decklists.

Players are considered to have illegal decks when one of the following conditions is true (while the decklist still indicates a legal deck):
* The main deck contains an illegal number of cards.
* The main deck contains cards that are illegal for the format.
* The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
* The contents of the main deck do not match the decklist.

Examples
(A) A player in a Standard **Magic** tournament is playing with 59 cards in her deck when the minimum is 60. Her decklist indicates a legal deck with 60 cards.
(B) A player in an Extended **Magic** tournament is playing with Tolarian Academy (a banned card) in his deck. His decklist indicates a legal deck with no banned cards.
(C) A player in a Constructed **Pokémon** tournament is playing with five Professor Oaks in her deck when a maximum of four is allowed. Her decklist indicates a legal deck with four Professor Oaks.
(D) A player in a **Magic** tournament has a Pacifism in his deck from a previous opponent. His decklist indicates a legal deck.

Philosophy
The decklist is the ultimate guide to a player's deck. If the decklist indicates a legal deck, but the actual contents of the deck do not match the decklist, the player should restore the deck to reflect the decklist.

Penalty
At all RELs, the player should receive a game loss and then be instructed to make any changes necessary to make the contents of the deck match what is recorded on the decklist. If these changes cannot be completed within 5 minutes, the penalty should be upgraded to a match loss. The changes must be completed before the next match begins for the player to continue in the tournament.

Deck Problem—Illegal Main Deck (Legal Decklist)

	All Levels
	Game

103. Deck Problem—Illegal Main Deck (No Decklist Used)

Definition
This penalty applies to tournaments for which decklists are not being used. If sideboards are being used and only the sideboard is illegal, then refer to section 106 instead.

Players are considered to have illegal main decks when one of the following conditions is true:
* The main deck contains an illegal number of cards.
* The main deck contains cards that are illegal for the format.
* The main deck contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples
(A) A player in a Standard **Magic** tournament has fifty-nine cards in her deck when the minimum is sixty.
(B) A player in an Extended **Magic** tournament has Tolarian Academy (a banned card) in his deck.
(C) A player in a Constructed **Pokémon** tournament has five Professor Oaks in her deck when a maximum of four is allowed.

Philosophy

If the deck contains an illegal selection of cards, the player is playing with an illegal deck. However, lower REL events should be used to teach players the game, so it is not in the best interest of the event to disqualify players for illegal decks.

Penalty

At higher RELs, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of playing with an illegal deck.

When decklists are not being used, the general philosophy is to correct a player's deck and allow the player to continue playing. The head judge should work with the player to correct the deck. All illegal cards should be removed immediately. If cards need to be added to make the deck legal, the judge should require that the player add only simple cards like basic lands (for **Magic**) or basic energy (for **Pokémon**).

Deck Problem—Illegal Main Deck (No Decklist)

	REL 1	**REL 2**	**REL 3**	**REL 4**	**REL 5**
	Game	*Game*	*N/A*	*N/A*	*N/A*

104.   Deck Problem—Illegal Sideboard List

Definition

This infraction applies only to games that use sideboards and only if players are required to register their sideboard cards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No Decklist Used). For purposes of this infraction, it is irrelevant whether the actual cards being used in a player's sideboard are legal. The decklist (including sideboard list) is the final determination of the official contents of a player's sideboard.

Players are considered to have illegal sideboard lists when one of the following conditions is true:
*   The sideboard list contains either too many or too few cards.
*   The sideboard list contains cards that are illegal for the format.
*   The sideboard list contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Examples

(A) A player in a Constructed **Magic** tournament lists only fourteen cards in his sideboard.
(B) A player in a Constructed **Magic** tournament lists three Disenchants in her sideboard, while having two Disenchants listed in her main deck.
(C) A player in a Standard **Magic** tournament lists Time Spiral (a banned card) in his sideboard.
(D) A player in a Limited **Magic** tournament fails to list any of her sideboard cards in the "Total" column of her decklist.

Philosophy

The sideboard list is the ultimate guide to a player's sideboard. If the sideboard list is illegal, the player is considered to have an illegal sideboard, regardless of the physical contents of his or her sideboard. However, because the majority of illegal sideboards are due to clerical error, it is not in the best interest of the event to disqualify a player for an illegal sideboard list. To maintain tournament integrity, the DCI recommends that tournament officials verify the legality of all sideboard lists as soon as possible, preferably before the beginning of round 2. At all RELs, judges and other tournament officials must be vigilant about reminding players before the tournament begins of the consequences of submitting an illegal sideboard list.

Penalty

At all RELs, the basic procedure is to correct a player's sideboard list so it is legal, if possible, and let the player continue playing in the tournament with a sideboard matching the corrected sideboard list. Any excess cards (cards violating a maximum- number- of-cards restriction) or illegal cards should be removed from the sideboard list. Then, if cards need to be added to make the sideboard list legal, the player should add only basic resources like basic lands (for **Magic**) or basic energy (for **Pokémon**). For example, a player in a Standard **Magic** tournament has

submitted a thirteen-card sideboard list with five Disenchants. Because there is a four-of-a-kind card limit, one of the Disenchants must be removed. After removal, the sideboard list will contain only twelve cards, so three basic lands of the player's choice are added to meet the fifteen-card requirement. In addition, the player receives a game loss.

Deck Problem—Illegal Sideboard List

All Levels
Game

105. Deck Problem—Illegal Sideboard (Legal List)

Definition
This infraction applies only to games that use sideboards and only if players are required to register their sideboards for the tournament. If players are not required to register their sideboards, refer to section 106, Deck Problem—Illegal Sideboard (No List Used). If a player's sideboard list is illegal, refer to section 104, Deck Problem—Illegal Sideboard List. The decklist (including the sideboard list) is the final determination of the official contents of a player's sideboard; therefore, an illegal sideboard list infraction takes precedence over an illegal sideboard infraction (assuming sideboard lists are being used).

Players are considered to have illegal sideboards when one of the following conditions is true:
*   The sideboard contains either too many or too few cards.
*   The sideboard contains cards that are illegal for the format.
*   The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).
*   The contents of the sideboard do not match the sideboard list.

Examples
(A) During a Constructed **Magic** tournament, a player is found to have five Terrors in his sideboard, although the sideboard list is legal (listing only four).
(B) A player has misplaced several cards from her sideboard (or lost the entire sideboard), but the sideboard list is legal.

Philosophy
When the physical cards in the sideboard are illegal, but the sideboard list is legal, the best solution is to alter the sideboard to match the list. If the sideboard list is illegal, do not use this penalty; instead refer to section 114, which assigns a more strict penalty.

Penalty
In addition to the appropriate penalty, the sideboard is altered to match the list for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played on different days of the tournament. The player is informed that he or she may not use his or her sideboard for the remainder of the current match. The player is responsible for correcting the sideboard error and finding any replacement cards that are needed before the next round begins. If the player is unable to obtain the appropriate cards, then those slots in the sideboard should be filled with basic lands of the player's choice.

Deck Problem—Illegal Sideboard (Legal List)

All Levels
Game

106. Deck Problem—Illegal Sideboard (No List Used)

Definition

This infraction applies only to games that use sideboards and only if players are not required to register their sideboards for the tournament. If players are required to register their sideboards, refer to section 104, Deck Problem—Illegal Sideboard List or section 105, Deck Problem—Illegal Sideboard (Legal List).

Players are considered to have illegal sideboards when one of the following conditions is true:
*   The sideboard contains either too many or too few cards.
*   The sideboard contains cards that are illegal for the format.
*   The sideboard contains cards that would make the deck illegal because it would violate a game rule (such as the four-card limit rule in **Magic** games).

Philosophy

When a sideboard is illegal, the cleanest solution is to remove the sideboard entirely. This creates a significant penalty, which is appropriate for the infraction, while still allowing the player to continue in the event.

Penalty

At higher REL events, decklists are normally used, so a separate, more severe penalty for higher RELs is not needed.

In addition to the appropriate penalty, the sideboard is invalidated for the remainder of the tournament. This includes final rounds or rounds of the tournament that will be played later that day or on different days of the tournament. The sideboard is not physically removed, but the player is informed that he or she may not use his or her sideboard for the rest of the tournament. The player is responsible for notifying an opponent that his or her sideboard has been invalidated before the second game of a match begins. Failure to notify an opponent that a sideboard has been invalidated is considered a Procedural Error—Minor.

Deck Problem—Illegal Sideboard (No List Used)

	REL 1	REL 2	REL 3	REL 4	REL 5
	Game	*Game*	*N/A*	*N/A*	*N/A*

110. PROCEDURAL ERROR

This section provides penalties for procedural errors. Many infractions fit into this category, although it is impossible to list them all. The head judge should use his or her discretion when deciding which penalty applies to an unlisted procedural error.

111. Procedural Error—Minor

Definition

A minor procedural error occurs when a player performs an unintentional, slightly disruptive action at a tournament.

Examples

(A) A player indicates "Peregrine Drake" instead of "Pendrell Drake" while recording the contents of his sealed deck.
(B) A player fails to provide a reliable method to track her life total.
(C) A player shuffles his deck after an opponent has cut it.
(D) A player repeatedly holds her cards below the table.
(E) A player leaves a small amount of garbage in the tournament area (such as a gum wrapper or scrap of paper from a score pad).
(F) A player is using a snow-covered land in a Standard **Magic** tournament.

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Minor

	All Levels
	Caution

112. Procedural Error—Major

Definition

A major procedural error occurs when a player performs an unintentional, disruptive action at the tournament.

Examples

(A) A player fails to write her name on her decklist.
(B) A player replaces cards in his sealed deck with copies of the same card without permission from a judge.
(C) A player does not sufficiently randomize her deck before presenting it to her opponent.
(D) A player leaves a large amount of garbage in the tournament area (such as uneaten food and/or food wrappers).

Philosophy

Procedural errors vary significantly. The judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty to a match/game loss.

Procedural Error—Major

	All Levels
	Warning

113. Procedural Error—Severe

Definition

A severe procedural error occurs when a player performs an unintentional, extremely disruptive action at the tournament.

Example

(A) A player spills coffee on his deck and is unable to play the match effectively.

Philosophy

Procedural errors vary significantly and the judge should adjust the penalty appropriately to reflect the level of tournament disruption.

Penalty

If the procedural error makes it impossible for a player to effectively complete the game or match in the allotted period of time, the judge should upgrade the penalty.

Procedural Error—Severe

	All Levels
	Game

114. Procedural Error—Failure to Desideboard

Definition

Players are considered to have committed this infraction when they don't return their decks to their original configurations before presenting their decks to their opponents at the beginning of the first game of a match. This infraction applies only to games that use sideboards.

Example

(A) A player in a **Magic** tournament leaves a Circle of Protection: Red in her deck from the previous round.

Philosophy

In this situation, a game loss is a fair penalty. Tournaments that do not use decklists should not use this offense unless some method of registering sideboards is used.

Penalty

Procedural Error—Failure to Desideboard

	All Levels
	Game

115. Procedural Error—Misrepresentation

Definition
A player is considered to have committed this infraction when he or she unintentionally misplayed a card or a game rule.

Examples
(A) A player in a **Pokémon** tournament attempts to evolve his Charmander into Charizard, illegally skipping the Charmeleon evolution.
(B) A player in a **Magic** tournament plays Wrath of God (2WW) using one white mana and three colorless mana.
(C) A player in a **Magic** tournament attempts to play Treachery on a creature with protection from blue.

Philosophy
This penalty assumes an unintentional action on behalf of the player. If the judge believes the misrepresentation was intentional, see section 160, Cheating. When the error is noticed and no significant game actions have taken place, the error should be corrected. If any significant game actions have taken place (such as moving to the next player's turn), it is better to leave the game undisturbed because players have made play decisions based on the present state of the game.

Penalty

Procedural Error—Misrepresentation

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Warning*	*Warning*	*Warning*

116. Procedural Error—Tardiness

Definition
A player is considered to have committed this infraction when he or she is not in his or her seat when the round begins.

Examples
(A) A player arrives to her seat 5 minutes after the round begins.
(B) A player hands in his decklist after the time designated by the judge or organizer.

Philosophy
Players are responsible for being on time for their matches.

Penalty
A tardiness penalty should not be given if a round started early and a player arrived at his or her seat before the originally announced start time. At lower RELs, the tournament organizer may elect to give players the amount of time allotted for the pregame procedure (3 minutes) to arrive before a game loss is awarded. At higher RELs, a game loss should be awarded as soon as the round begins. At any REL, if a player is not in his or her seat 10 minutes into the round, he or she should be awarded a second game loss. If a player does not arrive before the end of the round, he or she should be dropped from the event.

Procedural Error—Tardiness

	REL 1	REL 2	REL 3	REL 4	REL 5
	Warning	*Warning*	*Game*	*Game*	*Game*

117. Procedural Error—Playing the Wrong Opponent

Definition
Two people played against each other when they were paired against different players for that round.

Example
(A) A player sits at the incorrect table and plays the wrong opponent.

Philosophy

It is each player's responsibility to ensure they are sitting in the correct seat.

Penalty

If the error is discovered within the pregame time limit for the first game (usually 3 minutes), then the player sitting at the wrong table should receive a warning and report to the correct seat. If the error is discovered after the pregame time limit has expired but before the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness (usually 10 minutes), the player sitting at the wrong table should receive a game loss and should report to the correct table. If the error is not discovered until after the time that a second game loss would be awarded for section 116, Procedural Error—Tardiness, the player sitting at the wrong table should receive a match loss.

Procedural Error—Playing the Wrong Opponent

All Levels
Warning

120. **CARD DRAWING**

This section includes infractions relating to inappropriate card drawing, card viewing, and related topics.

121. **Card Drawing—Drawing Extra Cards**

Definition

Players are considered to have drawn a card when they move a card more than one card length away from their decks (unless this is in the act of counting out cards face down). Players are also considered to have drawn a card when they take a card from their decks and perform any other action (playing a spell, advancing a phase in the game, and so on). If a player draws a card in this manner, the card is considered to have entered his or her hand immediately. In **Magic** games, this is generally considered an indication that the player has moved to his or her draw step (unless instructed to draw by some other effect).

Players are not considered to have drawn extra cards when they place a card face down on the table (without looking at the card) in an effort to accurately count out cards as they draw. This penalty should be applied only once to one or more cards if they are drawn in the same action or sequence of actions, at the judge's discretion.

Philosophy

Any time players draw extra cards, there is always a chance they will go unnoticed by their opponent, potentially giving them a significant advantage. Because of this potential for abuse, the penalty for drawing extra cards is fairly severe. A player can accidentally look at extra cards very easily, so a separate, less-severe penalty is established for that infraction called Card Drawing—Looking at Extra Cards (section 122).

Correcting the problem always involves putting the extra card (if known, or a random card from the player's hand, if not known) on top of the deck. This ensures that a player does not receive an advantage from a free shuffle (which he or she would receive if the card were shuffled back into the deck) and that the game will be impacted as little as possible.

Card Drawing—Improper Drawing at Start of Game (section 123) is a separate, less-severe penalty.

Penalty

For the game to continue, the situation should always be corrected. When it is obvious which extra card was drawn, the card should be placed back on top of the deck. If it is unclear which card is the "extra" card, a random card should be selected from the player's hand. If several cards are involved and it is unclear which order the cards were in, the cards should be placed randomly on top of the deck. The opponent of the player committing the infraction should be allowed to see any cards the other player has seen due to this infraction.

An automatic game loss should be applied if a player has drawn so many cards that a judge is unable to correct the situation. If the judge feels that the player has received enough of an advantage by drawing an extra card (for example, the player has had his or her library modified by his or her opponent or the player sees the next card, which reveals some crucial strategic information), the penalty should be upgraded to a game loss.

Card Drawing—Drawing Extra Cards

REL 1	REL 2	REL 3	REL 4	REL 5
Warning	*Warning*	*Game*	*Game*	*Game*

122. Card Drawing—Looking at Extra Cards

Definition
Players are considered to have looked at a card when the card is moved any significant amount from their decks. This could include dropping cards on the floor, turning a card over while shuffling their opponents' decks, or revealing cards from their decks in the act of misplaying a card. This penalty also applies when a player has looked at a card in an opponent's deck or hand in the course of a game (such as turning over an extra card while resolving a random discard effect).

A player is not considered to have looked at extra cards when he or she places a card face down on the table (without looking at the card) in an effort to count out cards he or she will draw.

This penalty should be applied only once to one or more cards if they are seen in the same action or sequence of actions.

Examples
(A) A player accidentally flips over a card while shuffling her opponent's deck.
(B) A player flips over an extra card while drawing from his deck.
(C) A player looks at the bottom card of her deck when presenting it to her opponent for cutting/shuffling.
(D) A player shuffles his deck or his opponent's deck with the cards face up.
(E) A player takes a card from her opponent's deck instead of her own.

Philosophy
A player can accidentally look at extra cards very easily, so the penalty is less severe than Card Drawing—Drawing Extra Cards. Drawing extra cards is a separate, more severe penalty because of the increased potential for abuse. In order to avoid supplying a free shuffle, the card(s) is placed back on top of the deck (if it was the top card of the deck that was seen) or returned to the area where it came from.

Penalty
In addition to the appropriate penalty, the situation should always be corrected. The opponent of the player committing the infraction should be allowed to see any cards that the other player has seen illegally due to this infraction.

An automatic game loss should be applied if a player has seen so many cards that a judge is unable to correct the situation or has received too much of an advantage by seeing an extra card (for example, the player sees the next card, which reveals some crucial, strategic information).

Card Drawing—Looking at Extra Cards

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Warning*	*Warning*	*Warning*

123. Card Drawing—Improper Drawing at Start of Game

Definition
Players committing this infraction draw extra cards (or too few cards) when they draw their hands, either initially or while resolving a mulligan.

Examples
(A) A player in a **Pokémon** tournament draws eight cards in her initial hand (instead of seven).
(B) A player in a **Magic** tournament draws seven cards in his initial hand (instead of six) after taking a mulligan.
(C) A player in a **Magic** tournament who is playing first (as opposed to drawing first) incorrectly draws a card during her first draw step.

Philosophy
This is generally a minor infraction and deserves a fairly minor penalty. Forcing players to redraw their hands with one less card is fairly quick and simple and avoids the possibility of a player gaining an advantage if he or she just had to reshuffle his or her cards and draw a new hand.

Penalty
The player must shuffle his or her hand into his or her deck and redraw the opening hand, drawing one less card than the number he or she should have drawn—not the number he or she actually drew. (This is similar to a forcing a mulligan in a **Magic** game.)

Card Drawing—Improper Drawing at Start of Game

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Warning*	*Warning*	*Warning*

124. Card Drawing—Failure to Draw

Definition

A player does not draw a card that he or she was required to draw.

Examples

(A) A player in a **Pokémon** tournament forgets to draw a card at the start of her turn.
(B) A player in a **Magic** tournament forgets to draw a card after a "cantrip" effect.

Philosophy

This is generally a minor infraction and deserves a fairly minor penalty. If the judge believes that it affected game play significantly (for example, a player forgot to draw several cards from a Howling Mine that allowed him or her to use Cursed Scroll successfully for several turns), the judge can upgrade the penalty to a game loss.

Penalty

Players must correct the situations by drawing however many cards they neglected to draw (unless a turn has passed).

Card Drawing—Failure to Draw

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Warning*	*Warning*	*Warning*

130. MARKED CARDS

This section deals with marked cards or sleeves. As always, the penalties for these infractions assume the infraction was unintentional. If the head judge feels the markings are intentional, he or she should refer to section 160, Cheating.

131. Marked Cards—Minor

Definition

A player's cards are marked in a way that is disruptive but unlikely to give an advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples

(A) A player in a **Magic** tournament has small marks on a few of his sleeves. The markings are on an island, a Counterspell, and a Masticore.
(B) A player without sleeves has several premium cards that stand out significantly from the rest of her deck.

Philosophy

If the possibility for advantage is fairly low, the player should be required to replace the card(s) or sleeve(s) but should not receive a significant penalty.

Penalty

Marked Cards—Minor

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Caution*	*Warning*	*Warning*

132. Marked Cards—Major

Definition

A player's cards are marked in such a way that could potentially give a significant advantage to that player. (If the player is using sleeves, the cards must be examined while in the sleeves to determine if they are marked.)

Examples

(A) A player in a **Magic** tournament has a marking on each of his land cards that makes them easily distinguishable from the rest of the deck.

(B) A player in a **Magic** tournament has four Powder Kegs in her deck, all of which are in card sleeves that have a slight bend in one corner.

Philosophy

If the possibility for advantage is high, the player should receive a significant penalty. Please note that this penalty still assumes that the cards are marked unintentionally. If the head judge believes that the cards were marked intentionally, he or she should refer to section 160, Cheating.

Penalty

Marked Cards—Major

	REL 1	REL 2	REL 3	REL 4	REL 5
	Game	*Game*	*Match*	*Match*	*Match*

140. SLOW PLAY

This section includes penalties for players who unintentionally play slowly.

141. Slow Play—Playing Slowly

Definition

Players who take longer than is reasonably required to complete game actions are engaging in slow play. If a judge believes that a player is intentionally playing slowly to take advantage of a time limit, that player is guilty of stalling (section 162).

Example

(A) A player is unsure of which creatures to block with, and spends 5 minutes trying to decide.

Philosophy

Slow-play penalties do not require a judge to determine whether a player is intentionally stalling. All players have the responsibility to play quickly enough so that their opponents are not at a significant disadvantage because of the time limit.

Penalty

No extra time should be included with the penalty unless a lengthy ruling occurred (see the Universal Tournament Rules, section 18). If slow play has significantly affected the result of the match, the judge should upgrade the penalty as appropriate.

Slow Play—Playing Slowly

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Warning*	*Warning*	*Warning*

142. Slow Play—Exceeding the Pregame Time Limit

Definition

A player exceeds the time limit for completing his or her pregame steps.

Example

(A) After 3 minutes into a round at a **Magic** Pro Tour™ Qualifier, a player has not completed his shuffling.

Philosophy

This penalty assumes the player is not intentionally stalling. If the head judge believes it is intentional, refer to the penalty for stalling (section 162).

Penalty

A 1-minute time extension is included with the penalty.

Slow Play—Exceeding the Pregame Time Limit

	REL 1	REL 2	REL 3	REL 4	REL 5
	Caution	*Caution*	*Caution*	*Warning*	*Warning*

150. UNSPORTING CONDUCT

This section deals with unsporting conduct at tournaments. A player does not have to be actively involved in a match to receive a penalty for unsporting conduct.

151. Unsporting Conduct—Minor

Definition

Minor unsporting conduct is defined as behavior that may be disruptive to a person at the tournament, but that has no significant impact on the operation of the tournament in any way.

Examples

(A) A player uses profanity in the presence of a parent or young player.
(B) A player loudly demands to a judge that her opponent receive a penalty.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees.

Penalty

Unsporting Conduct—Minor

	All Levels
	Warning

152. Unsporting Conduct—Major

Definition

Major unsporting conduct is defined as behavior that is disruptive to a player or players at the tournament, but does not cause delays or include any form of physical contact or significant emotional distress.

Examples

(A) A player repeatedly calls a judge and argues that his opponent should lose the game for insignificant procedural oversights.
(B) A player fails to obey the instructions of a tournament official.

Philosophy

Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

Unsporting Conduct—Major

	REL 1	REL 2	REL 3	REL 4	REL 5
	Game	*Game*	*Match*	*Match*	*Match*

153. Unsporting Conduct—Severe

Definition
Severe unsporting conduct is defined as behavior that is disruptive to a player or players at a tournament, causes delays, and may include any form of physical contact or significant emotional distress.

Examples
(A) A player pulls a chair from beneath another player, causing her to fall to the ground with a minor injury.
(B) A player argues in an excessive and belligerent manner with a judge after the judge has made a final ruling.

Philosophy
Different levels of unsporting conduct should be penalized accordingly. The head judge is always the final authority on what constitutes unsporting conduct and is free to interpret the guidelines as he or she sees fit.

Penalty

Unsporting Conduct—Severe

All Levels
Disqualification without prize

160. Cheating

This section deals with intentionally committed infractions that can give a player a significant advantage over others.

161. Cheating—Bribery

Definition
A player attempts to bribe an opponent into conceding, drawing, or changing the results of a match, or two players attempt to determine the outcome of a game or match using a random method such as a coin flip or die roll. Refer to section 25 of the Universal Tournament Rules for a more detailed description of what constitutes bribery.

Examples
(A) A player in a Swiss round offers his opponent $100 to concede the match.
(B) Two players roll a die to determine the winner of a match.

Philosophy
Bribery disrupts the integrity of the tournament and is strictly forbidden. Randomly determining the outcome of a game or match is also specifically prohibited. Please refer to section 25 of the Universal Tournament Rules to ensure the proper application of this penalty.

Penalty

Cheating—Bribery

All Levels
Disqualification without prize

162. Cheating—Stalling

Definition
A player intentionally plays slowly in order to take advantage of the time limit. Refer to section 161 for unintentional slow play.

Example
(A) A player has two lands in his hand, no options available to significantly affect the game, and spends several minutes "thinking" about what to do.

Philosophy
If it is clear that a player is stalling, he or she should face a serious penalty.

Penalty

Cheating—Stalling

	REL 1	REL 2	REL 3	REL 4	REL 5
	Match	*Match*	*Match*	*DQ*	*DQ*

163. Cheating—Fraud

Definition
A player intentionally misrepresents rules, procedures, personal information, or any other relevant tournament information.

Examples
(A) A player uses a fake name and DCI number when registering for a tournament.
(B) A player misrepresents the results of a match to tournament officials.

Philosophy
There should be zero tolerance for this type of activity.

Penalty

Cheating—Fraud

All Levels
Disqualification without prize

164. Cheating—Other

Definition
This category includes any intentional infraction that does not fall into the categories of bribery, stalling, or fraud.

Examples
(A) A player intentionally looks at the faces of his opponent's cards while shuffling and uses this information to stack the cards in an order unfavorable for the opponent.
(B) A player marks cards in his deck and intentionally uses this information to gain an advantage.
(C) A player intentionally draws extra cards while the opponent is distracted.

Philosophy
Any player who intentionally violates the rules should face a serious penalty.

Penalty

Cheating—Other

All Levels
Disqualification without prize

PENALTY QUICK REFERENCE

Infraction	REL 1	REL 2	REL 3	REL 4	REL 5
Deck Problem—Illegal Main Decklist	Game	Game	Match	Match	Match
Deck Problem—Illegal Main Deck (Legal Decklist)	Game	Game	Game	Game	Game
Deck Problem—Illegal Main Deck (No Decklist Used)	Game	Game	N/A	N/A	N/A
Deck Problem—Illegal Sideboard List	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (Legal List)	Game	Game	Game	Game	Game
Deck Problem—Illegal Sideboard (No List Used)	Game	Game	N/A	N/A	N/A
Procedural Error—Minor	Caution	Caution	Caution	Caution	Caution
Procedural Error—Major	Warning	Warning	Warning	Warning	Warning
Procedural Error—Severe	Game	Game	Game	Game	Game
Procedural Error—Failure to Desideboard	Game	Game	Game	Game	Game
Procedural Error—Misrepresentation	Caution	Caution	Warning	Warning	Warning
Procedural Error—Tardiness	Warning	Warning	Game	Game	Game
Procedural Error—Playing the Wrong Opponent	Warning	Warning	Warning	Warning	Warning
Card Drawing—Drawing Extra Cards	Warning	Warning	Game	Game	Game
Card Drawing—Looking at Extra Cards	Caution	Caution	Warning	Warning	Warning
Card Drawing—Improper Drawing at Start of Game	Caution	Caution	Warning	Warning	Warning
Card Drawing—Failure to Draw	Caution	Caution	Warning	Warning	Warning
Marked Cards—Minor	Caution	Caution	Caution	Warning	Warning
Marked Cards—Major	Game	Game	Match	Match	Match
Slow Play—Playing Slowly	Caution	Caution	Warning	Warning	Warning
Slow Play—Exceeding Pre-game Time Limit	Caution	Caution	Caution	Warning	Warning
Unsporting Conduct—Minor	Warning	Warning	Warning	Warning	Warning
Unsporting Conduct—Major	Game	Game	Match	Match	Match
Unsporting Conduct—Severe	Disqualification without prize				
Cheating—Bribery	Disqualification without prize				
Cheating—Stalling	Match	Match	Match	DQ	DQ
Cheating—Fraud	Disqualification without prize				
Cheating—Other	Disqualification without prize				

Note: REL 1 is the standard enforcement level for most DCI tournaments.

Appendix B—Contact Information

This document is valid from September 1, 2001 to August 31, 2002.

For the most recent version of this document, or to learn about DCI tournaments and judging, please contact the DCI in any of the following three ways:

DCI Website: **thedci.com**
DCI Judge's Website: **wizards.com/dci/judge/Welcome.asp**
Email: **dcijudge@wizards.com** (DCI judge certification and training administrator)
Phone: (800) 324-6496 (Wizards of the Coast® Game Support)

MAGIC: THE GATHERING® DCI™ FLOOR RULES

2001—2002 Tournament Season
Effective November 1, 2001

Introduction

The **Magic: The Gathering** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Magic**® game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Magic** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

100.   GENERAL **Magic** TOURNAMENT RULES

101.   Format and Ratings Categories

The DCI sanctions the following formats. They may be sanctioned as single, two-person team, or three-person team events.

Constructed Formats:
• Standard
• Extended
• Block

Vintage Constructed Formats:
• Type 1
• Type 1.5

Limited Formats:
• Sealed Deck
• Booster Draft
• Rochester Draft

The DCI produces the following ratings categories:
• Constructed (includes Standard, Extended, and Block formats)
• Vintage (includes Type 1 and Type 1.5 formats)
• Limited (includes all Limited formats)
• Team Constructed (includes all Constructed team formats)
• Team Limited (includes all Limited team formats)

102.   Authorized Cards

Alpha cards (cards from the first print run of the basic set) may be used in decks containing non-Alpha cards only if all cards are placed in completely opaque sleeves and only if the sleeves could not be considered marked.

If sleeves are not used, Alpha cards may be used only in decks that consist exclusively of Alpha cards.

Participants may not use cards from any special-edition sets or supplements, such as Collector's Edition, International Collector's Edition, Pro Tour™ Collector Set, World Championship decks, or *Unglued*™ cards. **Note:** *Unglued* basic land cards are allowed in sanctioned **Magic** tournaments.

103.   Card Interpretation

All cards are interpreted using the appropriate card ruling section of the Oracle card reference. During sanctioned competition, players must refer to this version of a card to settle disputes concerning the interpretation of a card's wording or powers. Card abilities are based on card text, not artwork.

Players may not use previously or newly discovered errors or omissions in Oracle to disrupt a tournament or otherwise abuse the rules. The head judge is the final authority for all card interpretations, and he or she may overrule Oracle when a mistake or error is discovered.

104. New Releases

The following card sets are scheduled to release during the 2001–2002 tournament season: *Odyssey™, Torment™, and Judgment™*.

They become legal in Constructed on the following days:
*   *Odyssey* set: November 1, 2001
*   *Torment* set: March 1, 2002
*   *Judgment* set: July 1, 2002

These dates are subject to change. Any changes will be announced via an official DCI announcement.

New card sets are allowed in Limited play at any time, including before their public releases.

110. Magic TOURNAMENT MECHANICS

111. Match Structure

Three is the default number of games in a **Magic** match, and tournament organizers must allow three games per match. If a tournament organizer chooses, he or she can run single-elimination final rounds as best three games out of five—this must be announced before the tournament begins. Match results, not individual game results, are reported to the DCI for the purpose of inclusion in worldwide ratings and rankings.

Drawn games (games without a winner) do not count towards one of the three games in a match. The match should continue until one player has won the majority of games as long as match time allows.

112. Match Time Limits

The minimum time limit for any match is 45 minutes.

The following time limits are recommended for each round of a tournament:
*   Constructed and Limited tournaments—50 minutes
*   Single-elimination quarterfinal or semifinal matches—90 minutes
*   Single-elimination final matches—no time limit

The following time limits are required:

*   In multiple-day tournaments for which finals are held on separate days (such as some National Championships, Continental Championships, Pro Tour events, or World Championships), the Swiss rounds shall be 60 minutes and the final rounds will have no limit. Otherwise, the Swiss rounds shall each be 50 minutes.
*   Grand Prix events, Grand Prix Trials, Pro Tour Qualifiers, State/Province Championships, and Regional Championships must use 50-minute Swiss rounds.

In addition, the following time limits are recommended for Limited tournaments:

*   Sealed Deck—20 minutes for deck registration and 30 minutes for deck construction
*   Draft—30 minutes for deck registration and construction
*   Team Sealed Deck—20 minutes for deck registration and 60 minutes for deck construction
*   Team Draft—30 minutes for deck construction and registration

113. Who Plays First

The winner of a coin toss (or other random method) chooses either to play first and skip his or her first draw step or to play second. The winner of the coin toss must make this choice before looking at his or her hand. If the coin toss winner makes no choice, it is assumed that he or she is playing first. The player who plays first skips the draw step of his or her first turn. Each turn thereafter follows the standard order set forth in the **Magic** play rules. This is commonly referred to as the play/draw rule.

After each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so that there was no winner or loser), the player who decided to play or draw for that game chooses for the next game.

104.-113.

114. Pregame Procedure

Before a game begins, players determine who plays first (see section 113). This may be done any time during the pregame procedure before the players look at their hands. (Note that players are not required to decide who plays first before sideboarding.) The following steps must be performed before each game begins:

1. Players may exchange cards in their decks for cards in their sideboards (only after the first game of the match).
2. Players shuffle their decks (see Universal Tournament Rules, section 21). Note that players may stop shuffling to perform additional sideboarding, but must then shuffle sufficiently.
3. Players present their decks to their opponents for additional shuffling and cutting.
4. If the opponent has shuffled the player's deck, that player may make one final cut.
5. Players present their sideboards and put them in a clearly distinguishable place.
6. Each player draws seven cards.
7. Each player, in turn, decides whether to mulligan (see section 115).

Once mulligans are resolved, the game can begin.

115. Mulligan Rule

Before each game begins, a player may, for any reason, reshuffle and redraw his or her hand, drawing one less card. This may be repeated as often as the player wishes, until he or she has no cards left in his or her hand.

The decision of whether to mulligan passes between players following the order established in section 113. After the participant who plays first mulligans as often as he or she likes, the decision of whether to mulligan passes to the other player. Once a player passes the opportunity to mulligan, that player may not change his or her mind.

116. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the active player (as defined in the **Magic** game rules) finishes his or her turn and five total additional turns are played. For example, time is called on player A's turn. Player A finishes his or her turn. Player B takes his or her turn, which is turn 1. Player A takes his or her turn, which is turn 2. Player B takes turn 3, player A takes turn 4, and player B takes the final turn, which is turn 5.

Players take any extra turns granted to them by card effects as they normally would during the course of the game, but any extra turn counts as one of the five end-of-match turns. Once the fifth turn is completed, the game finishes regardless of any remaining card-generated or end-of-match extra turns.

If the game finishes before the fifth turn is completed, the match is over and no new game begins.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason), then the end-of-match procedure does not occur until the end of the time extension.

117. Determining a Match Winner

In Swiss rounds, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match is a draw.

In single-elimination rounds, matches may not end in a draw. After the normal end-of-match procedure is finished, the player with more game wins is the winner of the match. If both players in a single-elimination tournament have equal game wins when the normal end-of-match procedure is finished, the player with the highest life total becomes the winner of the current game in progress. In the event the players have equal life totals (or are between games and the game wins are tied), the game/match should continue until the first life total change that results in one player having a higher life total than the other.

120. RULES FOR CONSTRUCTED TOURNAMENTS

121. Deck-Size Limits

Constructed decks must contain a minimum of sixty cards. There is no maximum deck size. If a player wishes to use a sideboard, it must contain exactly fifteen cards.

With the exception of basic lands (plains, island, swamp, mountain, and forest [including snow-covered variants]), a player's combined deck and sideboard may not contain more than four of any individual card, counted by its English card title equivalent. (Note that snow-covered lands are permitted only in formats that allow the *Ice Age*™ set to be used.)

122. Sideboard Use

Before each game begins, players must present their sideboard and allow their opponents to count the number of cards in their sideboards (face down), if requested. Players may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area. The sideboard may not be kept where it could be easily confused or switched with other cards.

The deck and sideboard must each be returned to their original compositions before the first game of each match. Thus, cards transferred from a player's deck to his or her sideboard, and vice versa, must be returned before the player begins a new match. If a penalty causes a player to forfeit the first game in a match before that game began neither of the players of that match may use cards from their sideboard for the second game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboards remain at exactly fifteen cards at all times. There are no restrictions on the number of cards a player may exchange this way as long as one card from the deck is traded for one in the sideboard.

125. Standard-Format Deck Construction

The following card sets are permitted in Standard tournaments:
- *Seventh Edition*™
- *Mercadian Masques*™ (Until October 31, 2001)
- *Nemesis*™ (Until October 31, 2001)
- *Prophecy*™ (Until October 31, 2001)
- *Invasion*™
- *Planeshift*™
- *Apocalypse*™
- *Odyssey* (Effective November 1, 2001)
- *Torment* (Effective March 1, 2002)
- *Judgment* (Effective July 1, 2002)

Card sets rotate into the Standard environment on the specific dates as described in section 104. However, they rotate out in blocks. A given large expansion and its two small expansions—essentially a year of **Magic** expansions—enter Standard play as a new block when the large expansion rotates into the environment.

Example: The *Invasion* block rotated into the Standard environment when the *Invasion* set became legal for play. The *Planeshift* and *Apocalypse* sets are *Invasion* block expansions and are legal in Standard. The *Invasion, Planeshift,* and *Apocalypse* sets will rotate out of the tournament environment together when the next large expansion after *Odyssey* enters play on November 1, 2002 (two years after the *Invasion* set was introduced to the environment).

There are no cards currently banned in Standard.

126. Extended-Format Deck Construction

New card sets are allowed in Extended tournaments once they qualify for DCI-sanctioned tournaments, as outlined in section 104.

The following card sets are permitted in Extended tournaments:
- *Fifth Edition*™
- *Classic*™ (Sixth Edition)
- *Seventh Edition*
- *Ice Age*
- *Homelands*™
- *Alliances*™
- *Mirage*™
- *Visions*™
- *Weatherlight*™
- *Tempest*™
- *Stronghold*™
- *Exodus*™
- *Urza's Saga*™
- *Urza's Legacy*™
- *Urza's Destiny*™
- *Mercadian Masques*
- *Nemesis*
- *Prophecy*
- *Invasion*
- *Planeshift*
- *Apocalypse*
- *Odyssey* (Effective November 1, 2001)
- *Torment* (Effective March 1, 2002)
- *Judgment* (Effective July 1, 2002)

In addition, the following ten cards (commonly referred to as "dual lands") from earlier sets than those listed above are allowed in Extended play:
- Badlands
- Bayou
- Plateau
- Savannah
- Scrubland
- Taiga
- Tropical Island
- Tundra
- Underground Sea
- Volcanic Island

The following individual cards are banned in Extended tournaments:
- Any ante or uniquely named promo card
- Dark Ritual
- Demonic Consultation
- Dream Halls
- Earthcraft
- Lotus Petal
- Mana Vault
- Memory Jar
- Mind Over Matter
- Necropotence
- Replenish
- Survival of the Fittest
- Time Spiral
- Tolarian Academy
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will
- Zuran Orb

127. Type 1 Format Deck Construction

Type 1 tournament decks may consist of cards from all **Magic** card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Type 1 tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104.

The following cards are banned in Type 1 tournaments:
- Any ante card
- Chaos Orb
- Falling Star

The following cards are restricted in Type 1 tournaments:
- Ancestral Recall
- Balance
- Berserk
- Black Lotus
- Black Vise
- Braingeyser
- Channel
- Crop Rotation
- Demonic Consultation
- Demonic Tutor
- Doomsday
- Dream Halls
- Enlightened Tutor
- Fastbond
- Fork
- Frantic Search
- Grim Monolith
- Hurkyl's Recall
- Library of Alexandria
- Lotus Petal
- Mana Crypt
- Mana Vault
- Memory Jar
- Mind Over Matter
- Mind Twist
- Mox Diamond
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Mystical Tutor
- Necropotence
- Recall
- Regrowth
- Sol Ring
- Strip Mine
- Stroke of Genius
- Time Spiral
- Time Walk
- Timetwister
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

128. Type 1.5 Format Deck Construction

Type 1.5 tournament decks may consist of cards from all **Magic** card sets, any extension of the basic set, and all promotional cards released by Wizards of the Coast. New card sets are allowed in Type 1.5 tournaments once they qualify for DCI-sanctioned tournaments as outlined in section 104. The Banned List for Type 1.5 tournaments consists of all cards from Banned List and Restricted List for the Type 1 format.

The following cards are banned in Type 1.5 tournaments:

- Any ante card
- Ancestral Recall
- Balance
- Berserk
- Black Lotus
- Black Vise
- Braingeyser
- Channel
- Chaos Orb
- Crop Rotation
- Demonic Consultation
- Demonic Tutor
- Doomsday
- Dream Halls
- Enlightened Tutor
- Falling Star
- Fastbond
- Fork
- Frantic Search
- Grim Monolith
- Hurkyl's Recall
- Library of Alexandria
- Lotus Petal
- Mana Crypt
- Mana Vault
- Memory Jar
- Mind Over Matter
- Mind Twist
- Mox Diamond
- Mox Emerald
- Mox Jet
- Mox Pearl
- Mox Ruby
- Mox Sapphire
- Mystical Tutor
- Necropotence
- Recall
- Regrowth
- Strip Mine
- Stroke of Genius
- Time Spiral
- Time Walk
- Timetwister
- Tinker
- Tolarian Academy
- Vampiric Tutor
- Voltaic Key
- Wheel of Fortune
- Windfall
- Yawgmoth's Bargain
- Yawgmoth's Will

129. Block Format Deck Construction

The DCI sanctions a series of Constructed formats called Block formats. Each Block format consists of a maximum of three expansions (one large expansion and the two small expansions associated with it).

The DCI sanctions the following Block formats:

- *Odyssey* Block (*Odyssey*) (Effective November 1, 2001)
- *Invasion* Block (*Invasion, Planeshift, Apocalypse*)
- Masques Block (*Mercadian Masques, Nemesis, Prophecy*)
- Urza Block (*Urza's Saga, Urza's Legacy, Urza's Destiny*)
- *Tempest* Block (*Tempest, Stronghold, Exodus*)
- *Mirage* Block (*Mirage, Visions, Weatherlight*)
- *Ice Age* Block (*Ice Age, Alliances, Homelands*)

There are no banned cards in *Invasion* Block tournaments.

The following cards are banned in Masques Block tournaments:
- Lin Sivvi, Defiant Hero
- Rishadan Port

The following cards are banned in Urza Block tournaments:
- Gaea's Cradle
- Memory Jar
- Serra's Sanctum
- Time Spiral
- Tolarian Academy
- Voltaic Key
- Windfall

The following card is banned in *Tempest* Block tournaments:
- Cursed Scroll

The following card is banned in *Mirage* Block tournaments:
- Squandered Resources

The following cards are banned in *Ice Age* Block tournaments:
- Amulet of Quoz
- Thawing Glaciers
- Timmerian Fiends
- Zuran Orb

128.-129.

130.   Rules for Limited Tournaments

131.   Deck-Size Limits

Main decks must contain a minimum of forty cards. There is no maximum deck size. All cards a player received but is not using in his or her main deck become that player's sideboard.

Players are not restricted to four of any one card in Limited tournament play.

132.   Sideboard Use

Any drafted or opened cards not used in a player's Limited deck function as his or her sideboard. Players may not look at their sideboards during a game.

Before the beginning of the second or subsequent game in a match, players may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a player may exchange this way as long as the play deck contains at least forty cards. Cards do not need to be exchanged on a one-for-one basis.

133.   Materials Provided

Tournament organizers and/or the head judge may choose to provide basic lands for players to use during the tournament. If the organizer provides basic lands, he or she must make available the same amount of land cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic lands. Organizers may require players to return the land cards when they leave the tournament.

134.   Rules for Sealed Deck Tournaments

In Sealed Deck tournaments, players may exchange any number of non-premium basic lands from the cards they receive in the sealed product for basic lands of their choice (provided by the tournament organizer). This exchange may take place any time in between games in a match.

In the past, tournament organizers have used a "five extra land" or "five-land swap" procedure for Sealed Deck tournaments. These procedures are no longer used because they usually encourage players to request more lands than they need. In cases in which one basic land is more popular than another, there is no evidence to show that the "five-land swap" is more effective at conserving land than the newly prescribed method.

135.   Rules for Draft Tournaments

Players may add as many basic lands to their decks as desired; no maximum is imposed. Extra lands are allowed for sideboards, and players may add basic lands to their sideboards any time between games.

140.   RULES FOR TEAM TOURNAMENTS

141.   General Team Requirements

Each individual team must have unique, team-specific information, including:
• a team name,
• a team affiliation, if applicable (sponsor, school, retail store, and so on),
• a team city,
• a team state/province,
• a team country, and
• team members (with their respective DCI membership numbers).

Multiple teams may have the same affiliation, city, state/province, and/or country.

142.   Team Names

Wizards of the Coast reserves the right to disallow any team name that it deems offensive and/or obscene. Tournament organizers and certified head judges should discourage teams from registering team names that may be considered offensive and/or obscene. Once a team is registered at the professional level (meaning that the team has registered and played in a team-format Pro Tour event), that name is considered taken and may not be used by any other team.

143. Team Composition and Identification

A valid team consists of two or three members, as appropriate to the DCI-sanctioned team format (see section 101). A team is identified by the individual DCI membership numbers of its respective members. Individual DCI members may be members of more than one valid team.

A team continues to exist as long as its respective members choose to identify themselves as a team. Any change in team membership (that is, the removal and/or addition of a member) constitutes a new team, with new team-specific information (see section 141). A team may change its name, affiliation, city, state/province, or country without becoming a new team.

144. Valid Team Participation and Player Designation

Sanctioned team tournaments are open to teams consisting of two or three members. Only valid teams of the appropriate size are eligible for a DCI-sanctioned team tournament. If a player drops or is disqualified from the event, the entire team is dropped from the event.

Each team entering a DCI-sanctioned team tournament must provide the tournament organizer with its team-specific information (see section 141) when registering for the event. Failure to provide this information will result in the team's disqualification from the tournament.

Example: A sanctioned three-person team tournament is open only to teams consisting of three members; teams consisting of two members cannot compete in this event.

Teams must designate player positions during event registration. For example, in a three-player team event, each team must designate who is player A, player B, and player C. Players retain these designations throughout the entire tournament.

When two teams are paired against each other during the course of a tournament, the team members designated as player A play against each other, the team members designated as player B play against each other, and so on.

145. Team Constructed Tournaments

Event results for each DCI-sanctioned team Constructed tournament (Type 1, Type 1.5, Extended, and Standard) are merged into one set of Constructed ratings for each team size.

146. Team Limited Tournaments
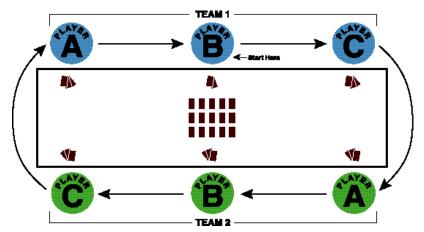
Event results for each DCI-sanctioned team Limited tournament (Sealed Deck, Rochester Draft, and Booster Draft) are merged into one set of Limited ratings for each team size. Team Limited tournaments using any DCI-sanctioned Limited format must adhere to all applicable sections of the **Magic** DCI Floor Rules and DCI Universal Tournament Rules for Limited tournaments.

147. Team Rochester Draft Tournaments

Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team's player with the same designation. (For example, in a three-person team event, players sit around the table clockwise in this order: 1A, 1B, 1C, 2A, 2B, 2C.)

During the draft, talking is not allowed. However, nonverbal signals such as pointing and gesturing are permitted.

The winner of a coin toss (or other random method) chooses either to pick first or to allow the other team to pick first. The "B" player of the team that picks first will lay out the first pack. All fifteen cards are drafted from the pack, but otherwise the draft follows the standard Rochester Draft rules for timing and active-player rotation (see the Universal Tournament Rules, sections 76 and 77).

143.-147.

Example: Team 1 and Team 2 are seated around a table. They are numbered 1A-1B-1C-2A-2B-2C in a clockwise order. Team 2 wins the coin toss, and the members of Team 2 choose to let Team 1 pick first. The active player for the first pack is Player 1B. The first booster pack for Player 1B is opened and placed face up in front of Player 1B. After the 30-second review period has expired, the draft order is as follows:

Player 1B—card 1	Player 1A—card 6	Player 1C—card 11
Player 1C—card 2	Player 1A—card 7	Player 1B—card 12
Player 2A—card 3	Player 2C—card 8	Player 1B—card 13
Player 2B—card 4	Player 2B—card 9	Player 1C—card 14
Player 2C—card 5	Player 2A—card 10	Player 2A—card 15

APPENDIX A—PREMIER EVENTS

Wizards of the Coast sponsors the following **Magic: The Gathering** Premier events for the 2001–2002 tournament season. This list is subject to changes, additions, or deletions. Check our website at **wizards.com/tournaments/Welcome.asp** for more details regarding specific events and the complete invitation policy.

World Championships (48K, REL 5, level 4 judge required): The World Championships are the culminating event of professional **Magic** play for the season. The 2002 World Championships will be held in August in Sydney, Australia. Competitors earn invitations by placing high enough in their respective National and Continental Championships or by being rated highly in either DCI ratings or pro point standings. This year's World Championships will use the following formats: Rochester Draft, Block Constructed, and Standard.

Continental Championships (40K, REL 4, level 4 judge required): Continental Championships are held for the European, Asia Pacific, and Latin America regions. These multiple-day tournaments are open only to citizens and permanent residents of the appropriate regions. Competitors earn invitations to Continental Championships by placing highly in their National Championships or by being rated highly in either DCI ratings or pro point standings.

National Championships (40K, REL 4): National Championships are invitation-only events. Competitors earn invitations to Nationals by placing highly in an appropriate qualifying tournament or by being rated highly in either DCI ratings or pro point standings.

Regional Championships (32K, REL 3): Regional Championships provide an opportunity for players to earn invitations to their countries' Nationals. The format for Regionals is Standard. Any citizen or permanent resident of a country is eligible to compete in any Regional Championship held in that country.

State/Province Championships (24K, REL 2): State and Province Championships are offered in select countries. The format is Standard. The events are open to all players who reside in the appropriate states/provinces.

Pro Tour Events (48K, REL 5, level 4 judge required): The **Magic** professional circuit is made up of five Pro Tour events held around the globe. Each Pro Tour stop showcases the best players in the game competing for a total prize purse of over $200,000. Competitors earn invitations to a Pro Tour event by winning a Pro Tour Qualifier or by rating highly in either DCI ratings or pro point standings. The 2001–2002 Pro Tour season has stops scheduled in the following cities:

- September 2001, New York (Team Limited)
- November 2001, New Orleans (Extended)
- January 2002, San Diego (Rochester Draft)
- March 2002, Osaka (Block Constructed)
- May 2002, Nice (Booster Draft)

Pro Tour Qualifiers (32K, REL 3): Pro Tour Qualifier tournaments offer invitations to Pro Tour events to top-placing competitors. Qualifiers are open to all players who do not yet have an invitations to the particular Pro Tour stop for which the event qualifies. The format of each Qualifier varies depending on the format of the particular Pro Tour the event qualifies for.

Grand Prix Events (40K, REL 4): The Grand Prix tournament series is an international circuit of large-scale Qualifier tournaments featuring cash prizes and multiple invitations to Pro Tour events. Grand Prix events are open to all players. Participants with high DCI ratings or pro point standings earn byes for Grand Prix events. Additionally, there is a special prize payout for the best finishers with 0 lifetime pro points.

Grand Prix Trials (24K, REL 2): Grand Prix Trials offer byes to top-placing competitors for specific Grand Prix events. Grand Prix Trials are open to all players. The format of each Trial varies depending on the format of the particular Grand Prix event for which the Trial awards byes.

Masters Series Tournaments (48K, REL 5): The Masters Series tournament series is composed of four tournaments each season that highlight the most accomplished players in the world. Three of these events invite thirty-two players, and the fourth invites eight three-player teams. Every participant in a Masters Series event wins money, and the competitors battle for a total prize purse of $150,000. Each Masters Series tournament is held in conjunction with a Pro Tour stop. Competitors earn invitations to a Masters Series tournament by placing highly in a Masters Series Qualifier tournament held the day before the appropriate Masters Series event or by being rated highly in either DCI ratings points or pro point standings.

Junior Super Series (JSS) Championship (32K, REL 3): The JSS Championship is the culminating event for **Magic** players ages 15 and under and is held at the end of the season. Competitors earn invitations by placing first or second in a JSS Challenge, by placing highly in the JSS Open (held the day prior to the Championship), or by being rated highly in the DCI ratings for their age category. Top finishers in the Championship win scholarships and product prizes. The format for both the Championship and the Open is Standard.

Junior Super Series Challenges (16K, REL 1): A total of 300 JSS Challenges will be available in the 2001–2002 tournament season, each with a $1,000 scholarship prize, premium card prizes, and "**Magic** for a Year." These events are open to all players ages 15 and under who do not have any pro points. The first- and second-place finishers of each Challenge earn an invitation to compete in the JSS Championship. The format for all JSS Challenges is Standard. At this time, JSS Challenges are available only in North America.

Friday Night Magic (8K, REL 1): This program is offered exclusively through Premier stores. Prizes include special premium cards awarded to the winner, the most sporting player, and a randomly selected participant. The format can be Standard, Sealed Deck, or Booster Draft.

Prerelease tournaments (16K, REL 2): Prerelease tournaments are held approximately two weeks prior to the release of each expert-level expansion. The format for each Prerelease tournament is Sealed Deck using the new product. Prerelease events are open to all players.

Amateur Championship (32K, REL 3): This title event is open to all players who have never earned a pro point. The format is Standard.

APPENDIX A. (CONT.)

Introduction

The **Pokémon** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and **Pokémon** trading card game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Pokémon** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

200. GENERAL **Pokémon** TOURNAMENT RULES

201. Format and Ratings Categories

The DCI sanctions the following formats:

Constructed Formats:
• Unlimited
• Modified

Limited Formats:
• Booster Draft

The DCI produces the following ratings categories:
• Constructed (includes the Unlimited and Modified formats)
• Limited (includes the Booster Draft format)

202. Authorized Cards

All **Pokémon** cards, including promotional cards released by Wizards of the Coast, Inc., are legal for tournament play.

Non–local-language cards may be used in players' decks only if the same cards are available in a local-language version produced by Wizards of the Coast. If no cards are produced in a local language, then the tournament organizer must announce what language will be considered the local language for the event.

Players choosing to play with non–local-language cards must have a local-language version available outside of the deck for the opponent or judge to reference. However, players may use basic energy cards in any language without providing a local-language equivalent.

In accordance with section 35 of the Universal Tournament Rules, players choosing to use **Pokémon** cards with different backs must play with identical, opaque-backed card sleeves on all cards in the deck.

Example: A player has two Japanese and two English Squirtles in his deck. Because the deck contains two different card backs, he must place opaque-backed sleeves on all cards in his deck. In addition, since he is playing with a non–local-language Squirtle, he must have a local-language version available outside of his deck for the judge or his opponents to readily reference.

Example: Players in Germany may play with **Pokémon** cards that have been released in German without taking any special action. If they choose to play with a non-German version of a card, they must have a copy of the card printed in German available outside of the deck for their opponents or the judge to readily reference.

Example: Players in Quebec, Canada, may play with both French and English cards without taking any special action, as both languages are local. If they choose to play with a German card, they must have either an English or a French version of that card available outside of the deck for their opponents or the judge to readily reference.

203. Card Interpretations

The head judge will base card rulings and interpretations on the local-language versions of the cards. For example, a tournament run in Berlin, Germany, will use the German interpretation of the cards.

Some Wizards of the Coast–managed events use one of two classes for determining card interpretation:

- At **Class A** events, the head judge will base card rulings and interpretations on the Japanese versions of the cards.

- At **Class B** events, the head judge will base card rulings and interpretations on the English versions of the cards

204. New Releases

All **Pokémon** trading card game sets and promotional cards produced by Wizards of the Coast are allowed in both DCI-sanctioned Constructed and Limited tournaments as soon as they are available.

However, new **Pokémon** trading card game sets may not necessarily be immediately allowed at some other Wizards of the Coast–managed events (which may occur between two to six weeks after the release date of the new set). Check **wizards.com/Pokemon** for information on specific events.

210. Pokémon TOURNAMENT MECHANICS

211. Match Structure

One game is the default number of games in a **Pokémon** match, so if a tournament organizer chooses to run matches consisting of more than one game, he or she must announce this before the tournament begins. Match results are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings.

212. Match Time Limits

The following time limits are recommended for each round of a tournament:
- Constructed tournaments—thirty minutes
- Limited tournaments—thirty minutes

In addition, the following time limit is recommended for Limited tournaments:
- For Draft, allow thirty minutes for deck registration and construction.

213. Who Plays First

The winner of a coin toss (or other random method) chooses who plays first.

For tournaments that include more than one game per match, after each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so that there was no winner or loser), the player who decided who played first for that game chooses for the next game.

214. Pregame Procedure

Before play begins, players determine who plays first (see section 213).

The steps listed below are similar to what appears in the **Pokémon** rulebook.

1. Both players draw their hands of seven cards.
2. The active player (the one who is going first) checks to see if his or her hand contains a Basic or Baby **Pokémon** card. If the active player has no Basic or Baby **Pokémon** card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck. The active player then redraws his or her hand to its initial size. (Remember, the active player's initial hand size is seven cards.) The nonactive player may then draw up to two additional cards. The active player repeats this process until he or she has a Basic or Baby **Pokémon** card in his or her starting hand. This procedure is called a mulligan.
3. The active player then places a Basic or Baby **Pokémon** card face down in front of himself or herself. He or she does not have to choose this **Pokémon** to be the active **Pokémon**.
4. The nonactive player (the player who is going second) checks to see if his or her hand contains a Basic or Baby **Pokémon** card. If the nonactive player has no Basic or Baby **Pokémon** card in his or her hand, he or she reveals his or her hand and shuffles the hand back into his or her deck, then draws a new hand equal to the number of cards that they had prior. The active player may then draw up to two additional cards. The nonactive player repeats this process until he or she has a Basic or Baby **Pokémon** card in his or her starting hand.

203.-214.

5. The nonactive player will then choose a Basic or Baby **Pokémon** card and put that into play as his or her active **Pokémon**. He or she will then choose to place any other Basic or Baby **Pokémon** on his or her Bench.
6. The active player will then choose a Basic or Baby **Pokémon** card and make that **Pokémon** active; he or she will then choose to place **Pokémon** on his or her Bench until he or she is ready to begin play.
7. Both players will now set aside six prize cards and place them, face down, in front of them. In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

215. Mulligan Rule

If a player's initial hand does not contain a Basic **Pokémon** card, that player should show his or her opening draw to the opponent, shuffle that hand back into his or her deck, present the deck for additional shuffling/cutting, and draw equal to the number of cards that they had prior. The opponent may now draw up to two extra cards. If the player still has no Basic **Pokémon** cards in his or her next draw, he or she may repeat this process, and the opponent may draw up to two extra cards each time. See section 214.

216. End-of-Match Procedure

A player in midturn when the end of the round is announced is allowed to complete his or her turn before the match result is determined. (A player in midturn is someone who has drawn a card for his or her current turn.) The player with the least amount of Prize cards remaining on the table is then considered the winner. If both players have an equal number of Prize cards, continue the game until one player has fewer Prize cards than the other.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason) then the end-of-match procedure does not occur until the end of the time extension.

217. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

220. RULES FOR CONSTRUCTED TOURNAMENTS

221. Deck-Size Limits

Constructed decks must contain exactly sixty cards.

With the exception of basic energy, a player's deck may not contain more than four copies of any individual card, counted by English card title equivalent. (This rule is identical to what appears in the **Pokémon** rulebook.)

222. Sideboard Use

No sideboards are allowed in **Pokémon** tournaments.

225. Unlimited Deck Construction

Unlimited decks may consist of cards from all **Pokémon** card sets and all promotional cards released by Wizards of the Coast. New card sets are allowed in Unlimited tournaments as soon as the product is available.
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The following cards are banned in Unlimited tournaments:
• The promo card known as "Ancient Mew"
• _____'s Pikachu (The promo card known as "Birthday Pikachu")

226. Modified Deck Construction

Modified decks may include cards from the following **Pokémon** card sets:

- *Team Rocket*™ expansion   (**R**)
- *Gym Heroes*™ expansion   (⬤)
- *Gym Challenge*™ expansion   (⬤)
- *Neo Genesis*™ expansion   (⬛)
- *Neo Discovery*™ expansion   (⬛)
- *Neo Revelation*™ expansion   (   )
- *Southern Islands Collection*™ expansion   (🌴)
- Any new expansion released after *Neo Revelation*™
- Cards with the promo expansion symbol (★)

With the exception of basic energy cards (Grass, Fire, Water, Lightning, Psychic, and Fighting energy), cards from the following sets are not allowed in Modified tournaments:

- Base Set (no expansion symbol)
- *Jungle*™ expansion   (🐾)
- *Fossil*™ expansion   (🦴)
- Base Set 2 expansion (🗿)

The following cards are banned in Modified tournaments:

- The promo card known as "Ancient Mew"
- _____'s Pikachu (The promo card known as "Birthday Pikachu")
- Sneasel (*Neo Genesis* version)

Cards stamped with Prerelease and Wizards of the Coast® logos do not count as promo cards but rather as cards from their original sets. Check the expansion symbols (if any) to determine whether the card is legal in Modified. New card sets are allowed in Modified tournaments as soon as the product is available.

230. RULES FOR LIMITED TOURNAMENTS

231. Deck-Size Limits

Limited decks must contain exactly forty cards.

Players are not restricted to four of any one card in Limited tournament play.

233. Materials Provided

Tournament organizers and/or the head judge may choose to provide basic energy cards for players to use during the tournament. If the organizer provides basic energy cards, he or she must make available the same amount of basic energy cards to each player. Organizers must announce before and during event registration whether they will provide players with access to basic energy cards. Organizers may require players to return their basic energy cards when they leave the tournament.

235. Rules for Draft Tournaments

Before the first round, players may add as many basic energy cards to their decks as desired; no maximum is imposed.

236. Prize Cards

In Booster Draft tournaments, players set aside only four Prize cards instead of the usual six.

226.-236.

Introduction

The **Harry Potter** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Harry Potter** trading card game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **Harry Potter** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

300. GENERAL Harry Potter TOURNAMENT RULES

301. Format and Ratings Categories

The DCI sanctions the following format:

Format:
•   Constructed

Ratings category:
•   Constructed

302. Authorized Cards

All **Harry Potter** cards, including promotional cards released by Wizards of the Coast, Inc., are legal for tournament play.

Non–local-language cards may be used in players' decks only if the same cards are available in a local-language version produced by Wizards of the Coast. If no cards are produced in a local language, then the tournament organizer must announce what language will be considered the local language for the event.

Players choosing to play with non–local-language cards must have a local-language version available outside of their decks for their opponents or the judge to reference. However, players may use Lesson cards in any language without providing a local-language equivalent.

Example: Players in Germany may play with **Harry Potter** cards that have been released in German without taking any special action. If they choose to play with non-German versions of cards, they must have copies of the cards printed in German available outside of their decks for their opponents or the judge to readily reference.

Example: Players in Quebec, Canada, may play with both French and English cards without taking any special action, as both languages are local. If they choose to play with German cards, they must have either English or a French versions of that card available outside of the deck for their opponents or the judge to readily reference.

303. Card Interpretation

Card interpretations are based on the English version of the **Harry Potter** trading card game produced by Wizards of the Coast.

304. New Releases

All **Harry Potter** card sets and promotional cards produced by Wizards of the Coast are allowed in DCI-sanctioned Constructed tournaments the day of the official product release.

305. Necessary Tournament Materials

A player must bring the following items to participate:

A method of tracking card effects (creature damage, skipped Actions, "once per game" Character abilities, and so on), such as tokens or dice

310. HARRY POTTER TOURNAMENT MECHANICS

311. Match Structure

One game is the default number of games in a **Harry Potter** match, so if a tournament organizer chooses to run matches consisting of more than one game, he or she must announce this before the tournament begins. Match results are reported to the DCI for the purpose of inclusion in the worldwide ratings and rankings.

312. Match Time Limits

The following time limit is recommended for each round of a tournament:

- Constructed tournaments—30 minutes

313. Who Plays First

The winner of a coin toss (or other random method) chooses who plays first.

For tournaments that include more than one game per match, after each game in a match, the loser of that game (even if the game loss was due to a penalty) decides whether to play first in the next game. If the game was a draw (so there was no winner or loser), the player who decided who played first for that game chooses for the next game.

314. Pregame Procedure

Before play begins, players determine who plays first (see section 613). This may be done any time during the pregame procedure before the players look at their hands.

1. Each player puts his or her starting Character face up on the table.
2. Players must shuffle their decks and present them to their opponents for additional shuffling and/or cutting, as specified in section 6.18 of the Universal Tournament Rules.
3. Each player draws an initial hand of seven cards.

315. Mulligan Rule

There is no mulligan rule in the **Harry Potter** trading card game.

316. End-of-Match Procedure

A player in midturn when the end of a round is announced is allowed to complete his or her turn before the match result is determined. (Aplayer in midturn is someone who has drawn a card for his or her current turn.) If no player wins during this turn, the game is considered a draw.

If a judge assigned a time extension (because of a long ruling, deck check, or other reason) then the end-of-match procedure does not occur until the end of the time extension.

317. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

320. RULES FOR CONSTRUCTED TOURNAMENTS

321. Deck-Size Limits

Constructed decks must contain exactly sixty cards, plus one starting Character.

With the exception of Lesson cards, a player's deck may not contain more than four of any individual card, counted by English card title equivalent.

322. Sideboard Use

No sideboards are allowed in **Harry Potter** tournaments.

312.-322.

Introduction

The **MLB™ Showdown** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **MLB™ Showdown** game rules. Players (referred to as "managers" in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned **MLB™ Showdown** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

500. GENERAL MLB™ Showdown TOURNAMENT RULES

501. Formats and Ratings Categories

The DCI sanctions the following formats, all of which feed into one set of **MLB™ Showdown** manager ratings:

- Constructed
- Limited, including:
  - Sealed Deck
  - Booster Draft
  - Rochester Draft
  - Auction Draft

502. Authorized Cards

All **MLB™ Showdown** cards used in DCI-sanctioned events must be produced by Wizards of the Coast, Inc. In addition, all pitcher and hitter cards must be from the latest available year of **MLB™ Showdown** cards. However, tournament organizers may choose to run **MLB™ Showdown** events using pitcher and hitter cards from previous years if they do the following:

- Select one year that all pitcher and hitter cards should come from, and
- announce before the tournament begins which year they plan to use.

Example: Only **MLB™ Showdown 2000** pitcher and hitter cards may be used in an event scheduled for July 4, 2000. Managers, judges, and organizers know if the pitcher and hitter cards are from the correct year based on the game logo appearing on the back of each card. If the logo says "**MLB™ Showdown 2000**," and the card was produced by Wizards of the Coast, the card is legal.

503. Card Interpretation

During DCI-sanctioned competition, managers must refer to the official game rules and card-text definitions found in the **MLB™ Showdown** rulebook.

504. New Releases

New **MLB™ Showdown** card sets, including any expansions, are allowed in Constructed tournament play on the first day of the month following their retail releases.

New card sets are allowed in Limited tournament play immediately, including before their retail release dates in the case of Prerelease tournaments.

505. Roster Management

The team rosters of each manager ' must consist of exactly twenty pitchers and hitters, divided as follows:

- *Four starting pitchers*
  Managers must set up their pitching rotations in order of point value, with the highest-valued starter being first and the lowest-valued starter being fourth. Starters with equal point values are placed in the rotation alphabetically by last name. Each starter must always appear in his spot in the rotation.

- *Nine regulars (hitters in the starting lineup)*
  The following field positions (C, 1B, 2B, SS, 3B, LF, CF, and RF) must each be filled by one of the nine regulars when the manager's team is on defense. Hitters listed as OF qualify for all three outfield positions.

Managers may fill the 1B slot with a hitter that is not qualified at that position, but that hitter has –1 Fielding. If managers use a DH in the 1B slot, the hitter has –2 Fielding.

- *Seven backup hitters/relief pitchers*
  See section 523 for information regarding relief pitchers' and backup hitters' point values in Constructed events.

Managers must submit a written roster to the tournament organizer with each of these twenty positions filled before the tournament begins. Managers do not have to submit a written lineup for each game. The point value allotted for each player on the roster must be listed next to his name. Any reduced point values for backup hitters in Constructed events must be reflected on the roster sheet. (See section 523 for more information.)

Only pitchers and hitters filling the roster spots listed above are considered active, and may be used at the tournament. Any extra pitchers and hitters a manager draws or drafts in Limited tournaments beyond what is listed in the spots above are considered inactive, and may not be used in the tournament.

No trades are allowed between managers in DCI-sanctioned **MLB™ Showdown** events.

506. League Designation

Before the tournament begins, managers designate on their roster sheets whether their teams are in the American League™ or the National League™. Once a roster is submitted to the tournament organizer, league affiliations may not be changed.

In National League™ games, one of the nine regulars does not begin the game in the starting lineup, but the starting pitcher does. The eight hitters remaining in the starting lineup must fill the field positions for regulars as listed in section 505.

Player cards may be used in teams registered in either league, regardless of the actual player's league affiliation.

507. Byes and Intentional Draws

If a manager receives a bye or takes an intentional draw with another manager, treat that round as though the starter slated to appear pitched a complete game. Given that no relievers or closers are considered to have pitched during a bye round, the manager's entire bullpen resets after that round.

Example: If a manager received a third-round bye, his or her fourth starter would be on the mound at the start of round 4. That manager's relievers and closers would be fresh for use, given that his or her third starter was considered to have pitched a complete game in round 3.

510. MLB™ Showdown Tournament Mechanics

511. Match Structure

MLB™ Showdown matches consist of one game per match.

Tournament organizers may run their events using multiple games per match, but match results—not individual game results—are reported to the DCI for the purpose of ratings and rankings. Organizers must announce how many games per match they are using before the tournament begins.

512. Match Time Limits

The DCI recommends using 60-minute time limits for single-game matches.

If tournament organizers choose to run more than one game per match, the DCI recommends that organizers add 40 minutes to the match time for each game beyond the first. Multiple-game matches must consist of an odd number of games. Organizers choosing to run multiple-game matches must announce the revised match time before the tournament begins.

If all matches in a round finish early—and all managers continuing with the event are present—the organizer may begin the next round.

513. Determining Home and Visiting Teams

The winner of a coin toss (or other random method) determines which team is the visiting team and which team is the home team. Once the home team is determined, each participant in the match determines his or her starting lineup. If the home team is designated as an American League™ team, each participant's starting lineup must have nine regulars. If the home team is designated as a National League™ team, each manager's starting lineup must have eight regulars, plus the starting pitcher. All field positions (C, 1B, 2B, SS, 3B, LF, RF, and CF) must be represented by a regular.

514. Pregame Procedures

The following steps must be performed, in order, before each game begins:
- Determine the home and visiting team. This decision determines whether the game is played in the American League™ or National League™. (See section 513 for more information.) The visiting team hits at the top of the first inning, while the home team pitches.

505.-514.

- On the scoresheet, note which starter is scheduled to appear in the game, and place that starter's card in the middle of the playing area.
- Choose a batting order, write it on the scoresheet, and place those players on the table in the order that matches the batting order.
- Managers may swap cards between their strategy decks and their sideboards.
- Managers shuffle their strategy-card decks (see Universal Tournament Rules, section 21).
- Managers present their decks to their opponents for additional shuffling and/or cutting.
- If the opponent has shuffled the manager's deck, the manager may make one final cut.
- Each manager draws three cards.
- Play begins.

515. Keeping Score

Over the course of each game, managers must maintain a written record of the information listed below on a scoresheet. Hitters' statistics (per inning by hitter, following the sequence of the batting order):

- Outs
- Strikeouts
- Positions on base

Pitchers' statistics (by pitcher per appearance):

- Number of innings pitched
- Runs allowed

Managers are responsible for maintaining their own scoresheets over the course of the tournament in order to make sure starting pitchers, relievers, and closers are used properly. Managers who are missing scoresheets are considered to have made a severe procedural error (section 113, Universal Penalty Guidelines). The starter in the next game is determined based on who the managers' official rosters specify should pitch that game. In addition, all relievers and closers are considered to have pitched the previous two games.

516. Starting Pitcher Usage

Managers may not remove their starting pitchers from the game before the fifth inning of play, unless they become tired. If a starter becomes tired before the fifth inning, he may be replaced immediately.

517. Strategy Cards That Affect Pitchers' IP

Any strategy cards that impact a pitcher's IP must remain on the table next to the pitcher.

518. End-of-Match Procedure—Rainout

If the match time limit is reached before a winner is determined, the managers finish the current inning and the game ends. If the game lasted at least five innings, the manager who is ahead gets the win. If the game is tied—or the sixth inning was not reached—the match ends in a draw.

519. Tiebreakers for Single-Elimination Finals

Some tournaments use single-elimination finals (after Swiss-paired rounds) to determine a winner. The primary factor organizers use to determine who advances to these final rounds is the number of match points each player has. Match wins are worth 3 points each, ties (rainouts) are worth 1 point each, and losses are worth 0 points.

As a default, any match-point ties are first resolved using the system specified in the "Tiebreakers" section of the Tournament Organizer's Handbook. Any remaining ties are resolved by comparing managers' runs-scored differentials. Organizers choosing to use different tiebreaking methods must announce which tiebreakers they will use before the tournament begins.

Point differentials are calculated as follows:
- Manager A wins two of three matches by winning games with the following scores: 6-2 (point differential is +4), 1-2 (point differential is –1), and 4-2 (point differential is +2). Manager A's total point differential is +5.
- Manager B also wins two of three matches, but his scores are as follows: 5-2 (+3), 0-3 (–3), and 2-1 (+1). Manager B's total point differential is +1.
- Manager A advances to the single-elimination final rounds.

520. RULES FOR CONSTRUCTED TOURNAMENTS

521. Strategy Deck-Size Limits & Usage

Strategy-card decks at Constructed events must contain exactly sixty cards. If a manager wishes to use a sideboard, it must contain exactly fifteen cards. Additionally, managers may cycle through their strategy decks only once. The discard pile may not be shuffled and reused as a strategy deck within that game.

A manager's combined strategy deck and sideboard may not contain more than four of any individual strategy card.

522. Sideboard Use

Before each game begins, managers must allow their opponents to count the number of cards in their sideboards (face down), if requested. Managers may not look at their sideboards during a game. The sideboard must be clearly identified and separated from all other cards in the play area.

Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly fifteen cards at all times. See section 514, Pregame Procedures, to see when sideboarding is allowed. There are no restrictions on the number of cards a manager may exchange this way as long as one card from the deck is traded for one from the sideboard.

523. Point Value Cap and Backup Hitter/Relief Pitcher Values

The total point value of a Constructed team, including starting pitchers, regulars, backup hitters, and relief pitchers, must not exceed 5,000 points.

Relief pitchers' point values are always counted at full value.

Point values for each hitter beyond the nine regulars may be set using one of the following two ways:
•*List players as backup hitters.*
The point value for a backup hitter is calculated at one-fifth of the player's total point value. Backup hitters may be used as pinch hitters at any time, but they may only remain in the lineup after the third out if they enter the game after the sixth inning.

•*List players as additional regulars.*
The point value for an additional regular is calculated at the player's full point value. Additional regulars may replace players in the starting lineup at any time and stay in the game.

524. Constructed Tournament Pitcher/Hitter Use

A manager may not have more than one copy of the same pitcher or hitter on his or her Constructed roster.

530. RULES FOR LIMITED TOURNAMENTS

531. Strategy-Deck Size Limits

Strategy-card decks in Limited events must contain at least thirty cards. Managers may cycle through their strategy deck only once. The discard pile may not be shuffled and reused as a strategy deck within that game.

532. Strategy-Card Use Limits

In Sealed Deck events, managers may use as many copies of a strategy card in their decks as they choose.

533. Limited Tournament Pitcher/Hitter Usage

A manager may have more than one copy of a pitcher or hitter on his or her Limited roster. Managers who do not receive or draft a hitter to fill each field position (C, 1B, 2B, SS, 3B, LF, CF, or RF) in their rosters of regulars must fill each open position with a generic player who always hits off the pitcher's card, and who has a defensive value of +0.

Generic hitters are represented in the batting lineup by unused strategy cards placed face-down in the appropriate lineup spots.

534. Backup Hitters

There are no backup players in Limited tournaments. Every hitter on a roster is considered a regular, even if that roster has more than nine hitters.

535. Rules for Sealed Deck Tournaments

Managers play only with the pitcher/hitter cards and strategy cards they received from the tournament organizer before the event began. Position requirements listed in section 505 apply.

Any opened strategy cards not used in a manager's deck function as his or her sideboard in Sealed Deck events. All strategy decks must contain at least thirty cards. Managers may not look at their sideboards during a game.

522.-535.

Managers may change the composition of their decks by exchanging cards from their decks for cards in their sideboards. There are no restrictions on the number of cards a manager may exchange this way as long as the strategy deck remains at a minimum of thirty cards. Cards need not be exchanged on a one-for-one basis.

If a manager receives fewer than four starting pitchers, his or her starter with the lowest value fills the empty slots in his or her rotation. Each time this pitcher appears in the rotation, he is considered a different pitcher.

536. Rules for Draft Tournaments

After managers are grouped into drafting pods of roughly equal size, each manager receives one draft pack (including forty-five strategy cards and fifteen player cards) and one or two booster packs, depending on the Draft format. (Each booster pack includes two strategy cards and seven player cards). For Auction Draft tournaments, each players receives one booster pack in addition to the draft pack. For Booster Draft and Rochester Draft tournaments, the tournament organizer announces before the event whether the players receive one or two booster packs in addition to the draft pack.

Managers may compete only against others from the same drafting pod.

At a signal from a tournament official, each manager opens his or her draft deck and booster pack at the appropriate time and separates the strategy cards from the pitcher/hitter cards. Managers set aside their strategy cards for later use when building their strategy decks. The pitcher/hitter cards are then drafted according to one of the following sets of draft instructions, depending on which format the organizer chooses:

• Booster Draft instructions (sections 74 and 76–78 of the Universal Tournament Rules)
• Rochester Draft instructions (sections 75–78 of the Universal Tournament Rules)
• Auction Draft instructions (section 537)

537. Auction Draft Instructions

Managers participate in Auction Drafts in pods of four, with each manager receiving one booster pack and one draft pack. Each manager's team has a point-value cap of 5,000 points. Each pod of four managers must have its own table judge.

After packs are opened and players are separated from strategy cards, the twenty-two player cards each manager opens are given to the table judge, who then does the following:
• Verifies that twenty-two cards were received from each manager;
• combines all player cards from the four managers into one draft pool;
• sorts the cards by position (Starters and relievers are separated. Outfielders are grouped together); and
• lays the player cards out on the table, with all player cards facing one direction.

While the table judge sorts and lays out the player cards, managers should review the strategy cards they opened and take any notes related to these cards that may help them in the draft. Upon the table judge's announcement, managers have five minutes to review the eighty-eight player cards on the table and take any notes about the available players.

Each player receives a tournament roster sheet from the table to keep track of players they drafted and the points they have spent in the draft.

One manager is designated as the first to nominate a player and make the opening bid. Beginning with that first manager, participants take turns nominating a hitter or pitcher for auction, in an order established by the table judge, through the draft pod.

The manager nominating a player for the auction must turn the appropriate player card sideways to identify it as currently up for bidding.

Any manager may bid on a nominated player, provided he or she has: an open roster slot that the pitcher or hitter is qualified to fill, enough points left under the cap to acquire that player, and 10 points left for each open roster spot remaining. All bidding must be in increments of 10 points.

The judge running the draft must use his or her best judgement as to when to begin the countdown on the last bid for a player. The DCI recommends starting the countdown a few seconds after each bid is announced in order to keep the draft moving.

The table judge maintains a draft record, with a column for each manager. After the table judge counts down and closes each final bid, the following occurs:
1. The table judge writes the name of the player drafted, the position filled, and the point value produced by the final bid in the column under the appropriate manager's name.
2. The manager drafting that player removes the card from the draft pool and writes the player's name and auction point value on his or her roster sheet.

The auction continues until all positions are filled on each manager's roster (four starting pitchers, nine position players, and seven backup players/relievers).

Periodically, the table judge should call for a brief break in the draft for a point check and player count. The judge should add up the totals he or she has written in the column for each player and check those totals against what the players have listed on their roster sheets.

Managers exceeding the 5,000-point cap have their bid rejected on the player who puts them over the cap (so the rights to that player fall to the next-highest bidder), and the manager exceeding the cap must stop drafting players until all other rosters within the pod are complete. Once the other managers are done drafting, any manager exceeding the point-value cap may fill his or her roster from what is left.

Managers declare whether their teams are affiliated with the American League™ or the National League™ on their roster sheets after the auction is complete.

538. Auction Draft Pairings and Games Per Round

The DCI suggests that **MLB™ Showdown** tournaments featuring Auction Drafts should feature three-game matches, with the match winner being the manager who won two of the three games. See section 512,Match Time Limits for more information.

If an organizer's tournaments require faster match times, the DCI suggests one-game matches with managers being paired following the round-robin system, so each manager within the pod plays each other manager in the pod once. If a round-robin event ends in a tie, organizers may break ties based on the total number of runs scored by each manager during competition within the pod. Organizers choosing to use different tiebreakers must announce their tiebreakers before the tournament begins.

539. Drafting Starting Pitchers

When managers draft a starting pitcher, they must place the card face down in front of them in a manner that allows the judge and all competitors to count the number of starters they have drafted. Once all managers in the pod have drafted four starters, the table judge announces that managers may now select starting pitchers whenever they choose.

If the draft does not contain enough starting pitchers to fill each manager's starting rotation, the lowest-valued starter in the draft is proxied by the table judge to fill out the necessary quantity.

Example: After all players in a Booster Draft are selected, if any manager still has fewer than four starters, the table judge reviews each roster sheet to identify the drafted starter with the lowest point value. That starter is proxied and fills all open starter positions remaining on managers'roster sheets. If players are tied at the lowest value, the table judge randomly chooses which starter will be proxied.

540. Draft Strategy-Deck Construction

Managers build their strategy decks using cards opened for that draft. Any cards they do not use in their strategy decks function as their sideboards.

538.-540.

Introduction

The **NFL Showdown** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **NFL Showdown** sports card game rules. Players (referred to as "coaches" in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned **NFL Showdown** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

701. Formats and Ratings Categories

The DCI sanctions the following formats, all of which feed into one set of **NFL Showdown** coach ratings.
- Constructed
- Limited, including:
    1. Sealed Deck
    2. Booster Draft
    3. Rochester Draft
    4. Auction Draft

704. New Releases

New **NFL Showdown** card sets, including any expansions, are allowed in Constructed tournament play on the first day of the month following their retail releases.

New card sets are allowed in Limited tournament play immediately, including before their retail release dates in the case of Prerelease tournaments.

705. Roster Management

The starting team rosters of each coach must consist of one quarterback, two running backs, two offensive linemen, two tight ends, two wide receivers, two defensive linemen, two linebackers, two cornerbacks, and two safeties. Kickers and punters are optional.

Number-One Starters
The order of coaches' starting players at each position is determined by players with the highest point values. Starting players with equal point values are placed in order alphabetically by last name.

Additional Regulars
Coaches may have additional regulars on their teams. These players are not starters, but they may be inserted into the starting lineup during the game as long as the substitution takes place before any coach involved in the game swipes his or her play card that down. Additional regulars cost their full point values.

Backup Players
A coach may have more than the required number of players listed above for each position if these extra players are designated as backup players. A backup player may play only in the case of injury substitution, and the player costs one-fifth his normal point value.

Special-Teams Players
In addition to backup players, a coach may have more than the required number of players listed above for each position if these extra players are designated as special-teams players. A special-teams player can play only during special-teams plays (such as when one team is kicking) or as an injury substitution, but he costs one-half his normal point value. Starting kickers and punters are valued at their full point values, but extra kickers and punters may be designated as backups. A player can't be labeled both as a backup player and a special-teams player.

General Rules
Coaches must submit a written roster listing all starters, backup players, and special-teams players to the tournament organizer before the tournament begins. Coaches do not have to submit a written lineup for each game. Only players listed as starters, backup players, and special-teams players may be used at DCI-sanctioned tournaments.
At Constructed events, the point value allotted for each player on the roster must be listed next to his name. Any reduced point values for backup players and special-teams players in Constructed events must be reflected on the roster sheet.

Any extra players a coach draws or drafts in Limited tournaments beyond what is listed in the spots above are considered inactive and may not be used in the tournament.

No trades are allowed between coaches in DCI-sanctioned **NFL Showdown** events.

710.   NFL Showdown CONSTRUCTED TOURNAMENT MECHANICS

711.   Match Structure

The DCI recommends that **NFL Showdown** matches consist of one game per match.

Tournament organizers may run their events using multiple games per match, but match result—not individual game results—are reported to the DCI for the purpose of ratings and rankings. Organizers must announce how many games per match they are using before tournaments begin.

712.   Match Time Limits

The DCI recommends using 75-minute time limits for single-game matches. For each additional game that is added to the match, the DCI recommends adding an additional 20-minutes the time limit.

713.   Determining Kick-Off

The winner of a coin toss or other random method determines which team chooses who will kick or receive the ball at the start of the game. The team that lost the coin toss will choose who kicks or receives the ball at the beginning of the second half.

714.   Pregame Procedure

The following steps must be performed, in order, before each game begins:
1.   Put all players in their correct columns. The highest-valued starter at each position must have his card placed on top of all lower-valued starters at that position. (Some positions will have only one player.)
2.   Determine which team will kick off.
3.   Managers shuffle their strategy-card decks (see Universal Tournament Rules, section 21).
4.   Coaches present their decks to their opponents for additional shuffling and/or cutting.
5.   If a coach has shuffled the opposing coach's deck, the opposing coach may make one final cut of his or her deck.
6.   Each coach draws three cards before the opening kickoff and before the start of the second half.
7.   Play begins.

715.   Keeping Score

During games, coaches must maintain a written record of the information listed below on a score sheet:
*   Number of drives
*   Rushing attempts and passing attempts
*   Rushing yards and passing yards
*   Rushing and passing touchdowns
*   Field goals and punts
*   Turnovers on downs
*   Interceptions and fumbles
*   Net offensive yards during nonovertime periods (for tiebreaker purposes)
*   Score

Coaches are responsible for maintaining their own scorecards during games. Coaches who are missing scorecards are considered to have made a severe procedural error (see Universal Penalty Guidelines, section 113).

716.   Tiebreakers for Single-Elimination Finals

Some tournaments use single-elimination finals (after Swiss-paired rounds) to determine a winner. The primary factor organizers use to determine who advances to the final round is the number of match points each player has. Match wins are worth 3 points each, ties are worth 1 point each, and losses are worth 0 points.

As a default, any point ties are first resolved using the system specified in the "Tiebreakers" section of the Tournament Organizer's Handbook. Any remaining ties are resolved by comparing coaches' points-scored differentials. Organizers choosing to use different tiebreaking methods must announce which tiebreakers they will use before the tournament begins.

Point differentials are calculated as shown in the following examples:
*   Coach Brown wins two of three matches, having played games with the following results: 14-7 (point differential of +7), 3-7 (point differential of –4), and 10-3 (point differential of +7). Coach Brown's total point differential is +10.
*   Coach Green also wins two of three matches, but her results are as follows: 10-3 (+7), 0-3 (–3), and 7-0 (+7). Coach Green's total point differential is +11.
*   Coach Green advances to the single-elimination final rounds.

705.-716.

721. Strategy-Deck Size Limits and Number of Each Card Allowed

A coache's strategy deck must contain exactly 40 cards, with no more than 4 copies of any one card.

722. Point-Value Cap and Backup/Special-Teams Players' Values

The total point value of a Constructed team, including backup and special-teams players, must not exceed 5,000 points.

Number-one kickers and punters are always counted at full value.

Point values for each player beyond the seventeen starters are determined in the following ways:
*   *Backup Players*
    The point value for a backup player is calculated at one-fifth the player's total point value. A backup player can play only as an injury substitution.
*   *Special Teams Players*
    The point value for a special-teams player is calculated at one-half the player's total point value. A special-teams player can play only during special-teams plays.
*   *Additional Regulars*
    The point value for an additional regular is calculated at the player's full point value. Additional regulars may be inserted into the starting lineup before any coach involved in a game swipes his or her play card that down.

723. Using Player Cards in Constructed Tournaments

A coach may not have more than one copy of the same player card on his or her Constructed roster.

730. RULES FOR LIMITED TOURNAMENTS

The DCI recommends using two draft packs for all Limited play.

731. Strategy-Deck Size Limits

Strategy-card decks in Limited events must contain exactly 40 strategy cards.

732. Strategy-Card Use Limits

Coaches at Limited events may use as many copies of a strategy card in their decks as they choose.

733. Using Player Cards in Limited Tournaments

A coach may have more than one copy of a player on his or her Limited roster. Coaches who do not receive or draft a player to fill each position on their rosters must use the "Backup Player" button.

734. Backup Players

There are no backup players or special-teams players in Limited tournaments. Every nonstarter on a roster counts as a reserve player, and can enter the game according to the rules specified in section 705.

735. Rules for Sealed Deck Tournaments

Coaches play only with the players and strategy cards they received from the tournament organizer before the event began. All strategy-card decks must contain 40 cards, and coaches must use the same strategy decks for the entire tournament.

736. Rules for Draft Tournaments

After coaches are grouped into drafting pods of roughly equal size, each coach receives two draft packs, or one draft pack and one booster pack, or one draft pack and two booster packs, depending on the format.

For Auction Draft, Booster Draft, and Rochester Draft tournaments, the tournament organizer announces before the event whether the players receive one booster pack, or one draft pack, or two booster packs in addition to the draft pack. One draft pack includes 15 player cards, 20 play cards, and 40 strategy cards. One booster pack includes 7 player cards, 2 play cards, and 2 strategy cards.

Coaches may compete only against coaches in their drafting pods.

At a signal from a tournament official, each coach opens his or her draft pack and/or booster pack at the appropriate time, and separates the player cards from the strategy and play cards. Coaches set aside their strategy and play cards for later use when building their strategy decks. Please see the sections noted below for rules for the various draft formats:
*   Booster Draft instructions—sections 74 and 76–78 of the Universal Tournament Rules
*   Rochester Draft instructions—sections 74 and 76–78 of the Universal Tournament Rules
*   Auction Draft instructions—section 740 of these Floor Rules

740. **Auction Draft Instructions**

Coaches participate in Auction Drafts in pods of four, with each coach receiving one draft pack and one booster pack in addition to one draft pack. Each coach's team has a point-value cap of 5,000. Each pod of four managers must have its own table judge.

After packs are opened and strategy and play cards are separated from player cards, all the player cards are given to the table judge, who then does the following:

• Verifies that the same amount of player cards were received from each coach
• Combines all player cards from the four managers into one draft pool
• Sorts the cards by position
• Lays the player cards out on the table, with all player cards facing the same direction.

While the table judge sorts and lays out the player cards, coaches should review the play and strategy cards they opened and take any notes related to these cards that may help them in the draft. Upon the table judge's announcement, coaches have five minutes to review all the player cards on the table and take any notes about the available players.

Each player receives a tournament roster sheet from the table judge to use to keep track of players they draft and the points they have spent in the draft. One coach is designated as the first to nominate a player and make the opening bid. Beginning with the first coach, participants take turns nominating a player for auction, in an order established by the table judge.

The coach nominating a player for the auction must turn the appropriate player card sideways to identify it as currently up for bidding.

Any coach may bid on a nominated player, provided he or she has an open roster slot that the player is qualified to fill, enough points left under the cap to acquire that player, and 10 points left for each open roster spot remaining. All bidding must be in increments of 10 points.

The judge running the draft must use his or her best judgment as to when to begin the countdown on the last bid for a player. The DCI recommends starting the countdown a few seconds after each bid is announced in order to keep the draft moving.

The table judge maintains a draft record, with a column for each manager. After the table judge counts down and closes each final bid, the following occurs:

1. The table judge writes the name of the player drafted, the position filled, and the point value of the final bid in the column under the appropriate coach's name.
2. The coach drafting that player removes the card from the draft pool and writes the player's name and auction point value on his or her roster sheet.

The auction continues until all opened player cards are drafted.

Periodically, the table judge should call for a brief break in the draft for a point check and player count. The judge should add up the totals he or she has written in the column for each player and check those totals against what the players have listed on their roster sheets.

Coaches exceeding the 5,000-point cap have their bids rejected on the player who puts them over the cap (so the rights to that player fall to the next-highest bidder), and the coach exceeding the cap must stop drafting players until all other rosters within the pod are complete. Once the other coaches are done drafting, any coach exceeding the point-value cap may fill his or her roster from the player cards that remain.

741. **Auction Draft Pairings and Games Per Round**

The DCI suggests one-game matches for Auction Drafts, with coaches paired following the round robin system, so each manager within the pod plays each other coach in the pod once. If a round robin event ends in a tie, organizers may break ties based on each coach's overall point differential during competition within the pod. Organizers choosing to use different tiebreakers must announce their tiebreakers before the tournament begins.

742. **Draft Strategy-Deck Construction**

Coaches build their strategy decks and play books using cards opened for that draft. Any cards they do not use in their strategy decks function as their sideboards.

740.-742.

DUNGEONS & DRAGONS®CHAINMAIL®

DUNGEONS & DRAGONS® CHAINMAIL® DCI™ FLOOR RULES
2001–2002 Tournament Season
Effective January 1, 2002

Introduction

The **Chainmail** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Chainmail** miniatures game rules. Players, spectators, and tournament officials must follow these documents when involved with DCI-sanctioned **Chainmail** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

800. GENERAL Chainmail TOURNAMENT RULES

801. Format and Ratings Categories

The DCI sanctions the Constructed format.

802. Authorized Models

All **Chainmail** models, including promotional models released by Wizards of the Coast, Inc., are legal for tournament play.

Model-Use Policy

All base models must be Wizards of the Coast® **Chainmail** models.

Base models must be easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.

Conversions

Conversions (customization of models) are allowed in all Wizards of the Coast **Chainmail** leagues and DCI-sanctioned tournaments but must adhere to the following rules:

- The base model (the model that's being converted) must be a **Dungeons & Dragons Chainmail** model.
- Base models must remain easily identifiable. A player must be able to tell what each model is on first glance at the battlefield.
- Additional equipment (including weaponry) may not be placed on a model if that equipment is not represented on the model's stat card. For example, a player may not add a crossbow to a model that doesn't have a ranged attack.

803. Stat Card Interpretations

Stat card interpretations are based on the English version of the **Chainmail** miniatures game produced by Wizards of the Coast.

804. New Releases

All **Chainmail** models are legal for tournament play on the release date of the guidebook in which their game statistics appear.

805. Necessary Tournament Materials

A player must bring the following items to participate:

- The warband and terrain the player intends to use
- A 20-sided die. (d20)
- Tokens for tracking damage and other effects

810. Chainmail TOURNAMENT MECHANICS

811. Match Structure

Chainmail matches consist of one game per match. Match results are reported to the DCI in order to include them in the worldwide ratings and rankings.

812. Match Time Limits

Sixty minutes are recommended for each round of Constructed tournaments.

814. Pregame Procedures and Who Plays First

Before play begins, players determine who will play first. This may be done any time during the pregame procedure.

- Players determine which scenario they will play.
- Players randomly determine other factors based on scenario (if necessary).
- Players both make scouting checks and determine who will be the scouting player.
- The scouting player places a piece of terrain (as required by the scenario).
- The nonscouting player places a piece of terrain (as required by the scenario).
- Players alternate placing terrain until all terrain is placed (as required by the scenario).
- The scouting player determines which player deploys models first.
- Players alternate deploying models based on the sizes of their warbands.

815. Mulligan Rule

There is no mulligan rule in the **Chainmail** miniatures game.

817. Determining a Match Winner

For Swiss tournaments using more than one game per match, the winner of a match is the player with the most game wins in the match. If both players have equal game wins, then the match ends in a draw.

818. Dice Rolling

No dice may be rolled on the battlefield. All dice must be rolled in a location completely separate from the battlefield; the DCI recommends that a box be used and that the dice are thrown toward the back of the box.

819. Axiomatic Movement

If a model is forced to move an exact distance, then regardless of the actual physical distance moved, the model is said to have moved that exact distance.

820. Knocked Down

A model should not be moved if its status changes to "knocked down"; instead, a counter is placed on the base of the model to note that its status has changed.

821. Point of Origin

Before moving a model, a player must place a marker on the battlefield to note that model's starting location.

822. Model Cards

All model stat cards must be made available to all players and judges on request.

823. Damage Counters

Model damage must be tracked using damage counters or dice. These counters or dice must be distinct from other types of counters or dice used in the game. They may not be placed on a model's stat card, and they must be in plain view.

824. Under Command

If you put a model under command, spend the command point(s) before you begin to move the model.

825. Command Point Tracking

Players must track the number of command points they currently have using a score pad or similar tracking device.

850. Rules for Constructed Tournaments

851. Warband-Size Limits

The point total of a Constructed warband must not exceed 50 points unless otherwise specified in the guidebook. At no time can a warband exceed twelve models, regardless of point cost.

814.-851.

FOOTBALL CHAMPIONS™ DCI™ FLOOR RULES

2001–2002 Tournament Season

Effective January 1, 2002

Introduction

The **Football Champions** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, the DCI Penalty Guidelines, and the **Football Champions** game rules. Players (referred to as "managers" in this document), spectators, and tournament officials must follow these documents while participating in DCI-sanctioned **Football Champions** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions of the DCI Penalty Guidelines.

Note: Please see appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

900. GENERAL Football Champions TOURNAMENT RULES

901. Formats and Ratings Categories

The DCI sanctions the Constructed format, which feeds into the **Football Champions** manager ratings:

902. Authorized Cards

All **Football Champions** cards used in DCI-sanctioned events must be produced by Wizards of the Coast, Inc.

903. Card Interpretation

During DCI-sanctioned competition, managers must refer to the official game rules and card-text definitions found in the **Football Champions** rulebook.

904. New Releases

New **Football Champions** card sets, including any expansions, are allowed in Constructed play on the first day of the month following their retail releases.

910. Football Champions TOURNAMENT MECHANICS

911. Match Structure

Football Champions matches consist of one game per match, with each game divided into two halves.

912. Match Time Limits

The DCI recommends using a forty-five–minute time limit for each game.

If all matches in a round finish early—and all managers continuing with the event are present—the organizer may begin the next round.

913. Pregame Procedures

The following steps must be performed, in order, before each game begins:
* Managers shuffle their action-card decks (see Universal Tournament Rules, section 21).
* Managers present their decks to their opponents for additional shuffling and/or cutting.
  If an opponent has shuffled a manager's deck, that manager may make one final cut.
* Managers reveal their teams to each other.
* Managers reveal their substitutes to each other.
* Managers randomly decide who is going to kick off.
* Managers take turns setting up attackers, one at a time, with the manager who is kicking off going first.
* Managers take turns setting up the defenders, one at a time, with the manager who is kicking off going first.
* The manager who won the kick-off sets up his midfielders.
* The manager who lost the kick-off sets up his midfielders.
* Each manager draws five cards.
* The manager who won the kick-off puts the ball on a player on his midfield line.
* Play begins.

914. "After the Goal" Procedure

After a goal has been scored, the following occurs:
* Managers take turns setting up attackers, one at a time, with the manager who allowed the last goal going first.
* Managers take turns setting up defenders, one at a time, with the manager who allowed the last goal going first.
* The manager who allowed the last goal sets up his midfielders.

- The manager who scored the last goal sets up his midfielders.
- The manager who allowed the last goal puts the ball on a player on his midfield line.
- Play begins.

915. Halftime Procedures

After the first half ends, managers can swap cards in their action-card decks for cards in their sideboards (see section 918). They can also swap players on the team with substitutes (see section 917). After these swapping options, the following occurs:

- Managers shuffle their action-card decks (see Universal Tournament Rules, section 21).
- Managers present their decks to their opponents for additional shuffling and/or cutting.
- If an opponent has shuffled a manager's deck, that manager may make one final cut.
- Managers reveal their teams to each other.
- Managers reveal their substitutes to each other.
- The manager who lost the kick-off in the first half will now kick off.
- Managers take turns setting up attackers, one at a time, with the manager who is kicking off going first.
- Managers take turns setting up the defenders, one at a time, with the manager who is kicking off going first.
- The manager who will kick off sets up his midfielders.
- The manager who will not kick off sets up his midfielders.
- Each manager draws five cards.
- The manager who is kicking off puts the ball on a player on his midfield line.
- Play begins.

916. End-of-Match Procedure

If the match time limit is reached before a winner is determined, the active manager finishes his current turn and the game ends. The result is then considered to be final.

If the match requires a winner, as in the single-elimination portion of a tournament, and the result after the time limit is a tie, the final result is determined by a penalty shootout.

917. Use of Substitutes

There is no point-value limit for substitutes. Managers may swap a maximum number of three players during a match. Substitutions can be performed at the following times:

- Before a corner kick
- Before a free kick
- Before a penalty kick
- After a goal
- At halftime

918. Sideboard Use

Before each game begins, managers must allow their opponents to count the number of cards in their sideboards (face down), if requested. Managers may not look at their sideboards during a game. Sideboard must be clearly identified and separated from all other cards in the play area.

Any card exchanges between decks and sideboards must be made on a one-for-one basis to ensure that the sideboard remains at exactly six cards at all times. The only time at which sideboards may be used during games is between the two halves of each match. There are no restrictions on the number of cards a manager may exchange this way as long as one card from the deck is traded for one from the sideboard.

930. RULES FOR CONSTRUCTED TOURNAMENTS

931. Action-Deck Size Limits and Usage

Action-card decks at Constructed events must contain exactly twenty-five cards.

If a manager wishes to use a sideboard, it must contain exactly six cards.

A manager's combined action deck and sideboard may not contain more than two of any individual action card.

932. Point-Value Cap and Distribution

At any time during a match, the total point value of a Constructed team, excluding substitutes, must not exceed 1,300 points minus the point value of a player of that team that has received a red card during that game. In addition, the value of attackers plus the midfielder and the value of defenders plus the goalie must not exceed 800 points.

933. Constructed Tournament Player-Card Use

A manager may not have more than one copy of the same player on his or her Constructed roster.

914.-933.

ELECTRONIC REPORTING GUIDELINES

The DCI™ players' organization encourages organizer's to submit tournament reports electronically. When done correctly, electronic reporting will help to expedite the entry of tournament data into our database and allow players to view ratings which are up to date, and accurate via our web site.

When submitting tournament reports electronically to the DCI, please conform to the guidelines below. Any reports that do not meet these guidelines will not be processed. Organizers submitting electronic tournament reports via email will receive a verification of receipt by the DCI. Note: This does not count as verification that the event report has been processed, only received. **As with paper-based reporting, the organizer is responsible for making sure the event was received and processed.**

Organizers using electronic reporting must still keep hard copies of their event reports for at least one year after the event to protect against lost reports or help in resolving reporting discrepancies.

Electronic tournament report submissions should consist of the parts outlined below:
- Event Report Summary Information
- Warnings & Disqualifications
- Electronic Tournament Data File
- Tournament K-Value Information
- Master Player Data File

NOTE: The DCI's official pairings program, DCI Reporter, is the best way to record and submit event results. You may download DCI Reporter at <events.wizards.com/download/dcicoords.asp>. Using DCI Reporter will automatically include the Electronic Tournament Data File, the Master Player Data File, and the event's K-value information. Only the Event Report Summary Information will need to be created by the Tournament Organizer. The end files can be uploaded to the DCI directly.

The preferred method of receiving electronic data is via email. Send your electronic tournament results to: dcireport@wizards.com (An automatic reply will verify that your e-mail has been received by the DCI. This automatic reply message does not assure that the report will be processed. Be sure to periodically check the event's status at <events.wizards.com/dcitournament/Default.asp?game=MG>.) Only use this if uploading fails or you cannot use DCI Reporter.

EVENT REPORT SUMMARY INFORMATION
The following information must be included in the body of your e-mail or as an additional text file* if DCI Reporter is not used:

- Sanctioning Number
- Event Date
- Event Name
- Event Format
- Event Location (address, city, state and nation)
- Organizer's Name
- Organizer's DCI membership number
- Head Judge Name
- Head Judge DCI membership number
- Number of new Mana memberships
- Number of warnings/disqualifications issued

TOURNAMENT K-VALUE INFORMATION (FOR MAGIC ONLY)
- Certified Judge *(No, Level I, II, III or IV)*
- Rules Enforcement Level—REL *(REL 1, 2, 3, 4 or 5)*
- Deck Verification Procedures *(Yes, No)*
- Number of Players

THREE JUDGE SYSTEM
- Was 3-Judge System Used? *(Yes, No)*

The ERS Information is an important part of reporting, verifying where a tournament belongs in the greater picture of DCI sanctioned tournaments. The ERS helps determine K-value, shows the appropriate ratings format and details what additional information the DCI should expect from the organizer as additions to the report. Should any of the information be missing, the K-value of the event will be lowered.

Please note, we no longer accept QuickSanction reports electronically.

ELECTRONIC TOURNAMENT DATA FILE—NOT USING DCI REPORTER
The tournament data file should be sent as an attachment to your e-mail—not in the body of the email, (or as a file on a 1.44MB disk—PC ONLY). Please be sure to use the following format in each row of your table. The following information MUST be included as an attachment. Additionally, the file should be archived using an approved archiving program when it is attached to the email. *Email <dci@wizards.com> for details regarding which archiving programs are acceptable.* Failure to use one of these archiving programs often causes the data to become corrupted, rendering the file unusable and delaying the tournament's processing time significantly; if at all.

If using a spreadsheet program, lay the fields out in this order (and remember to save the file as text [tab-delimited]:

SANCTIONING #	PLAYER DCI #	OPPONENT DCI #	ROUND #	OUTCOME
column 1	column 2	column 3	column 4	column 5

SPECIAL INSTRUCTIONS—ELECTRONIC TOURNAMENT DATA FILE

Sanctioning #: In North America, organizers must use the sanctioning number exactly as it is listed on the Event Report Summary they received for that event. For event reports coming from outside North America, the sanctioning number must be in the following format (including leading zeros, if necessary): Country Code (3 or 4 digits), Format (2 digits), Month/Day/Year (6 digits, in that order), Sequence# (3 or 4 digits).

DCI#: The DCI number *must* be the player's correct DCI number. The use of "place holders" or imaginary numbers damages the integrity of your tournament and is not allowed. Using place holders or imaginary numbers will result in the tournament being invalidated.

Round #: All rounds should have numbers, not letters. For example, the final round of a 7-round tournament must be noted as "7" in this column, not "F."

Outcome: Use the following codes for the outcome. A=WIN, D=DRAW, and P=BYE.

Columns: The columns must be separated by TABS, not spaces, commas or quotes. If the file is created in a spreadsheet program, the user must save the file as TEXT–TAB-DELIMITED. Other file formats cause processing delays or render the file unusable for processing.

WARNINGS AND DISQUALIFICATIONS

Please report any warnings or disqualifications in an additional file (or submit on the appropriate form if mailing in the tournament report on disk). If using DCI Reporter, you may enter warnings in a special section. If emailing event results—but not using DCI Reporter—include the following information regarding warnings or disqualifications:

WARNING TYPE	INFRACTION	PLAYER DCI#	NAME	HEAD JUDGE & DCI #	SANCTIONING #
column 1	column 2	column 3	column 4	column 5	column 6

If submitting a report electronically, mail the Event Report Summary cover sheet for that event to the DCI, marking the "Event Reported Electronically" checkbox. **Please remember: QuickSanctioned event results are not accepted electronically.**

SPECIAL INSTRUCTIONS—REPORT SUBMISSIONS

If an Event Report Summary cover sheet is not received, the DCI cannot verify that an electronic report has been sent, nor its K-value.

If submitting the report on disk in North America, send the disk, all Event Report Summaries and any completed Warning/Disqualification Sheets to:

> DCI Tournament Sanctioning
> P.O. Box 1080
> Renton, WA 98057

Internationally, **please send your application to the appropriate DCI office or representative.**

USABLE PROGRAMS AND FILE TYPES

We will accept the following file types*:
- **Files from current versions of widely available spreadsheet programs.** *Email <dci@wizards.com> for details.*
- **Text (TAB-DELIMITED ONLY)**
- **DCI Reporter v1.43 or higher**

The DCI accepts the following file types, but these formats and file types slow the processing time significantly—and may not be processable*:
- **Tourn (all versions)**
- **Rich-text Format**
- **Unformatted Text**
- **Files from current versions of widely available word processing programs.** *Email <dci@wizards.com> for details.*
- **DCI Reporter v1.01-1.4.2**

*All of the above files should be compressed regardless of the format, using either ZIP or SIT formats and sent as an attachment using an email client.

ENHANCED K-VALUE SYSTEM

Introduction

The Enhanced K-value system allows tournament organizers to receive special K-values for events that meet certain criteria.

Events with higher K-values allow players to accumulate more DCI™ ratings points when they do well within these higher level events. For example, a player who gains 30 DCI ratings points at a tournament with a K-value of 16 would earn 60 points at a tournament with a K-value of 32.

Most tournaments receive a default K-value of 16, but organizers may apply for a higher K-value when they submit the tournament results. Organizers who wish to apply for a higher K-value must meet the minimum criteria listed below on the K-value Criteria Chart. Organizers not specifically applying for a higher K-value will receive a K-value of 16 (or 8K if Friday Night **Magic** or if they are using the 3-Judge System).

Organizers are welcome to use enhanced K-value as a method to promote their tournaments, but the event must meet the K-value they advertise. If the event does not, they must announce the event's actual K-value before the tournament begins.

K-VALUE EXPLANATIONS

8K: This is used for all events which use the 3-Judge System and for premier events directed at the casual player such as Friday Night **Magic**.

16K: This K-value is the default for all events. A certified judge is not required and there are no mandatory rules enforcement levels* (RELs) or deck verification requirements.

24K: Organizers may apply for this K-value if they:
- use a certified judge;
- use a minimum of REL 2*;
- use deck verification procedures; and
- have a minimum of 16 players participate.

32K: Organizers may apply for this K-value if they:
- use a judge certified at Level 2 or higher;
- use a minimum of REL 3*;
- use deck verification procedures; and
- have a minimum of 32 players participate.

40K: This K-value is reserved for select premier events, such as Grand Prix and National Championships. This K-value is not available for general DCI-sanctioned events. *See* **Magic: The Gathering** *Premier Event Descriptions for more information.*

48K: This K-value is reserved for select premier events, such as Pro Tour and World Championships. This K-value is not available for general DCI-sanctioned events. *See* **Magic: The Gathering** *Premier Event Descriptions for more information.*

*For more information regarding Rules Enforcement Levels (RELs), see the DCI Universal Penalty Guidelines.

K-VALUE CHART

	8k†	16k	24k	32k	40k	48k
Certified Judge:	Optional	Optional	Level 1	Level 2	*ASSIGNED DIRECTLY BY DCI FOR SELECT PREMIER EVENTS ONLY*	
Minimum Rules Enforcement Level (REL):	REL 1	REL 1	REL 2	REL 3		
Deck Verification Procedures: *Use of decklists, deck checks and (at sealed-deck events) deck swaps.*	Optional	Optional	Required	Required		
Minimum Number of Players:	8	8	16	32		

†*Events that use the 3-Judge System are valued at 8k. See Section 19 of the Universal Tournament Rules for more info.*

K-value Criteria Chart Explanation

Certified Judge: A certified judge is required to receive a K-value of 24K or higher. A certified judge is not required for tournaments of 8K or 16K. A minimum of a level 1 DCI Certified Judge is required for events of 24K. A minimum of a level 2 DCI Certified Judge is required for events of 32K.

Minimum Rules Enforcement Level (REL): This requirement refers to the minimum Rules Enforcement Level that must be used at the event in order for it to receive the desired enhanced K-value. The most common REL is 1. If you wish to apply for 24 K, you must use REL2 or higher. If you wish to apply for 32 K, you must use REL3 or higher. Tournament Organizers must announce the K-value of each event before the beginning of its first round.

Deck Verification Procedures: In order to receive a K-value of 24K or higher, Organizers must use the following deck verification tools and procedures:
- decklists;
- deck checks; and
- deck swaps (for sealed deck).

To maintain the integrity of the tournament, the DCI recommends deck verification procedures for all tournaments. However, these procedures are only mandatory for events of 24K or higher and/or REL3 and higher. For more information on the use of these procedures, see sections 51 (Constructed Deck Registration), 61 (Limited Deck Registration) and 67 (Sealed-Deck Swap) of the DCI Universal Tournament Rules.

Minimum Number of Players: In order for events to receive 24K, there must be a minimum of 16 players in the tournaments. In order for events to receive 32K, there must be a minimum of 32 players in the tournaments.

Three Judge System: Tournaments using the 3-Judge System receive a mandatory K-value of 8, regardless of other criteria used. (See section 19 of the Universal Tournament Rules for more information).

SWISS-STYLE PAIRING SYSTEM

BASICS

The DCI recommends using the Swiss tournament system at all events, and it is required at premier events such as the **Magic: The Gathering**® Pro Tour™. Also known as the Swiss Draw, this tournament style allows all participants to play in every round, pairing each round's players based on their current records and standings. To determine who plays against whom, players with the best match records are matched against each other, and then the next highest records, etc.

Review the appropriate game's DCI Standard Floor Rules for round-length recommendations. **For some games, such as Magic and Pokémon, are best two out of three games only. If a player won the first two games, the match ends. Players are not allowed to play the third game once the match is decided.**

This system offers many advantages over single-elimination. To begin with, all players get to participate for the duration of the tournament, and any number of players may play with (at most) one bye per round.

CHART FOR APPROPRIATE NUMBER OF ROUNDS OF SWISS TO SELECT THE TOP 8 PLAYERS FOR SINGLE ELIMINATION:

Number of Players	Number of Rounds
17–32 players	**5 rounds of Swiss**
33–64	**6 rounds of Swiss**
65–128	**7 rounds of Swiss**
129–226	**8 rounds of Swiss**
227–409	**9 rounds of Swiss**
410+	**10 rounds of Swiss**

SWISS SCORE RECORDING & PAIRING

If you do not have a pairing program, you must use note cards for each player. Each card must have the player's name and DCI membership number written at its top. Collect these cards once each player has completed this information at the top of his/her card. (Any tournament-pairing software a organizer's may use must be able to mirror the following pairing steps organizer's otherwise would have to perform by hand.)

1. Pair players randomly for the first round by shuffling the note cards. Keep the paired cards together for the rest of the round. If you have an odd number of players, the player remaining once pairings are completed receives a bye, equalling two game wins (6 game points) and one match win (3 match points).

2. After the first round, record match results **[best 2 out of 3 games]** on the players' note cards and/or in the computer if using tournament-pairing software. When participants complete a match, they are to report the results, check in their decks, and leave the playing area.

3. For all subsequent rounds after the first, pair players with the same match points against each other randomly. (If there is an odd number, match one player from that group with a person from the group with the next-highest match points.) **Do not use tiebreakers when pairing between rounds.**

4. Continue these match-point based pairings until you get to the bottom of the list. If you have one player left at the bottom of the list, that player receives a bye. (To see what this bye is worth, see 1. above.)

5. As players finish each round, record on their note cards the score of the match they just completed and their total running score. In addition, write the opponent's name and DCI number on the same line of the card corresponding to that round. *See Sample Scorecard below for an example.*

6. Matches are worth the following points during Swiss rounds:

Match won	**3 points**
Match drawn	**1 point**
Match lost	**0 points**

The scoring method outlined above is intended to help players and judges track results within a tournament, but it is not relevant in participants' DCI rankings.

7. Sample Scorecard

DCI™ PLAYER MATCH RECORD CARD

PLAYER INFORMATION

DCI #	PLAYER NAME	PLAYER #
7 3 9 8 7 9	**Kai Sosejs**	

Game Outcome 1 2 3 4 5	Match Outcome Win Draw Loss	Round	Opponent's DCI Number	Opponent's Name	Match Pts.	Admin. Only
W W W W W / L L L L L	☒ ☐ ☐	1.	9 8 5 4 6 7	**Mike Ryan**	3	
W W W W W / L L L L L	☒ ☐ ☐	2.	3 6 2 1 1 1	**Charles Brown**	6	
W W W W W / L L L L L	☐ ☐ ☒	3.	8 1 4 5 6 3 1 8	**Svetlana Korsenko**	6	
W W W W W / L L L L L	☐ ☒ ☐	4.	1 1 2 7 4 5 3	**Reese Cleveland**	7	
W W W W W / L L L L L		5.				
W W W W W / L L L L L		6.				
W W W W W / L L L L L		7.				
W W W W W / L L L L L		8.				
W W W W W / L L L L L		9.				
W W W W W / L L L L L		10.				

8. Continue for the appropriate number of rounds (based on the number of players, using the chart above). After the proper number of rounds, take the Top **8** players and have a single-elimination tournament to determine the winners.

F.1.2

Updated October 7 1999

AGE-MODIFIED SWISS PAIRING SYSTEM

BASICS

The Age-Modified Swiss pairing system is required at all DCI™-sanctioned **Pokémon™*** tournaments because it allows all participants to play in each round of competition, regardless of how often they win or lose. This style is a slight variant of Swiss draw—the tournament style that pairs players each round based on their current records and standings. In Age-Modified Swiss, after players are separated for pairing each round based on their match records, players are further divided (if possible) based on their age group: 15 and up, 11 to 14, and 10 and under. Players are then paired based on their current match record and age group for the upcoming round.

DETERMINING A WINNER BASED ON SWISS ROUNDS

If you want to determine an event's winner based solely on Swiss rounds, you can add each player's match points and compare the total against the other players' scores. For the first few rounds, several players will have the same number of match points, but as the tournament progresses, only one player will be left with the highest match-point total. That player would be the winner based on the results of the Swiss rounds.

APPROPRIATE NUMBER OF SWISS ROUNDS
(by Number of Players)

Number of Players	Number of Rounds
17–32 players	5 rounds of Swiss
33–64 players	6 rounds of Swiss
65–128 players	7 rounds of Swiss
129–226 players	8 rounds of Swiss
227–409 players	9 rounds of Swiss
410+ players	10 rounds of Swiss

SCORE RECORDING & PAIRING

We recommend you use a note card (as a scorecard) for each player. Ask each player to write his or her name, age, and DCI membership number at the top of the card. Collect these cards from the players before the tournament begins.

1.   Pair all players ages 15 and up randomly. If an odd number of players exists in this age group, include the remaining unpaired player in the pool of 11-to-14-year-olds and pair that group. Any remaining unpaired players in the 11-to-14 age group should be moved to the 10-and-under pairing pool. If an odd number of players still exists in the yougest age group, one random player from that group receives a first-round bye. The player receiving the bye is credited with a match win and 3 match points.

2.   After the first round, record match results on the players' note cards.

3.   For all subsequent rounds, pair players primarily by match record, followed by age group. If an odd number of players exists with the same match record in any age group, pair one of those players against someone who has the same match record from the next highest age group.

   Example: At the end of the second round of competition, two players were 2–0, four players were 1–1, and two players were 0–2. While one of the undefeated players is from the 15-and-up age group, the other is from the 11-to-14 group. Given that the primary means of pairing players is match results, these two players are paired against one another for round 3. However, of the four players who are 1–1, two are from the 10-and-under group and two are between 11 and 14 years old. Players with the 1–1 match records are paired against players from the same age group.

   Note: Whenever possible, try to avoid pairing players from the 15-and-up age group against players from the 10-and-under age group. If you need to break a pairing of players from the 11-to-14 age group to meet this criteria, do so.

4.   If an odd number of players exists with the same match record, pair players in accordance with #3 above and move the remaining player from the youngest age group to the next-highest match-record group. The player moving to another match-record group should be paired against a player from the same age range, if possible.

   Example: In one particular event, five players are 2–1 and five players are 1–2. Of the five players who are 2–1, three are ages 15 and up, and two are under age 10. Two of the 15-and-up players are paired for the next round. The remaining 15-and-up player is paired against one of the players under age 10. The remaining player under age 10 is moved down to be paired against a player under age 10 in the 1–2 match-record group. (The player moving down retains his or her match record of 2–1 in the move.)

F.2.1

5. As players finish each round, record their match scores on their note cards and keep track of their total running scores. In addition, write the opponent's name and DCI number on the same line of the card corresponding to that round. *(See sample scorecard below as an example.)*

6. Matches are worth the following points during Swiss rounds:

Match win	3 points
Match draw	1 point
Match loss	0 points

The scoring method outlined above is intended to help players and judges track results within a tournament, but it is not relevant in participants' DCI rankings.

7. Sample scorecard (for an event featuring one game per match):

DCI™ PLAYER MATCH RECORD CARD

SCOREKEEPING KEY:

Match Won: **3**   Match Drawn: **1**   Match Lost: **0**
Game Won: **3**   Game Drawn: **1**   Game Lost: **0**
Keep a running match-point total in the "Match Pts." column.
Example: *If the player who beat Mr. Sample (see bottom) wins the next match, writs "6" in the "Match Pts." box for the that round.*

PLAYER INFORMATION

DCI #: 7 3 9 8 7 9
PLAYER NAME: **Kai Sosejs**
PLAYER #:

Game Outcome (1 2 3 4 5)	Match Outcome (Win Draw Loss)	Round	Opponent's DCI Number	Opponent's Name	Match Pts.	Admin. Only
W	Win	1.	9 8 5 4 6 7	Mike Ryan	3	
W	Win	2.	3 6 2 1 1 1	Charles Brown	6	
L	Loss	3.	8 1 4 5 6 3 1 8	Svetlana Korsenko	6	
W L	Draw	4.	1 1 2 7 4 5 3	Reese Cleveland	7	
		5.				
		6.				
		7.				
		8.				
		9.				
		10.				

8. Continue for the appropriate number of rounds (based on the number of players, using the chart found on page 1). Award prizes based on match points. If players are tied based on match points, organizers may break the tie in any manner they feel appropriate, including:

• awarding the prize to the player who lost most recently in the event; and
• splitting prizes between tied players.

(See "Sanctioning & Running BLUE Events is Easy!" for more information about prizes.)

F.2.2

TIEBREAKERS

At the end of the final round, players are ranked based on the total number of *match points* they earned during the tournament. Players advance to the single-elimination rounds based on their rank. WHEN PLAYERS WHO ARE ELIGIBLE FOR ADVANCEMENT HAVE EQUAL MATCH-POINT TOTALS, THE FOLLOWING TIEBREAKER STEPS MUST BE USED (IN THIS ORDER):

Step 1. Compare all tied contenders based on their *opponents' match-win percentages*.

Step 2. Compare all tied contenders based on their *game-win percentages*.

Step 3. Compare all tied contenders based on their *opponents' game-win percentages*.

DEFINITIONS:

Match Points:
Players earn 3 match points for each match win and 1 match point for each match ending in a draw. (No points are awarded for a match loss.)

If the time allotment for a match runs out and both players have won an equal number of games, the match is considered a draw. Competitors who have won more games than their opponents when the match's time allotment runs out are credited with match wins. Players receiving byes are considered to have won the match and earn 3 match points.

Examples:
- Player A has a record of 6–2–0 (**W**ins–**L**osses–**D**raws). She has **18 match points** (**6***3, **2***0, **0***1).

- Player B's tournament record is 4–2–2. He has 14 match points (4*3, 2*0, 2*1).

Match-win percentage:
A player's match-win percentage is that player's accumulated match points divided by 3 times the number of rounds in which he or she competed, or 0.33, whichever is greater. (Establishing a minimum match-win percentage [0.33] limits the effect low performances have when calculating and comparing opponents' match-win percentages in Step 1 of the tiebreakers.)

Examples:
- Player C's tournament record is 5–2–1. She has 16 match points and she played eight rounds. Her match-win percentage is $16/(8*3) = 16/24 = .667$

- Player D goes 1–3–0 in four rounds and withdraws. He has 3 match points and his match-win percentage is $3/(4*3) = 3/12 = .25$. However, since Player D's match-win percentage is below 0.33, player D's match-win percentage is 0.33 instead of 0.25.

- Player E's match record of 3-2-0 includes a first-round bye. She has 9 match points (including 3 match points from the bye) and her match-win percentage is $9/(5*3) = 9/15 = .60$.

Opponents' match-win percentage:
A player's opponents' match-win percentage is the average match-win percentage of each opponent that player faced (ignoring those rounds for which the player received a bye). Use the match-win percentage definition listed above when calculating each individual opponent's match-win percentage.

Examples:
- Player F's record in an eight-round tournament is 6–2–0. Her opponents' match records were: 4–4–0, 7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so her opponents' match-win percentage is:

$$\frac{(12/24 + 21/24 + 4/15 + 10/21 + 18/24 + 16/24 + 13/24 + 19/24)}{8 \text{ opponents}}$$

Translated to the decimal system, this equation is:

$$\frac{(0.50 + 0.88 + 0.33 < \text{raised from } 0.27> + 0.48 + 0.75 + 0.67 + 0.54 + 0.79)}{8}$$

With the individual match-win percentages added together, this
equation becomes:

$$\frac{4.94}{8}$$

Player F's opponents' match-win percentage is 0.62.

• Player G's record at the same tournament was 6–2–0. His opponents' records were: bye,
7–1–0, 1–3–1, 3–3–1, 6–2–0, 5–2–1, 4–3–1, and 6–1–1, so his opponents' match-win
percentage is:

$$\frac{(0.88 + 0.33 <raised\ from\ 0.27> +0.48+0.75+0.67+0.54+0.79)}{7\ opponents}$$

With the individual match-win percentages added together, this
equation becomes:

$$\frac{4.44}{7}$$

Player G's opponents' match-win percentage is 0.63.

Game Points:

Game points are similar to match points in that players earn 3 game points for each game
they win and 1 point for each game that ends in a draw. Unfinished games are considered
draws. Unplayed games are worth no points.

Examples:
• Player E wins a match 2–0–0, so she earns 6 game points and her
opponent receives 0 game points from the match.

• Player F wins a match 2–1–0, so she earns 6 game points and her
opponent earns 3 game points from the match.

• Player G wins a match 2–0–1, so he earns 7 game points and his
opponent earns 1 game point from the match.

Game-win percentage:

Similar to the match-win percentage, a player's game-win percentage is the total number of
game points he or she earned divided by 3 times the number of games played.

Examples:
• Player H plays in a four-round Swiss-style tournament. His game
record is (by match):

2 wins	(6 game points)
2 wins and 1 loss	(6 game points)
1 win and 2 losses	(3 game points)
2 wins	(6 game points)

Player H has **21 game points** and his
game-win percentage is:

$$\frac{21}{(10*3) = 30} = \quad 0.70$$

• In the same tournament, player I's game record is (by match):

1 win and 2 losses	(3 game points)
1 win and 2 losses	(3 game points)
2 losses	(0 game points)
1 win and 2 losses	(3 game points)

Player I has **9 game points** and her
game-win percentage is:

$$\frac{9}{(11*3) = 33} = \quad 0.27$$

**Opponents' game-win
percentages:**

Similar to opponents' match-win percentage, a player's opponents' game-win percentage is sim-
ply the average game-win percentage of all of that player's opponents. And, as with opponents'
match-win percentage, each opponent has a minimum game-win percentage of 0.33.

Byes:
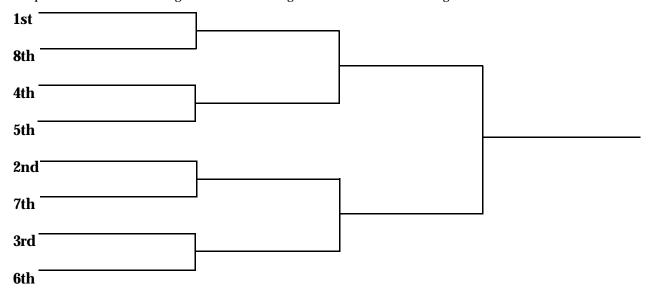
When a player is assigned a bye for a round, he or she is considered to have won the match 2–0.
Thus, that player earns 3 match points and 6 game points. A player's byes are ignored when
computing his or her opponents' match-win percentage and opponents' game-win percentage.

F.3.2

Updated July 1, 1998

SINGLE-ELIMINATION

Determine the top **8** players from Swiss-round competition, and pit the highest qualified player against the lowest qualifying competitor for the quarterfinal round. These players must be paired according to their final standing after Swiss rounds are complete. The ladder for the single-elimination seeding should look like the following:

```
1st ┐
    ├─┐
8th ┘ │
      ├─┐
4th ┐ │ │
    ├─┘ │
5th ┘   │
        ├───
2nd ┐   │
    ├─┐ │
7th ┘ │ │
      ├─┘
3rd ┐ │
    ├─┘
6th ┘
```

Use this ladder for tournament all single-elimination final rounds of competition.

The DCI suggests that single-elimination round durations be determined by multiplying the maximum number of games specified for each match by 20 minutes.

Example: Single-elimination rounds are an hour and 40 minutes long when they feature a maximum of 5 games per match. (Maximum 5 games x 20 minutes=1 hour and 40 minutes)

If the round ends before a winner is determined, resolve the following situations accordingly:

Players are between games when the round ends, and one player has more game points than the other:
The player with the most game points wins the match and advances to the next round.

Players are between games when the round ends, and both players have identical game points:
Competitors play an additional game, with the winner advancing to the next round.

Players are involved in a game when the round ends.
Competitors finish the game they are playing when the round ends. At the end of that game, the player with the most game points wins the match and advances to the next round. If both players come out of that game with equal game points, the competitors play additional games until a winner can be determined based on game points.

TOP-8 BOOSTER OR ROCHESTER DRAFT
If the top **8** players from Swiss rounds are playing off in a a booster or Rochester draft, they must be seated at the draft table as shown in the diagram below.

```
        1
    7       6
  5           4
    3       2
        8
```

F.4.1

Updated October 17, 1999

The first seeded player chooses which position is to be the first active player in the draft. (For more information, see the Universal Tournament Rules, Section 77.)

For example, listed below is the top 8 for a tournament which has just cut to single-elimination Rochester draft final rounds.

1.   Jeff
2.   Kierin
3.   Elaine
4.   Monty
5.   Gordon
6.   Tara
7.   Chris
8.   R.E.

The players would be seated at the draft table as follows:

<div align="center">

Jeff (1)

Chris (7)   Tara (6)

Gordon (5)   Monty (4)

Elaine (3)   Kierin (2)

R.E. (8)

</div>

Jeff, as the player seeded first, may choose who becomes the first active player. After the draft and deck building, the players are paired in a single-elimination chart as shown on page F.4.1.

F.4.2   *Updated October 7, 1999*

SUSPENDED PLAYER LIST

The DCI recognizes that sometimes, despite everyone's best efforts, we need to administer penalties to DCI members who violate the DCI Standard Floor Rules during sanctioned tournaments. Cheating and unsportsmanlike conduct are not tolerated at DCI-sanctioned tournaments, and we seek your help in ensuring that these rules are properly and fairly enforced.

Currently, the **DCI Universal Tournament** Rules contain two rules addressing cheating and unsporting conduct:

41.   Cheating

Cheating will not be tolerated. The head judge reviews all cheating allegations, and if he or she determines that a player cheated, the head judge will issue the appropriate penalty based on the DCI Penalty Guidelines. All disqualifications are subject to later DCI review and further penalties may be assessed.

Cheating includes, but is not limited to, the following intentional activities:
*   Receiving outside assistance or coaching
*   Looking at opponents' card faces while shuffling or cutting their decks
*   Collusion to alter the results of a game or match (see section 25)
*   Misrepresenting cards or rules
*   Using marked cards/sleeves (see section 44)
*   Drawing extra cards
*   Illegally manipulating which cards are drawn from a player's deck or his or her opponent's deck
*   Stalling the length of a turn to take advantage of a time limit
*   Misrepresenting public information (point totals, number of cards in a deck, and so on.)
*   Giving false or misleading information to a judge or tournament official

42.   Unsporting Conduct

Unsporting conduct is unacceptable and will not tolerated at any time. Judges, players, spectators, and officials must behave in a polite, respectable, and sporting manner. In addition, players who use profanity, argue, act belligerently toward tournament officials or one another, or harass spectators, tournament officials, or opponents will be subject to the appropriate provisions of the DCI Penalty Guidelines and will be subject to further DCI review.

The DCI empowers tournament officials to disqualify participants who violate these rules. Players who cheat or commit acts of unsportsmanlike conduct diminish the integrity of **Magic: The Gathering**® as an organized, intellectual sport. Tournament officials must note any warnings or disqualification on the official tournament report they return to DCI after the event is concluded. If you believe the DCI should consider applying penalties beyond the disqualification issued at the event, please contact the director of the DCI.

The DCI reviews these reports and in some instances determines that further penalties are necessary, particularly if the member has received multiple warnings or disqualification for the same violation. The director of the DCI notifies members when they are subject to additional penalties. The most common penalty is suspension, during which time the member is prohibited from participating in any DCI-sanctioned tournaments. When a member violates the suspension (i.e., participates in a sanctioned event while suspended), the member's tournament results are not entered into the DCI's ratings database. Unfortunately, this affects not only the suspended member, but any opponents he or she plays during the suspension. In short, permitting suspended members to participate in sanctioned tournaments victimizes innocent participants.
To alleviate this problem, the DCI will provide tournament organizers with a list of currently suspended members.

The DCI reviews each case at the conclusion of the suspension period and makes a decision to permit the member to again participate in sanctioned tournaments or to extend the suspension.

The DCI requires that you do not permit these members to participate in your sanctioned tournaments for the duration of their suspension. Failure to adhere to this policy will jeopardize your future sanctioning. If you have any questions regarding the status of an individual member, you may contact the DCI at your convenience. The DCI will update this list periodically. While we regret the necessity of such stern measures, we believe they are necessary in order to safeguard the integrity of the tournament structure.

Thank you very much for your assistance. We hope that tournament organizers and the DCI can work together to protect the integrity of the sanctioned-tournament structure. If you have any questions regarding this policy, please do not hesitate to contact the director of the DCI at your earliest convenience.

CURRENTLY SUSPENDED DCI MEMBERS
as of January 15, 2002

First	Last	DCI Number	Region	StartDate	EndDate	Infraction
William	Akers	804854	Wilmington, DE	1999/07/21	2004/07/21	Fraudulent tournament reports; Obstruction of DCI investigation
Alessio	Andreani	40247403	Foligno, Italy	2001/05/21	2002/05/21	Theft
John	Arbe	762759	Davie, FL	2001/10/09	2006/10/09	Fraudulent Tournament Reports
Flavio	Avalo	176943	Buenos Aires, Argentina	1999/12/22	2001/12/22	Assault
Peter	Chao	188577	Taipei, Taiwan	2001/10/01	2002/10/01	Bribery/Collusion; Obstruction of a DCI Investigation
Zac	Clark	21705471	Woodbury, NJ	2000/07/28	2005/07/28	Fraudulent tournament reports
Stuart	Collum	1614390	Minot, ND	2000/10/18	2005/10/18	Fraudulent tournament reports
Ari	Cores	1349078	St Petersburg, FL	2001/09/17	2004/09/17	Adding cards to sealed deck
David	Dewaelsche	134513	Fishers, IN	2001/09/18	2006/09/18	Fraudulent tournament reports
Kenneth	Elkins	11711120	Arvada, CO	1999/12/22	2002/12/22	Fraudulent tournament reports; Obstruction of DCI investigation
Massimo	Esposito	226219	Milan, Italy		Lifetime	
Edward	Fear	730303	Rochester, NY	2001/01/26	2002/01/26	Cheating - manipulating the card draw
Troy	Galvin	208029	Junction City, KS	1999/02/23	2002/02/23	Adding cards to sealed deck
Antonio	Gonzales	50275225	Spain	2001/04/20	2003/04/20	Adding Cards to Draft
Piotr	Hajek	286911	Kraków, Poland	2001/05/21	2002/11/21	Unsportmanlike Conduct towards a Judge; Using a fake DCI Number
Takuya	Imaizumi	2514875	Shizuoka-ken, Japan	2001/11/12	2002/10/12	Cheating: Drawing additional cards
Marcus	King	651246	Battle Creek, MI	1997/07/03	2002/07/03	
Mitsuhiro	Kishi	88914844	Saitama-ken, Japan	2001/11/12	2002/02/12	Fraud: Participating in the use of a false DCI Number
Mark	Le Pine	12965	Merrimack, NH	2001/11/19	2002/11/19	Unsporting Conduct: Acting in an inappropriate manner towards the head judge; Previous probation for unsporting conduct
Jeffrey	Lyon	1330212	Carmichael, CA	1999/03/30	2002/03/30	Fraudulent tournament reports; Obstruction of DCI investigation
Alen	Magdic	20289533	Zagreb, Croatia	2001/07/31	2004/07/31	Failure to fulfill Tournament Organizer and Country Coordinator responsibilities
Patrick	Marchbanks	602951	Gulfport, MS	2000/05/25	2005/05/25	Fraudulent tournament reports
Fred	Marcus	1297792	Blackwood, NJ	2000/07/28	2005/07/28	Fraudulent tournament reports
Miguel	Martin	50275949	Santa Cruz, Spain	2001/04/19	2005/04/19	Adding Cards to Sealed Deck; Obstructing a DCI Investigation
Theron	Martin	7214	Indianapolis, IN	2001/09/18	2006/09/18	Fraudulent tournament reports
Matt	Massuto	147090	Tampa, FL	1999/10/26	2002/10/26	Adding cards to sealed deck
Casey	McCarrel	143696	Lafayette, CA USA	2001/07/05	2004/07/05	Cheating - Shuffling Technique (Manipulating opponent's deck)
Chris	McLees	122436	Arvada, CO	1999/12/22	2004/12/22	Fraudulent tournament reports; Obstruction of DCI investigation
John	Miller	749793	Blackwood, NJ	2000/07/28	2002/07/28	Fraudulent tournament reports
Kim	Min-Su	22515030	Tokyo, Japan	2001/10/09	2004/10/09	Adding cards to sealed deck
Daniel	Mischiol	1114163	Berlin, Germany	1999/11/16	2002/11/16	Adding cards to sealed deck
Phil	Mondiello	54322189	Staten Island, NY	2001/07/20	2005/07/20	Fraudulent tournament reports; Providing False Information to the DCI
Hoang-Hai	Nguyen	41112610	Matzendorf, Switzerland	2001/08/23	2004/08/23	Adding cards to sealed deck
Takamasa	Oode	1313106	Saitama-ken, Japan	2001/11/12	2002/02/12	Fraud: Participating in the use of a false DCI Number
Mario	Pascoli	70246865	Roma, Italy	2001/05/21	2001/11/21	Theft
Sergio	Robalo	82882540	Lisboa, Portugal	2001/07/30	2011/07/30	Assault
Ryan	Roe	115579	Indianapolis, IN	2001/09/18	2006/09/18	Fraudulent tournament reports
Tomoharu	Saitou	2312826	Japan	2001/10/01	2003/04/01	Bribery/Collusion; Cheating
Justin	Schneider	10213	Baltimore, MD	2001/04/19	2003/04/19	Bribery/Collusion; Misrepresenting Information to DCI Officials; Previous Suspension
Yuta	Shimobayashi	2513875	Kyoto, Japan	2001/02/16	2006/02/16	Using a false name to submit fraudulent tournament reports.
Dean	Stewart	605435	Evanston, WY	1998/03/12	2002/04/12	Fraudulent tournament reports; Obstruction of DCI investigation
Justin	Stoner	208027	Fort Reiley, KS	1999/02/23	2005/02/23	Adding cards to sealed deck; Using fraudulent name and DCI number; Obstruction of DCI investigation
Gianluca	Stucchi	90247528	Milan, Italy	2001/05/21	2002/05/21	Using a fake DCI Number; Previous Suspension
Dmitry	Suschenko	82829358	Moscow, Russian Federation	2001/07/31	2002/01/31	Allowing the use of a fraudulent identity
Yoshiki	Takahashi	22779572	Saitama-ken, Japan	2001/11/12	2002/02/12	Fraud: Participating in the use of a false DCI Number
Taro	Takamatsu	173857	Nitta-gun, Japan	2001/08/09	2006/08/08	Creating fraudulent tournament reports
Kazuya	Terasawa	2219836	Saitama-ken, Japan	2001/11/12	2002/02/12	Fraud: Using a false DCI number
Trey	Van Cleave	70706490	Herning, Denmark	2001/11/12	2002/10/12	Bribery at Pro Tour-New Orleans
Dannon	Vick	115684, 146100	Lakeland, FL	1999/10/26	2002/10/26	Adding cards to sealed deck
Andrei	Vostretsov	72717891	Moscow, Russian Federation	2001/07/31	2002/07/31	Use of a fraudulent identity
Paul	Weber	773500; 702351; 126256	Roswell, GA	1999/01/18	2004/07/19	Adding cards to sealed deck; Deck manipulation and fake shuffling; Unsporting conduct
Glen	Weeks	729707	Minot, ND	2000/10/18	2005/10/18	Fraudulent tournament reports
Mike	Weeks	26314	Minot, ND	2000/10/18	2005/10/18	Fraudulent tournament reports
Allen	Wen	1066367	South Africa	2001/10/12	2002/05/12	Deck Manipulation: Stacking
David	Williams	708710	Dallas, TX	2001/09/03	2002/09/03	Cheating - Manipulating the card draw

DCI NUMBERS & YOU

THE IMPORTANCE OF DCI NUMBERS

DCI numbers are the core of our tournament services. They allow your players to develop ratings and rankings in the world-wide communities of their favorite games, and develop consistent, individualized play histories as long as they participate in DCI-sanctioned events—from 400-player prereleases all the way to local, weekly 8-person tournaments.

Before registering each player for your event, please be sure to ask for his or her DCI number. The best way to ask players for their DCI number is to ask if they have ever participated in a sanctioned tournament before. Then ask what number appeared on the membership card they received. Many players who have played in few DCI-sanctioned events don't think of the number they received as their DCI number, so asking players in this manner is best.

DCI numbers are particularly important for BLUE tournaments, because players' ratings are interrelated. If a single DCI number isn't associated with one player at a tournament, that missing piece of information affects not only every opponent that player faced within your tournament, but the ratings of any player those opponents face in the future. Therefore, **DCI numbers are mandatory at all BLUE events!**

The need for DCI numbers at RED tournaments is slightly different. Given that players' rankings are not based on the skill level of each opponent faced, DCI numbers are not mandatory. However, the DCI determines the ranking points available for each event based on the number of players using DCI numbers, so it is in the participants best interest that everyone uses DCI numbers. If 24 people participate in a RED event, but only 16 use DCI numbers, the number of points available to the participants is a third less.

COMMON ISSUES

Listed below are three common DCI Number issues you may run across. Please use the instructions listed for each section when resolving:
• Issuing New DCI Numbers
• Finding Lost or Forgotten DCI Numbers
• Fixing Players with Multiple DCI Numbers

ISSUING NEW DCI NUMBERS

When you sanctioned your first event, you should have received the following:
• Numbered Basic DCI Membership Cards
• Unnumbered Basic DCI Membership Cards
• Membership Information Update Forms

New players registering for their first tournaments must fill out one of the Basic DCI Membership Cards. New players will begin developing ratings and rankings in the worldwide communities of their favorite games, beginning with their performance in this event.

The application card is separated into two halves—the player information portion and the membership card portion. Players record their name, address and contact information on one half of the card, while the other half will serve as the player's membership card for use at all future DCI-sanctioned events. After the player fills out the entire membership card, tear off the membership-card portion and give it to the player for use at future events. You will return the player-information portion of the card to the DCI with your event report when you send it in to the DCI.

FINDING LOST OR FORGOTTEN DCI NUMBERS

Given that ratings and rankings are designed to reflect a player's ability in the sanctioned games they play, each player may only have one DCI number. However, considering that these basic membership cards are consumed easily by washing machines and other water hazards, the DCI recognizes that these cards can be mutilated beyond recognition. For this reason, we have a couple of solutions for you, should you have a player registering who has lost his or her DCI number:

H.1

If you have an on-site computer with a CD-ROM drive:
An updated worldwide membership list is included on the DCI Tournament Organizer's Handbook CD-ROM you received with your Handbook. You can open a text version of the DCI membership list in just about any word-processing program, and search for any players missing their DCI numbers by first or last name.Be sure to verify the player's zip code to make sure you have the right player in front of you. In the more than 300,000 DCI members, we have a number of John Smiths, so you'll want to make sure you have the right one in front of you.

After finding his or her number, get an unnumbered Basic DCI Membership Card and write the player's DCI number in the appropriate location. Have the player complete the contact information portion, and give the player the membership-card portion for use at future sanctioned events. Return the player information portion of the card to the DCI with your event report.

If you do not have an on-site computer:
In this scenario, you'll need to issue the player a new DCI number (following the "Issuing DCI Numbers" section above), and have the player fill out a Basic Membership Renewal Card. Given that much of the information is the same between the renewal card and basic membership card, the player only needs to fill out their Name, Date of Birth, Zip Code, DCI Number and the "Other DCI or Arena Numbers" space appropriately on the renewal card. Below are some key points to follow when handling lost numbers in this manner:

• On the line marked "DCI Number," write the player's new DCI number.
• Be sure the player has completed the Date of Birth field.
• On the line marked "Other DCI or Arena Numbers," write "LOST."
• Return the Basic Membership Renewal Card with your event report.

FIXING PLAYERS WITH MULTIPLE DCI NUMBERS
A player may have multiple DCI numbers for a variety of reasons, but to make sure ratings and rankings are calculated correctly and efficiently, we need each player to keep only one number. If a player you know has multiple numbers, they must merge them together by using the DCI's Basic Membership Renewal Card. A space at the bottom of this card (marked "Other DCI and Arena Numbers") is where players should list other numbers they have used in the past. Return the renewal card to the DCI with your event report when your event is over.

IMPORTANT NOTE: If you believe a player is using multiple DCI numbers to gain a ratings advantage, you should contact the DCI immediately via email at dci@wizards.com so the issue can be investigated and resolved appropriately.

MATCH REPORTING FORM

Make as many copies of this blank form as necessary for your tournament.
Enter sanctioning number, round, and page information in the space provided.

Page ___ of ___

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐☐

NOTE: Do not include letters such as the player's last initial with any DCI™ number you list below.

Round: ☐☐

Winner	Loser	Draw

Round: ☐☐

Winner	Loser	Draw

PLAYER INFORMATION LIST

Make as many copies of this blank form as necessary for your tournament.
Remember to enter sanctioning number and page information in the space provided.

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐

Tournament Name: _____ **Format:** _____

Organizer Name: _____ **Date:** _____

City: _____ **State:** _____ **Country:** _____

New Member (Check)	DCI #	First Name	Last Name	Phone Number
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DCI

POKÉMON™*
PLAYER INFORMATION LIST

Make as many copies of this blank form as necessary for your tournament.
Remember to enter sanctioning number and page information in the space provided.

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐

Tournament Name: _____ **Format:** _____

Organizer Name: _____ **Date:** _____

City: _____ **State:** _____ **Country:** _____

New Member (Check)	DCI #	First Name	Last Name	Age Group (Circle One)
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
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☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under
☐				15 & over / 11-14 / 10 & under

SINGLE-ELIMINATION EVENT REPORT FORM

FOR 8 -PLAYER EVENTS OR FINAL TOURNAMENT ROUNDS

DCI ™

1 DCI TOURNAMENT SANCTIONING NUMBER: ☐☐ – ☐☐ – ☐☐☐☐☐☐
(APPEARING ON THE EVENT REPORT SUMMARY)

TOURNAMENT NAME: _____ FORMAT: _____ DATE: _____

ORGANIZER: _____ _____ JUDGE: _____ _____ _____
         NAME   *DCI#*   *NAME*   *LEVEL (IF CERTIFIED)* *DCI#*

---

2 ## PLAYER REGISTRATION

#	PLAYER NAME	DCI NUMBER
1		
2		
3		
4		
5		
6		
7		
8		

4 ## MATCH RESULTS
DCI NUMBERS MUST BE LISTED IN EACH SPACE

WINNERS (SEMIFINALISTS)   OUT

☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐
☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐
ROUND# ☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐
☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐

WINNERS (FINALISTS)   3RD & 4TH PLACE

☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐
ROUND# ☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐

TOURNAMENT CHAMPION   2ND PLACE   DRAW

☐☐☐☐☐☐☐ VS. ☐☐☐☐☐☐☐ ☐
ROUND#   ™ and ©1999 Wizards of the Coast, Inc.

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3 ## 8-PLAYER SINGLE-ELIMINATION CHART

QUARTERFINAL ROUND	SEMIFINAL ROUND	FINAL ROUND

TOURNAMENT CHAMPION

---

5 ## WARNING/DISQUALIFICATION REPORT

INFRACTION KEY (PLEASE PROVIDE ADDITIONAL DETAILS ON THE BACK OF THIS SHEET FOR ANY INFRACTIONS MARKED WITH AN ASTERISK (*) BELOW.

1. Illegal deck	9. Misrepresentation—*Please explain on back of page.*	17. Marked cards/sleeves (no pattern)
2. Illegal decklist	10. Failure to sufficiently randomize deck	18. Slow play during game
3. Illegal sideboard	11. Failure to unsideboard	19. Exceeding pregame time limit
4. Illegal sideboard list	12. Drawing extra cards—*Please explain on back of page.*	20. Unsporting conduct—*Please explain on back of page.*
5. Deck does not match decklist	13. Looking at extra cards	21. Cheating—*Please explain on back of page.*
6. Misrecorded decklist (Limited)	14. Improper draw at start of game (including mulligan)	22. Other —*Please explain on back of page.*
7. Received incorrectly recorded deck (Limited)	15. Failure to draw	
8. Playing wrong opponent	16. Marked cards/sleeves (pattern)	

CATEGORY		INFRACTION	PLAYER NAME		JUDGE ISSUING PENALTY	
WARN.	DQ	*SEE KEY ABOVE*	*FIRST, LAST*	DCI#	*FIRST, LAST*	DCI#
☐	☐					
☐	☐					
☐	☐					
☐	☐					

THE INFORMATION IN THIS WARNING/DISQUALIFICATION REPORT IS TRUE TO THE BEST OF MY KNOWLEDGE.   HEAD JUDGE'S SIGNATURE: _____ DATE: _____

R E P O R T I N G   I N S T R U C T I O N S

Thank you for using the DCI™ player organization's condensed event report form. This document is designed to reduce the time and paper involved in running your single-elimination tournaments. Please follow the instructions below to make sure this report is filled out correctly.

1. **Tournament Information.** Complete the event information, including your tournament's sanctioning number, in the space provided.

2. **Player Registration.** Write each player's name and DCI number in this section.

3. **Player Pairings.** For eight-player events, write the eight players' names or DCI numbers randomly on the quarterfinalist lines of the 8-player single-elimination chart. These players are now paired for the quarterfinal round of competition. If this sheet will record the final tournament rounds of a larger event, pair players (in order) 1 vs. 8, 4 vs. 5, 2 vs. 7 and 3 vs. 6 based on their tournament match records and tiebreakers, if necessary.

   As the rounds progress through the finals, write each winner's DCI number or name on the appropriate line for the next round until you have a champion.

4. **Match Reporting.** After the tournament is over, copy the DCI number for each round's winners (the person who advanced to the next round) into the correct spaces of the match results section. In the boxes to the right of each winner's DCI number, write the DCI number of the player he/she defeated that round. You'll notice this section has the appropriate amount of DCI number slots to accommodate each round's winners and losers. **Remember to write the number of each round on the line to the left of the appropriate group of match results.** *(If this is an eight-player event, the top group of four match results constitutes Round 1, followed by two match results for Round 2 and so on.)*

5. **Warnings/Disqualifications.** Judges issuing warnings or disqualifications must record them using the warning/disqualification report section at the bottom of the page. Violations not accounted for in the infractions key must be marked "Other" and described in the notes field below. Reference each infraction described below to the right player by attaching his/her name to the information. If necessary, report any additional infractions on Warning/Disqualification Report Forms copied from your Tournament Organizer Handbook.

N O T E S :

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MAGIC: THE GATHERING®

EVENT SANCTIONING APPLICATION

DCI™

Organizer: _____   _____   _____
Name (First, Last)   *DCI #, if known*   *Birthdate (Month/Day/Year)*
(Organizers must be 18 years old or older.)

Judge *(if not organizer):* _____   _____
Name (First, Last)   *DCI #*

EVENT NAME: _____ **EVENT DATE:** ___ / ___ / ___

EVENT LOCATION

(This information will be made public to let potential players know your event is taking place.)

Name of Venue: _____

Venue Address: _____

City: _____ State/Prov.: _____ ZIP: _____ Country: _____

Phone Number: _____ Email: _____

MAILING LOCATION

(The DCI will use this information to contact you and send you tournament support materials.)

Organizer Mailing Address: _____

City: _____ State/Prov.: _____ ZIP: _____ Country: _____

Phone Number: _____ Email: _____

TOURNAMENT INFORMATION

What type of tournament will this be? *(See the **Magic** DCI Floor Rules for more information. Check one box only.)*

TEAM TOURNAMENT *# of Players/Team (2 or 3)*	SINGLES TOURNAMENT	EVENT FORMAT
☐ _____	☐	Standard
☐ _____	☐	Block *EXAMPLES:* *Invasion*™ **Block** *Odyssey*™ **Block** See the **Magic: The Gathering** DCI Floor Rules for block format information.
☐ _____	☐	Extended
☐ _____	☐	Type 1
☐ _____	☐	Type 1.5
☐ *Limited Team Event* _____	☐	**Limited (Sealed Deck, Booster Draft, or Rochester Draft)** *Circle one of the Limited formats listed above.*

Enhance the K-value of your tournament!

A tournament's actual K-value will be determined based on the Event Report Summary you submit after the tournament. **If no K-value is circled, this event receives a pre-event K-value of 16.**

Circle your event's prospective K-value:	**8k***	**16k**	**24k**	**32k**	**40k**	**48k**
Certified Judge:	Optional	Optional	Level 1	Level 2	*ASSIGNED DIRECTLY BY DCI FOR SELECT PREMIER EVENTS ONLY*	
Minimum Rules Enforcement Level (REL):	REL 1	REL 1	REL 2	REL 3		
Deck Verification Procedures: *Use of decklists, deck checks, and (at Sealed-Deck events) deck swaps.*	Optional	Optional	Required	Required		
Minimum Number of Players:	8	8	16	32		

***Events that use the 3-Judge System are valued at 8k. See Section 19 of the Universal Tournament Rules for more info.**

Event Admission: $ _____   **Estimated Number of Players:** _____

If this event is the first from one organizer's consistent schedule, please fill out the Periodic Event Schedule on page 2.

*I have read and agree to abide by the DCI Universal Tournament Rules and the most current **Magic: The Gathering**® Floor Rules.*

_____   _____
Organizer Signature   *Date*

_____
Name (print)

MAGIC: THE GATHERING® *SANCTIONING APPLICATION*
PERIODIC EVENT SCHEDULE

DCI ™

Organizer:_____
NAME (FIRST/LAST)   DCI #, IF KNOWN   Birthdate (Month/Day/Year)
(Organizers must be 18 years old or older.)

Name of Event: _____

For events occuring on a regular basis, please provide date and type information for each event **beyond that listed on page 1.**

DATE		SINGLES OR TEAM EVENT *CIRCLE ONE*			(IF TEAM EVENT) **# OF PLAYERS PER TEAM**	PRE-EVENT **K-VALUE** SEE PAGE 1 CHART.	EVENT FORMAT *SEE THE EVENT FORMAT LIST ON PAGE 1.*
1. Month / Day / Year		Singles	Team Constructed	Team Limited			
2. Month / Day / Year		Singles	Team Constructed	Team Limited			
3. Month / Day / Year		Singles	Team Constructed	Team Limited			
4. Month / Day / Year		Singles	Team Constructed	Team Limited			
5. Month / Day / Year		Singles	Team Constructed	Team Limited			
6. Month / Day / Year		Singles	Team Constructed	Team Limited			
7. Month / Day / Year		Singles	Team Constructed	Team Limited			
8. Month / Day / Year		Singles	Team Constructed	Team Limited			
9. Month / Day / Year		Singles	Team Constructed	Team Limited			
10. Month / Day / Year		Singles	Team Constructed	Team Limited			
11. Month / Day / Year		Singles	Team Constructed	Team Limited			
12. Month / Day / Year		Singles	Team Constructed	Team Limited			
13. Month / Day / Year		Singles	Team Constructed	Team Limited			
14. Month / Day / Year		Singles	Team Constructed	Team Limited			
15. Month / Day / Year		Singles	Team Constructed	Team Limited			
16. Month / Day / Year		Singles	Team Constructed	Team Limited			
17. Month / Day / Year		Singles	Team Constructed	Team Limited			
18. Month / Day / Year		Singles	Team Constructed	Team Limited			
19. Month / Day / Year		Singles	Team Constructed	Team Limited			
20. Month / Day / Year		Singles	Team Constructed	Team Limited			

Additional Information:_____

_____

TEAM TOURNAMENT REGISTRATION FORM

DCI™

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐

TEAM # | *Team numbers assigned below are used only within this event.* **Teams do not use the same Team # from event to event.**

001.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

002.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

003
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

004.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

005.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

006.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

007.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

008.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

009.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

010.
Team Name
Affiliation (School, Store, etc.)
CITY | ST./PROV. | COUNTRY
Player A Name | Player B Name | Player C Name
Player A DCI# | Player B DCI# | Player C DCI#

TEAM TOURNAMENT REGISTRATION FORM

DCI ™

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐

Team #
(For 11+)

Team numbers assigned below are used only within this event. **Teams do not use the same Team # from event to event.**

TEAM #	Team Name / Affiliation (School, Store, etc.) / City / St./Prov. / Country	Player A Name / Player A DCI#	Player B Name / Player B DCI#	Player C Name / Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#
☐☐	Team Name — Affiliation (School, Store, etc.) — City St./Prov. Country	Player A Name — Player A DCI#	Player B Name — Player B DCI#	Player C Name — Player C DCI#

TEAM TOURNAMENT ROUND REPORTING FORM

DCI

Event Sanctioning #: ☐☐ – ☐☐ – ☐☐☐☐☐☐☐

Please record only the team number (listed to the left of each team's name) in the correct spaces below for each round.
In addition, remember to write the round number in the spaces provided above each string of round result results.

ROUND ☐☐		ROUND ☐☐		ROUND ☐☐		ROUND ☐☐	
Round Winner *(Team #)*	**Round Loser** *(Team #)*	**Round Winner** *(Team #)*	**Round Loser** *(Team #)*	**Round Winner** *(Team #)*	**Round Loser** *(Team #)*	**Round Winner** *(Team #)*	**Round Loser** *(Team #)*
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	
Draw W	L	Draw W	L	Draw W	L	Draw W	L
☐		☐		☐		☐	

BASIC DCI™ EVENT SANCTIONING APPLICATION

Organizer: _____ _____ _____
               Name (First, Last)   *DCI #, if known*   *Birthdate (Month/Day/Year)*
                                                                         (Organizers must be 18 years old or older.)

Judge *(if not organizer)***:** _____ _____
                                     Name (First, Last)   *DCI #*

EVENT NAME: _____

EVENT DATE: _____/_____/_____ **EXPECTED ATTENDANCE:** _____ **ENTRY FEE:** _____

GAME & EVENT FORMAT

CHECK THE BOX FOR THE APPROPRIATE GAME AND SELECT WHICH FORMAT YOU WILL USE.

Game
Please check the appropriate box for the game you want to support with a DCI-sanctioned tournament.

Constructed
Players bring decks to the event that they have built using cards from their own collections.

Limited
Players receive a quantity of sealed booster packs (or packs and decks) from the tournament organizer. They then build their decks and play using only the cards they received for the tournament.

Game	Constructed	Limited
☐ **Pokémon**®	☐ **UNLIMITED.** Players bring 60-card decks using just about any **Pokémon** card. *See section 225 of the **Pokémon** DCI Floor Rules.* ☐ **MODIFIED.** Players bring 60-card decks using only cards from select card sets. *See section 226 of the **Pokémon** DCI Floor Rules.*	☐ Booster Draft only.
☐ **Harry Potter**™	☐ Players must bring 60-card decks.	
☐ **MLB™ Showdown™**	☐ Players must bring 60-card strategy decks, and field teams of 20 players at under 5,000 points each.	☐ Sealed Deck, Booster, Rochester, or Auction Draft. See the DCI **MLB**™ Showdown Floor Rules for more info.
☐ **NFL Showdown**™	☐ Players must bring 40-card strategy decks, and field teams of under 5,000 points, including backups and special-teams players.	☐ Sealed Deck, Booster, Rochester, or Auction Draft. See the DCI **NFL Showdown** Floor Rules for more info.
☐ **Dungeons & Dragons**® **Chainmail**®	☐ The point total for each player's warband must not exceed 50 points unless otherwise specified in the guidebook.	
☐ **Football Champions**™	☐ Players must bring 25-card strategy decks. The total values for their teams during match play—excluding substitutes—may not exceed 1,300 points, with no more than 800 spent on attackers and midfielders and no more than 800 spent on defenders or the goalie.	

EVENT LOCATION

THIS INFORMATION WILL BE MADE PUBLIC TO LET POTENTIAL PLAYERS KNOW YOUR EVENT IS TAKING PLACE.

Name of Venue: _____

Venue Address: _____

City: _____ State/Prov.: _____ Country: _____ ZIP: _____

Phone Number: (____)_____ Email Address: _____

MAILING LOCATION

Organizer Mailing Address: _____

City: _____ State/Prov.: _____ Country: _____ ZIP: _____

Phone Number: (____)_____ Email Address: _____

If this event is the first in a series of regularly scheduled events, please fill out the Periodic Event Schedule on page 2.

I have read the Universal Tournament Rules and the DCI Floor Rules for the appropriate game. I understand the rules and requirements described therein and agree to abide by them.

_____ _____ _____
Name (print)   *Signature*   *Date*

Organizer:_____   _____   _____
NAME (FIRST/LAST)   DCI NUMBER, IF KNOWN   BIRTHDATE (MONTH/DAY/YEAR)*
                                                                                                *Organizers must be 18 years old or older.

Name of Event:_____

*For events occuring on a regular basis, please provide date and type information for each event **beyond that listed on page 1.***

DATE	GAME *CHECK THE APPROPRIATE BOX*	EVENT FORMAT *Harry Potter, Chainmail and Football Champions are CONSTRUCTED ONLY.*
1. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
2. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
3. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
4. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
5. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
6. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
7. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
8. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
9. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
10. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
11. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
12. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
13. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Merified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
14. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited
15. Month / Day / Year	☐ **Pokémon** Unlimited ☐ **MLB**™ **Showdown**™ ☐ **Football Champions** ☐ **Pokémon** Modified ☐ **NFL Showdown** ☐ **Chainmail** ☐ **Harry Potter**	Constructed Limited

Additional Information:_____

_____

DECK REGISTRATION SHEET

Player Name:_____ DCI #:_____ Date:_____

Tournament Title:_____ Tournament Type: _____

City:_____ State/Province:_____ Country: _____

DECK NAME:_____ **DECK DESIGNER:** _____

DECK

Use English-language card names only.

Number	Card Name		Number	Card Name
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____

Total Number of Cards in Deck: [   ]

SIDEBOARD

Number	Card Name		Number	Card Name
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____
_____	_____		_____	_____

Total Number of Cards in Sideboard: [   ]

DCI™ PLAYER MATCH RECORD CARD

SCOREKEEPING KEY:

Match Won: 3 **Match Drawn: 1** **Match Lost: 0**
Duel Won: 3 **Duel Drawn: 1** **Duel Lost: 0**
Keep a running match-point total in the "Match Pts." column.
Example: *If the player who beat Mr. Sample (see bottom) wins the next match, writs "6" in the "Match Pts." box for the that round.*

PLAYER INFORMATION

DCI #

PLAYER NAME

PLAYER #

Duel Outcome 1 2 3 4 5	Match Outcome Win Draw Loss	Round	Opponent's DCI Number	Opponent's Name	Match Pts.	Admin. Only
W W W W W L L L L L	W D L	1.				
W W W W W L L L L L	W D L	2.				
W W W W W L L L L L	W D L	3.				
W W W W W L L L L L	W D L	4.				
W W W W W L L L L L	W D L	5.				
W W W W W L L L L L	W D L	6.				
W W W W W L L L L L	W D L	7.				
W W W W W L L L L L	W D L	8.				
W W W W W L L L L L	W D L	9.				
W W W W W L L L L L	W D L	10.				

DCI™ PLAYER MATCH RECORD CARD

SCOREKEEPING KEY:

Match Won: 3 **Match Drawn: 1** **Match Lost: 0**
Duel Won: 3 **Duel Drawn: 1** **Duel Lost: 0**
Keep a running match-point total in the "Match Pts." column.
Example: *If the player who beat Mr. Sample (see bottom) wins the next match, writs "6" in the "Match Pts." box for the that round.*

PLAYER INFORMATION

DCI #

PLAYER NAME

PLAYER #

Duel Outcome 1 2 3 4 5	Match Outcome Win Draw Loss	Round	Opponent's DCI Number	Opponent's Name	Match Pts.	Admin. Only
W W W W W L L L L L	W D L	1.				
W W W W W L L L L L	W D L	2.				
W W W W W L L L L L	W D L	3.				
W W W W W L L L L L	W D L	4.				
W W W W W L L L L L	W D L	5.				
W W W W W L L L L L	W D L	6.				
W W W W W L L L L L	W D L	7.				
W W W W W L L L L L	W D L	8.				
W W W W W L L L L L	W D L	9.				
W W W W W L L L L L	W D L	10.				

PLAYER 1

Name: _____

DCI#: _____

Play / Draw   # of Mulligans: [ ]
Circle One

DCI

Name: _____

DCI#: _____

Play / Draw   # of Mulligans: [ ]
Circle One

PLAYER 1 TURN

Land Played	Life Total Change –Player 1– (Source / Amount)	Life Total Change –Player 2– (Source / Amount)	Life Total (After Changes) PL. 1 PL. 2
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]

PLAYER 2 TURN

Land Played	Life Total Change –Player 1– (Source / Amount)	Life Total Change –Player 2– (Source / Amount)	Life Total (After Changes) PL. 1 PL. 2
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]
			[ ] [ ]

Game Result: Game Win   Game Loss
Game Wins/Losses at this point in the match:
          Wins: _____   Losses: _____
If this game ended the match, what was the match result?
          Match Win   Match Loss

Game Result: Game Win   Game Loss
Game Wins/Losses at this point in the match:
          Wins: _____   Losses: _____
If this game ended the match, what was the match result?
          Match Win   Match Loss

FIFTH EDITION
DECK CHECKLIST

PLAYER INFORMATION

Registered By (Name)   Registered By (DCI#)

Used By (Name)   Used By (DCI#)

LAND

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Adarkar Wastes			Ebon Stronghold			Island (4 ver.)			Sulfurous Springs
		Bottomless Vault			Forest (4 ver.)			Karplusan Forest			Svyelunite Temple
		Brushland			Havenwood Battleground			Mountain (4 ver.)			Swamp (4 ver.)
		City of Brass			Hollow Trees			Plains (4 ver.)			Underground River
		Dwarven Hold			Icatian Store			Ruins of Trokair			Urza's Mine
		Dwarven Ruins			Ice Floe			Sand Silos			Urza's Power Plant
											Urza's Tower

ARTIFACT

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Aladdin's Ring			Dancing Scimitar			Howling Mine			Ornithopter
		Amulet of Kroog			Diabolic Machine			Infinite Hourglass			Pentagram of the Ages
		Ankh of Mishra			Dingus Egg			Iron Star			Primal Clay
		Ashnod's Altar			Disrupting Scepter			Ivory Cup			Rod of Ruin
		Ashnod's Transmogrant			Dragon Engine			Jade Monolith			Serpent Generator
		Barbed Sextant			Elkin Bottle			Jalum Tome			Shapeshifter
		Barl's Cage			Feldon's Cane			Jandor's Saddlebags			Skull Catapult
		Battering Ram			Fellwar Stone			Jayemdae Tome			Soul Net
		Bottle of Suleiman			Feroz's Ban			Jester's Cap			Tawnos's Weaponry
		Clay Statue			Flying Carpet			Joven's Tools			Throne of Bone
		Clockwork Beast			Fountain of Youth			Library of Leng			Time Bomb
		Clockwork Steed			Gauntlets of Chaos			Mana Vault			Urza's Avenger
		Colossus of Sardia			Glasses of Urza			Meekstone			Urza's Bauble
		Coral Helm			Grapeshot Catapult			Millstone			Wall of Spears
		Crown of the Ages			Helm of Chatzuk			Nevinyrral's Disk			Winter Orb
		Crystal Rod			Hive, The			Obelisk of Undoing			Wooden Sphere

BLACK

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Abyssal Specter			Drudge Skeletons			Lord of the Pit			Raise Dead
		Animate Dead			Erg Raiders			Lost Soul			Scathe Zombies
		Ashes to Ashes			Evil Eye of Orms-by-Gore			Mind Ravel			Sengir Autocrat
		Bad Moon			Evil Presence			Mind Warp			Sorceress Queen
		Black Knight			Fallen Angel			Mindstab Thrull			Stromgald Cabal
		Blight			Fear			Mole Worms			Terror
		Bog Imp			Frozen Shade			Murk Dwellers			Thrull Retainer
		Bog Rats			Funeral March			Necrite			Torture
		Bog Wraith			Gloom			Necropotence			Touch of Death
		Breeding Pit			Greater Werewolf			Nether Shadow			Unholy Strength
		Broken Visage			Hecatomb			Nightmare			Vampire Bats
		Carrion Ants			Howl from Beyond			Paralyze			Wall of Bone
		Cloak of Confusion			Initiates of the Ebon Hand			Pestilence			Warp Artifact
		Cursed Land			Kjeldoran Dead			Pit Scorpion			Weakness
		Dark Ritual			Knight of Stromgald			Plague Rats			Wretched, The
		Deathgrip			Krovikan Fetish			Pox			Xenic Poltergeist
		Derelor			Leshrac's Rite			Rag Man			Zombie Master
		Drain Life										

Continued on the back of this sheet

Continuation of Fifth Edition Deck Checklist

USED	TOTAL	BLUE	USED	TOTAL	GREEN	USED	TOTAL	RED	USED	TOTAL	WHITE
		Aether Storm			An-Havva Constable			Ambush Party			Abbey Gargoyles
		Air Elemental			Aspect of Wolf			Atog			Akron Legionnaire
		Anti-Magic Aura			Aurochs			Ball Lightning			Alabaster Potion
		Azure Drake			Birds of Paradise			Bird Maiden			AngryMob
		Binding Grasp			Carapace			Blood Lust			Animate Wall
		Boomerang			Cat Warriors			Brassclaw Orcs			Arenson's Aura
		Brainstorm			Chub Toad			Brothers of Fire			Armageddon
		Counterspell			Cockatrice			Brute, The			Armor of Faith
		Dance of Many			Craw Giant			Cave People			Aysen Bureaucrats
		Dandân			Craw Wurm			Conquer			Benalish Hero
		Dark Maze			Crumble			Crimson Manticore			Blessed Wine
		Deflection			Desert Twister			Detonate			Blinking Spirit
		Drain Power			Durkwood Boars			Disintegrate			Brainwash
		Energy Flux			Elder Druid			Dwarven Catapult			Caribou Range
		Enervate			Elven Riders			Dwarven Soldier			Castle
		Feedback			Elvish Archers			Dwarven Warriors			CoP: Artifacts
		Flight			Fog			Earthquake			CoP: Black
		Flood			Force of Nature			Errantry			CoP: Blue
		Forget			Foxfire			Eternal Warrior			CoP: Green
		Force Spike			Fungusaur			Fire Drake			CoP: Red
		Gaseous Form			Fyndhorn Elder			Fireball			CoP: White
		Glacial Wall			Ghazbán Ogre			Firebreathing			Crusade
		Homarid Warrior			Giant Growth			Flame Spirit			D'Avenant Archer
		Hurkyl's Recall			Giant Spider			Flare			Death Speakers
		Hydroblast			Grizzly Bears			Flashfires			Death Ward
		Juxtapose			Hungry Mist			Game of Chaos			Disenchant
		Krovikan Sorcerer			Hurricane			Giant Strength			Divine Offering
		Labyrinth Minotaur			Instill Energy			Goblin Digging Team			Divine Transformation
		Leviathan			Ironroot Treefolk			Goblin Hero			Dust to Dust
		Lifetap			Johtull Wurm			Goblin King			Eye for an Eye
		Lord of Atlantis			Killer Bees			Goblin War Drums			Greater Realm of Preservation
		Magical Hack			Ley Druid			Goblin Warrens			Heal
		Magus of the Unseen			Lhurgoyf			Hill Giant			Healing Salve
		Memory Lapse			Lifeforce			Hurloon Minotaur			Hipparion
		Merfolk of the Pearl Trident			Living Artifact			Imposing Visage			Holy Strength
		Mind Bomb			Living Lands			Incinerate			Icatian Phalanx
		Phantasmal Forces			Llanowar Elves			Inferno			Icatian Scout
		Phantasmal Terrain			Lure			Ironclaw Curse			Icatian Town
		Phantom Monster			Marsh Viper			Ironclaw Orcs			Island Sanctuary
		Pirate Ship			Nature's Lore			Jokulhaups			Ivory Guardians
		Portent			Pradesh Gypsies			Keldon Warlord			Justice
		Power Sink			Primal Order			Mana Clash			Karma
		Prodigal Sorcerer			Rabid Wombat			Mana Flare			Kismet
		Psychic Venom			Radjan Spirit			Manabarbs			Kjeldoran Royal Guard
		Ray of Command			Regeneration			Mons's Goblin Raiders			Kjeldoran Skycaptain
		Reef Pirates			Scaled Wurm			Mountain Goat			Mesa Falcon
		Recall			Scavenger Folk			Orcish Artillery			Mesa Pegasus
		Remove Soul			Scryb Sprites			Orcish Captain			Order of the Sacred Torch
		Sea Serpent			Shanodin Dryads			Orcish Conscripts			Order of the White Shield
		Sea Spirit			Shrink			Orcish Farmer			Pearled Unicorn
		Sea Sprite			Stampede			Orcish Oriflamme			Personal Incarnation
		Seasinger			Stream of Life			Orcish Squatters			Pikemen
		Segovian Leviathan			Sylvan Library			Orgg			Prismatic Ward
		Sibilant Spirit			Tarpan			Panic			Repentant Blacksmith
		Sleight of Mind			Thicket Basilisk			Primordial Ooze			Reverse Damage
		Soul Barrier			Titania's Song			Pyroblast			Righteousness
		Spell Blast			Tranquility			Pyrotechnics			Sacred Boon
		Stasis			Tsunami			Sabretooth Tiger			Samite Healer
		Steal Artifact			Untamed Wilds			Shatter			Seraph
		Time Elemental			Venom			Shatterstorm			Serra Bestiary
		Twiddle			Verduran Enchantress			Shivan Dragon			Serra Paladin
		Unstable Mutation			Wall of Brambles			Smoke			Shield Bearer
		Unsummon			Wanderlust			Stone Giant			Shield Wall
		Updraft			War Mammoth			Stone Rain			Spirit Link
		Vodalian Soldiers			Whirling Dervish			Stone Spirit			Truce
		Wall of Air			Wild Growth			Wall of Fire			Tundra Wolves
		Wind Spirit			Winter Blast			Wall of Stone			Wall of Swords
		Zephyr Falcon			Wolverine Pack			Winds of Change			White Knight
		Zur's Weirding			Wyluli Wolf			Word of Blasting			Wrath of God

Registered by (Name): _____

DCI#: _____

Used by (Name): _____

DCI#: _____

MIRAGE™

DECK REGISTRATION CHECKLIST

LANDS

USED	TOTAL		USED	TOTAL	
		Forest			Bad River
		Island			Crystal Vein
		Mountain			Flood Plain
		Plains			Grasslands
		Swamp			Mountain Valley
		Teferi's Isle			Rocky Tar Pit

MULTICOLOR / ARTIFACTS

USED	TOTAL	MULTICOLOR	USED	TOTAL	ARTIFACTS
		Asmira, Holy Avenger			Acidic Dagger
		Benthic Djinn			Amber Prison
		Cadaverous Bloom			Amulet of Unmaking
		Circle of Despair			Basalt Golem
		Delirium			Bone Mask
		Discordant Spirit			Charcoal Diamond
		Emberwilde Caliph			Chariot of the Sun
		Energy Bolt			Crystal Golem
		Frenetic Efreet			Cursed Totem
		Grim Feast			Elixir of Vitality
		Harbor Guardian			Ersatz Gnomes
		Haunting Apparition			Fire Diamond
		Hazerider Drake			Grinning Totem
		Jungle Troll			Horrible Hordes
		Kaervek's Purge			Igneous Golem
		Leering Gargoyle			Lead Golem
		Malignant Growth			Lion's Eye Diamond
		Phyrexian Purge			Mana Prism
		Prismatic Boon			Mangara's Tome
		Purgatory			Marble Diamond
		Radiant Essence			Miser's Cage
		Reflect Damage			Moss Diamond
		Reparations			Patagia Golem
		Rock Basilisk			Paupers' Cage
		Savage Twister			Phyrexian Dreadnought
		Sawback Manticore			Phyrexian Vault
		Sealed Fate			Razor Pendulum
		Shauku's Minion			Sand Golem
		Spatial Binding			Sky Diamond
		Unfulfilled Desires			Teeka's Dragon
		Vitalizing Cascade			Telim'Tor's Darts
		Warping Wurm			Unerring Sling
		Wellspring			Ventifact Bottle
		Windreaper Falcon			
		Zebra Unicorn			

BLACK

USED	TOTAL	BLACK
		Abyssal Hunter
		Ashen Powder
		Barbed-Back Wurm
		Binding Agony
		Blighted Shaman
		Bone Harvest
		Breathstealer
		Cadaverous Knight
		Carrion
		Catacomb Dragon
		Choking Sands
		Crypt Cobra
		Dark Banishing
		Dark Ritual
		Dirtwater Wraith
		Drain Life
		Dread Specter
		Ebony Charm
		Enfeeblement
		Feral Shadow
		Fetid Horror
		Forbidden Crypt
		Forsaken Wastes
		Grave Servitude
		Gravebane Zombie
		Harbinger of Night
		Infernal Contract
		Kaervek's Hex
		Mire Shade
		Nocturnal Raid
		Painful Memories
		Phyrexian Tribute
		Purraj of Urborg
		Ravenous Vampire
		Reign of Terror
		Restless Dead
		Sewer Rats
		Shadow Guildmage
		Shallow Grave
		Shauku, Endbringer
		Skulking Ghost
		Soul Rend
		Soulshriek
		Spirit of the Night
		Stupor
		Tainted Specter
		Tombstone Stairwell
		Urborg Panther
		Wall of Corpses
		Withering Boon
		Zombie Mob

BLUE

USED	TOTAL	BLUE
		Ancestral Memories
		Azimaet Drake
		Bay Falcon
		Bazaar of Wonders
		Boomerang
		Cerulean Wyvern
		Cloak of Invisibility
		Coral Fighters
		Daring Apprentice
		Dissipate
		Dream Cache
		Dream Fighter
		Energy Vortex
		Ether Well
		Flash
		Floodgate
		Hakim, Loreweaver
		Harmattan Efreet
		Jolt
		Kukemssa Pirates
		Kukemssa Serpent
		Meddle
		Memory Lapse
		Merfolk Raiders
		Merfolk Seer
		Mind Bend
		Mind Harness
		Mist Dragon
		Mystical Tutor
		Political Trickery
		Polymorph
		Power Sink
		Prismatic Lace
		Psychic Transfer
		Ray of Command
		Reality Ripple
		Sandbar Crocodile
		Sapphire Charm
		Sea Scryer
		Shaper Guildmage
		Shimmer
		Soar
		Suq'Ata Firewalker
		Taniwha
		Teferi's Curse
		Teferi's Drake
		Teferi's Imp
		Thirst
		Tidal Wave
		Vaporous Djinn
		Wave Elemental

GREEN

USED	TOTAL	GREEN
		Afiya Grove
		Armor of Thorns
		Barbed Foliage
		Brushwagg
		Canopy Dragon
		Crash of Rhinos
		Cycle of Life
		Decomposition
		Early Harvest
		Fallow Earth
		Femeref Archers
		Fog
		Foratog
		Giant Mantis
		Gibbering Hyenas
		Granger Guildmage
		Hall of Gemstone
		Jolrael's Centaur
		Jungle Patrol
		Jungle Wurm
		Karoo Meerkat
		Locust Swarm
		Lure of Prey
		Maro
		Mindbender Spores
		Mtenda Lion
		Natural Balance
		Nettletooth Djinn
		Preferred Selection
		Quirion Elves
		Rampant Growth
		Regeneration
		Roots of Life
		Sabertooth Cobra
		Sandstorm
		Seedling Charm
		Seeds of Innocence
		Serene Heart
		Stalking Tiger
		Superior Numbers
		Tranquil Domain
		Tropical Storm
		Uktabi Faerie
		Uktabi Wildcats
		Unyaro Bee Sting
		Village Elder
		Waiting in the Weeds
		Wall of Roots
		Wild Elephant
		Worldly Tutor

RED

USED	TOTAL	RED
		Agility
		Aleatory
		Armorer Guildmage
		Barreling Attack
		Blind Fury
		Blistering Barrier
		Builder's Bane
		Burning Palm Efreet
		Burning Shield Askari
		Chaos Charm
		Chaosphere
		Cinder Cloud
		Consuming Ferocity
		Crimson Hellkite
		Crimson Roc
		Dwarven Miner
		Dwarven Nomad
		Ekundu Cyclops
		Emberwilde Djinn
		Final Fortune
		Firebreathing
		Flame Elemental
		Flare
		Goblin Elite Infantry
		Goblin Scouts
		Goblin Soothsayer
		Goblin Tinkerer
		Hammer of Bogardan
		Hivis of the Scale
		Illicit Auction
		Incinerate
		Kaervek's Torch
		Lightning Reflexes
		Pyric Salamander
		Raging Spirit
		Reckless Embermage
		Reign of Chaos
		Searing Spear Askari
		Sirocco
		Splitting Earth
		Stone Rain
		Subterranean Spirit
		Talruum Minotaur
		Telim'Tor
		Telim'Tor's Edict
		Torrent of Lava
		Viashino Warrior
		Volcanic Dragon
		Volcanic Geyser
		Wildfire Emissary
		Zirilan of the Claw

WHITE

USED	TOTAL	WHITE
		Afterlife
		Alarum
		Auspicious Ancestor
		Benevolent Unicorn
		Blinding Light
		Celestial Dawn
		Civic Guildmage
		Dazzling Beauty
		Disempower
		Disenchant
		Divine Offering
		Divine Retribution
		Ekundu Griffin
		Enlightened Tutor
		Ethereal Champion
		Favorable Destiny
		Femeref Healer
		Femeref Knight
		Femeref Scouts
		Healing Salve
		Illumination
		Iron Tusk Elephant
		Ivory Charm
		Jabari's Influence
		Mangara's Blessing
		Mangara's Equity
		Melesse Spirit
		Mtenda Griffin
		Mtenda Herder
		Noble Elephant
		Null Chamber
		Pacifism
		Pearl Dragon
		Prismatic Circle
		Rashida Scalebane
		Ritual of Steel
		Sacred Mesa
		Shadowbane
		Sidar Jabari
		Soul Echo
		Spectral Guardian
		Sunweb
		Teremko Griffin
		Unyaro Griffin
		Vigilant Martyr
		Wall of Resistance
		Ward of Lights
		Yare
		Zhalfirin Commander
		Zhalfirin Knight
		Zuberi, Golden Feather

VISIONS
DECK CHECKLIST

Registered by (Name): _____ **DCI#:** _____

Used By (Name): _____ **DCI#:** _____

LANDS

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Coral Atoll			Everglades			Jungle Basin			Quicksand
		Dormant Volcano			Griffin Canyon			Karoo			Undiscovered Paradise

ARTIFACTS

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Anvil of Bogardan			Iron-Heart Chimera			Phyrexian Marauder			Teferi's Puzzle Box
		Brass-Talon Chimera			Juju Bubble			Phyrexian Walker			Tin-Wing Chimera
		Diamond Kaleidoscope			Lead-Belly Chimera			Sands of Time			Triangle of War
		Dragon Mask			Magma Mine			Sisay's Ring			Wand of Denial
		Helm of Awakening			Matopi Golem			Snake Basket			

MULTICOLOR

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Army Ants			Firestorm Hellkite			Righteous War			Suleiman's Legacy
		Breathstealer's Crypt			Guiding Spirit			Scalebane's Elite			Tempest Drake
		Corrosion			Mundungu			Simoon			Viashivan Dragon
		Femeref Enchantress			Pygmy Hippo			Squandered Resources			

BLACK

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Aku Djinn			Death Watch			Kaervek's Spite			Suq'Ata Assassin
		Blanket of Night			Desolation			Necromancy			Tar Pit Warrior
		Brood of Cockroaches			Fallen Askari			Necrosavant			Urborg Mindsucker
		Coercion			Forbidden Ritual			Nekrataal			Vampiric Tutor
		Crypt Rats			Funeral Charm			Pillar Tombs of Aku			Vampirism
		Dark Privilege			Infernal Harvest			Python			Wake of Vultures
											Wicked Reward

BLUE

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Betrayal			Flooded Shoreline			Mystic Veil			Teferi's Realm
		Breezekeeper			Foreshadow			Ovinomancer			Three Wishes
		Chronatog			Impulse			Prosperity			Time and Tide
		Cloud Elemental			Inspiration			Rainbow Efreet			Undo
		Desertion			Knight of the Mists			Shimmering Efreet			Vanishing
		Dream Tides			Man-o'-War			Shrieking Drake			Vision Charm
											Waterspout Djinn

GREEN

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Bull Elephant			Feral Instinct			Mortal Wound			Rowen
		City of Solitude			Giant Caterpillar			Natural Order			Spider Climb
		Creeping Mold			Katabatic Winds			Panther Warriors			Stampeding Wildebeests
		Elephant Grass			King Cheetah			Quirion Druid			Summer Bloom
		Elven Cache			Kyscu Drake			Quirion Ranger			Uktabi Orangutan
		Emerald Charm			Lichenthrope			River Boa			Warthog
											Wind Shear

RED

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Bogardan Phoenix			Hearth Charm			Mob Mentality			Song of Blood
		Dwarven Vigilantes			Heat Wave			Ogre Enforcer			Spitting Drake
		Elkin Lair			Hulking Cyclops			Raging Gorilla			Suq'Ata Lancer
		Fireblast			Keeper of Kookus			Relentless Assault			Talruum Champion
		Goblin Recruiter			Kookus			Rock Slide			Talruum Piper
		Goblin Swine-Rider			Lightning Cloud			Solfatara			Tremor
											Viashino Sandstalker

WHITE

USED	TOTAL		USED	TOTAL		USED	TOTAL		USED	TOTAL	
		Archangel			Honorable Passage			Miraculous Recovery			Retribution of the Meek
		Daraja Griffin			Hope Charm			Parapet			Righteous Aura
		Equipoise			Infantry Veteran			Peace Talks			Sun Clasp
		Eye of Singularity			Jamuraan Lion			Relic Ward			Teferi's Honor Guard
		Freewind Falcon			Knight of Valor			Remedy			Tithe
		Gossamer Chains			Longbow Archer			Resistance Fighter			Warrior's Honor
											Zhalfirin Crusader

Weatherlight

DECK REGISTRATION CHECKLIST

Registered by (Name): _____

DCI#: _____

Used by (Name): _____

DCI#: _____

USED	TOTAL	**LAND**
		Gemstone Mine
		Lotus Vale
		Scorched Ruins
		Winding Canyons

USED	TOTAL	**ARTIFACTS**
		Bösium Strip
		Bubble Matrix
		Chimeric Sphere
		Dingus Staff
		Jabari's Banner
		Jangling Automaton
		Mana Web
		Mind Stone
		Null Rod
		Phyrexian Furnace
		Serrated Biskelion
		Steel Golem
		Straw Golem
		Thran Forge
		Thran Tome
		Touchstone
		Well of Knowledge
		Xanthic Statue

USED	TOTAL	**BLACK**
		Abyssal Gatekeeper
		Agonizing Memories
		Barrow Ghoul
		Bone Dancer
		Buried Alive
		Circling Vultures
		Coils of the Medusa
		Doomsday
		Fatal Blow
		Festering Evil
		Fledgling Djinn
		Gallowbraid
		Haunting Misery
		Hidden Horror
		Infernal Tribute
		Mischievous Poltergeist
		Morinfen
		Necratog
		Odylic Wraith
		Razortooth Rats
		Shadow Rider
		Shattered Crypt
		Spinning Darkness
		Strands of Night
		Tendrils of Despair
		Urborg Justice
		Urborg Stalker
		Wave of Terror
		Zombie Scavengers

USED	TOTAL	**BLUE**
		Abduction
		Abjure
		Ancestral Knowledge
		Apathy
		Argivian Restoration
		Avizoa
		Cloud Djinn
		Disrupt
		Ertai's Familiar
		Flux
		Fog Elemental
		Mana Chains
		Manta Ray
		Merfolk Traders
		Noble Benefactor
		Ophidian
		Paradigm Shift
		Pendrell Mists
		Phantom Warrior
		Phantom Wings
		Psychic Vortex
		Relearn
		Sage Owl
		Teferi's Veil
		Timid Drake
		Tolarian Drake
		Tolarian Entrancer
		Tolarian Serpent
		Vodalian Illusionist

USED	TOTAL	**GREEN**
		Aboroth
		Arctic Wolves
		Barishi
		Blossoming Wreath
		Briar Shield
		Call of the Wild
		Choking Vines
		Dense Foliage
		Downdraft
		Fallow Wurm
		Familiar Ground
		Fungus Elemental
		Gaea's Blessing
		Harvest Wurm
		Liege of the Hollows
		Llanowar Behemoth
		Llanowar Druid
		Llanowar Sentinel
		Mwonvuli Ooze
		Nature's Kiss
		Nature's Resurgence
		Redwood Treefolk
		Rogue Elephant
		Striped Bears
		Sylvan Hierophant
		Tranquil Grove
		Uktabi Efreet
		Veteran Explorer
		Vitalize

USED	TOTAL	**RED**
		Æther Flash
		Betrothed of Fire
		Bloodrock Cyclops
		Bogardan Firefiend
		Boiling Blood
		Cinder Giant
		Cinder Wall
		Cone of Flame
		Desperate Gambit
		Dwarven Berserker
		Dwarven Thaumaturgist
		Fervor
		Fire Whip
		Firestorm
		Fit of Rage
		Goblin Bomb
		Goblin Grenadiers
		Goblin Vandal
		Heart of Bogardan
		Heat Stroke
		Hurloon Shaman
		Lava Hounds
		Lava Storm
		Maraxus of Keld
		Orcish Settlers
		Roc Hatchling
		Sawtooth Ogre
		Thunderbolt
		Thundermare

USED	TOTAL	**WHITE**
		Abeyance
		Alabaster Dragon
		Alms
		Angelic Renewal
		Ardent Militia
		Argivian Find
		Aura of Silence
		Benalish Infantry
		Benalish Knight
		Benalish Missionary
		Debt of Loyalty
		Duskrider Falcon
		Empyrial Armor
		Foriysian Brigade
		Gerrard's Wisdom
		Guided Strike
		Heavy Ballista
		Inner Sanctum
		Kithkin Armor
		Master of Arms
		Mistmoon Griffin
		Peacekeeper
		Revered Unicorn
		Serenity
		Serra's Blessing
		Soul Shepherd
		Southern Paladin
		Tariff
		Volunteer Reserves

DCI

PLAYER INFORMATION

Registered By (Name)

Registered By (DCI#)

Used By (Name)

Used By (DCI#)

TEMPEST
DECK • REGISTRATION • CHECKLIST

ADDED	USED	TOTAL	BASIC LAND
			Mountain (4 versions)
			Island (4 versions)
			Swamp (4 versions)
			Forest (4 versions)
			Plains (4 versions)

USED	TOTAL	NONBASIC LAND
		Ancient Tomb
		Caldera Lake
		Cinder Marsh
		Ghost Town
		Maze of Shadows
		Mogg Hollows
		Pine Barrens
		Reflecting Pool
		Rootwater Depths
		Salt Flats
		Scabland
		Skyshroud Forest
		Stalking Stones
		Thalakos Lowlands
		Vec Townships
		Wasteland

USED	TOTAL	MULTICOLOR
		Dracoplasm
		Lobotomy
		Ranger en-Vec
		Segmented Wurm
		Selenia, Dark Angel
		Sky Spirit
		Soltari Guerrillas
		Spontaneous Combustion
		Vhati il-Dal
		Wood Sage

USED	TOTAL	ARTIFACT
		Altar of Dementia
		Booby Trap
		Bottle Gnomes
		Coiled Tinviper
		Cold Storage
		Cursed Scroll
		Echo Chamber
		Emerald Medallion
		Emmessi Tome
		Energizer
		Essence Bottle
		Excavator
		Flowstone Sculpture
		Fool's Tome
		Grindstone
		Helm of Possession
		Jet Medallion
		Jinxed Idol
		Lotus Petal
		Magnetic Web
		Manakin
		Metallic Sliver
		Mogg Cannon
		Patchwork Gnomes
		Pearl Medallion
		Phyrexian Grimoire
		Phyrexian Hulk
		Phyrexian Splicer
		Puppet Strings
		Ruby Medallion
		Sapphire Medallion
		Scalding Tongs
		Scroll Rack
		Squee's Toy
		Static Orb
		Telethopter
		Thumbscrews
		Torture Chamber
		Watchdog

USED	TOTAL	BLACK
		Abandon Hope
		Bellowing Fiend
		Blood Pet
		Bounty Hunter
		Carrionette
		Clot Sliver
		Coercion
		Coffin Queen
		Commander Greven il-Vec
		Corpse Dance
		Dark Banishing
		Dark Ritual
		Darkling Stalker
		Dauthi Embrace
		Dauthi Ghoul
		Dauthi Horror
		Dauthi Marauder
		Dauthi Mercenary
		Dauthi Mindripper
		Dauthi Slayer
		Death Pits of Rath
		Diabolic Edict
		Disturbed Burial
		Dread of Night
		Dregs of Sorrow
		Endless Scream
		Enfeeblement
		Evincar's Justice
		Extinction
		Fevered Convulsions
		Gravedigger
		Imps' Taunt
		Kezzerdrix
		Knight of Dusk
		Leeching Licid
		Living Death
		Maddening Imp
		Marsh Lurker
		Mindwhip Sliver
		Minion of the Wastes
		Perish
		Pit Imp
		Rain of Tears
		Rats of Rath
		Reanimate
		Reckless Spite
		Sadistic Glee
		Sarcomancy
		Screeching Harpy
		Servant of Volrath
		Skyshroud Vampire
		Souldrinker
		Spinal Graft

USED	TOTAL	BLUE
		Benthic Behemoth
		Capsize
		Chill
		Counterspell
		Dismiss
		Dream Cache
		Duplicity
		Ertai's Meddling
		Escaped Shapeshifter
		Fighting Drake
		Fylamarid
		Gaseous Form
		Giant Crab
		Horned Turtle
		Insight
		Interdict
		Intuition
		Legacy's Allure
		Legerdemain
		Mana Severance
		Manta Riders
		Mawcor
		Meditate
		Mnemonic Sliver
		Power Sink
		Precognition
		Propaganda
		Rootwater Diver
		Rootwater Hunter
		Rootwater Matriarch
		Rootwater Shaman
		Sea Monster
		Shadow Rift
		Shimmering Wings
		Skyshroud Condor
		Spell Blast
		Steal Enchantment
		Stinging Licid
		Thalakos Dreamsower
		Thalakos Mistfolk
		Thalakos Seer
		Thalakos Sentry
		Time Ebb
		Time Warp
		Tradewind Rider
		Twitch
		Unstable Shapeshifter
		Volrath's Curse
		Whim of Volrath
		Whispers of the Muse
		Wind Dancer
		Wind Drake
		Winged Sliver

USED	TOTAL	GREEN
		Aluren
		Apes of Rath
		Bayou Dragonfly
		Broken Fall
		Canopy Spider
		Charging Rhino
		Choke
		Crazed Armodon
		Dirtcowl Wurm
		Earthcraft
		Eladamri's Vineyard
		Eladamri, Lord of Leaves
		Elven Warhounds
		Elvish Fury
		Flailing Drake
		FrogTongue
		Fugitive Druid
		Harrow
		Heartwood Dryad
		Heartwood Giant
		Heartwood Treefolk
		Horned Sliver
		Krakilin
		Mirri's Guile
		Mongrel Pack
		Muscle Sliver
		Natural Spring
		Nature's Revolt
		Needle Storm
		Nurturing Licid
		Overrun
		Pincher Beetles
		Rampant Growth
		Reality Anchor
		Reap
		Recycle
		Respite
		Root Maze
		Rootbreaker Wurm
		Rootwalla
		Scragnoth
		Seeker of Skybreak
		Skyshroud Elf
		Skyshroud Ranger
		Skyshroud Troll
		Spike Drone
		Storm Front
		Trained Armodon
		Tranquility
		Trumpeting Armodon
		Verdant Force
		Verdigris
		Winter's Grasp

USED	TOTAL	RED
		Aftershock
		Ancient Runes
		Apocalypse
		Barbed Sliver
		Blood Frenzy
		Boil
		Canyon Drake
		Canyon Wildcat
		Chaotic Goo
		Crown of Flames
		Deadshot
		Enraging Licid
		Firefly
		Fireslinger
		Flowstone Giant
		Flowstone Salamander
		Flowstone Wyvern
		Furnace of Rath
		Giant Strength
		Goblin Bombardment
		Hand to Hand
		Havoc
		Heart Sliver
		Jackal Pup
		Kindle
		Lightning Blast
		Lightning Elemental
		Lowland Giant
		Magmasaur
		Mogg Conscripts
		Mogg Fanatic
		Mogg Raider
		Mogg Squad
		No Quarter
		Opportunist
		Pallimud
		Rathi Dragon
		Renegade Warlord
		Rolling Thunder
		Sandstone Warrior
		Scorched Earth
		Searing Touch
		Shadowstorm
		Shatter
		Shocker
		Starke of Rath
		Stone Rain
		Stun
		Sudden Impact
		Tahngarth's Rage
		Tooth and Claw
		Wall of Diffusion
		Wild Wurm

USED	TOTAL	WHITE
		Advance Scout
		Angelic Protector
		Anoint
		Armor Sliver
		Armored Pegasus
		Auratog
		Avenging Angel
		Circle of Protection: Black
		Circle of Protection: Blue
		Circle of Protection: Green
		Circle of Protection: Red
		Circle of Protection: Shadow
		Circle of Protection: White
		Clergy en-Vec
		Cloudchaser Eagle
		Disenchant
		Elite Javelineer
		Field of Souls
		Flickering Ward
		Gallantry
		Gerrard's Battle Cry
		Hanna's Custody
		Hero's Resolve
		Humility
		Invulnerability
		Knight of Dawn
		Light of Day
		Marble Titan
		Master Decoy
		Mounted Archers
		Oracle en-Vec
		Orim's Prayer
		Orim, Samite Healer
		Pacifism
		Pegasus Refuge
		Quickening Licid
		Repentance
		Sacred Guide
		Safeguard
		Serene Offering
		Soltari Crusader
		Soltari Emissary
		Soltari Foot Soldier
		Soltari Lancer
		Soltari Monk
		Soltari Priest
		Soltari Trooper
		Spirit Mirror
		Staunch Defenders
		Talon Sliver
		Warmth
		Winds of Rath
		Worthy Cause

STRONGHOLD

DECK CHECKLIST

DCI

PLAYER INFORMATION

Registered By (Name)

Registered By (DCI#)

Used By (Name)

Used By (DCI#)

Used	Total	MULTICOLOR:
		Acidic Sliver
		Crystalline Sliver
		Hibernation Sliver
		Sliver Queen
		Spined Sliver
		Victual Sliver

Used	Total	ARTIFACTS:
		Bullwhip
		Ensnaring Bridge
		Heartstone
		Horn of Greed
		Hornet Cannon
		Jinxed Ring
		Mox Diamond
		Portcullis
		Shifting Wall
		Sword of the Chosen
		Volrath's Laboratory

Used	Total	LAND:
		Volrath's Stronghold

Used	Total	WHITE
		Bandage
		Calming Licid
		Change of Heart
		Contemplation
		Conviction
		Hidden Retreat
		Honor Guard
		Lancers en-Kor
		Nomads en-Kor
		Pursuit of Knowledge
		Rolling Stones
		Sacred Ground
		Samite Blessing
		Scapegoat
		Shaman en-Kor
		Skyshroud Falcon
		Smite
		Soltari Champion
		Spirit en-Kor
		Temper
		Venerable Monk
		Wall of Essence
		Warrior Angel
		Warrior en-Kor
		Youthful Knight

Used	Total	BLUE:
		Cloud Spirit
		Contempt
		Dream Halls
		Dream Prowler
		Evacuation
		Gliding Licid
		Hammerhead Shark
		Hesitation
		Intruder Alarm
		Leap
		Mana Leak
		Mask of the Mimic
		Mind Games
		Ransack
		Rebound
		Reins of Power
		Sift
		Silver Wyvern
		Spindrift Drake
		Thalakos Deceiver
		Tidal Surge
		Tidal Warrior
		Volrath's Shapeshifter
		Walking Dream
		Wall of Tears

Used	Total	BLACK:
		Bottomless Pit
		Brush with Death
		Cannibalize
		Corrupting Licid
		Crovax the Cursed
		Dauthi Trapper
		Death Stroke
		Dungeon Shade
		Foul Imp
		Grave Pact
		Lab Rats
		Megrim
		Mind Peel
		Mindwarper
		Morgue Thrull
		Mortuary
		Rabid Rats
		Revenant
		Serpent Warrior
		Skeleton Scavengers
		Stronghold Assassin
		Stronghold Taskmaster
		Torment
		Tortured Existence
		Wall of Souls

Used	Total	RED:
		Amok
		Convulsing Licid
		Craven Giant
		Duct Crawler
		Fanning the Flames
		Flame Wave
		Fling
		Flowstone Blade
		Flowstone Hellion
		Flowstone Mauler
		Flowstone Shambler
		Furnace Spirit
		Heat of Battle
		Invasion Plans
		Mob Justice
		Mogg Bombers
		Mogg Flunkies
		Mogg Infestation
		Mogg Maniac
		Ruination
		Seething Anger
		Shard Phoenix
		Shock
		Spitting Hydra
		Wall of Razors

Used	Total	GREEN:
		Awakening
		Burgeoning
		Carnassid
		Constant Mists
		Crossbow Ambush
		Elven Rite
		Endangered Armodon
		Hermit Druid
		Lowland Basilisk
		Mulch
		Overgrowth
		Primal Rage
		Provoke
		Skyshroud Archer
		Skyshroud Troopers
		Spike Breeder
		Spike Colony
		Spike Feeder
		Spike Soldier
		Spike Worker
		Spined Wurm
		Tempting Licid
		Verdant Touch
		Volrath's Gardens
		Wall of Blossoms

EXODUS
DECK CHECKLIST

PLAYER INFORMATION

Registered By (Name)

Registered By (DCI#)

Used By (Name)

Used By (DCI#)

Used	Total	LAND:
		City of Traitors

Used	Total	ARTIFACT:
		Coat of Arms
		Erratic Portal
		Medicine Bag
		Memory Crystal
		Mindless Automaton
		Null Brooch
		Skyshaper
		Spellbook
		Sphere of Resistance
		Thopter Squadron
		Transmogrifying Licid
		Workhorse

Used	Total	WHITE:
		Allay
		Angelic Blessing
		Cataclysm
		Charging Paladin
		Convalescence
		Exalted Dragon
		High Ground
		Keeper of the Light
		Kor Chant
		Limited Resources
		Oath of Lieges
		Paladin en-Vec
		Peace of Mind
		Pegasus Stampede
		Penance
		Reaping the Rewards
		Reconnaissance
		Shackles
		Shield Mate
		Soltari Visionary
		Soul Warden
		Standing Troops
		Treasure Hunter
		Wall of Nets
		Welkin Hawk
		Zealots en-Dal

Used	Total	BLUE:
		Æther Tide
		Cunning
		Curiosity
		Dominating Licid
		Ephemeron
		Equilibrium
		Ertai, Wizard Adept
		Fade Away
		Forbid
		Keeper of the Mind
		Killer Whale
		Mana Breach
		Merfolk Looter
		Mind Over Matter
		Mirozel
		Oath of Scholars
		Robe of Mirrors
		Rootwater Mystic
		School of Piranha
		Scrivener
		Thalakos Drifters
		Thalakos Scout
		Theft of Dreams
		Treasure Trove
		Wayward Soul
		Whiptongue Frog

Used	Total	BLACK:
		Carnophage
		Cat Burglar
		Culling the Weak
		Cursed Flesh
		Dauthi Cutthroat
		Dauthi Jackal
		Dauthi Warlord
		Death's Duet
		Entropic Specter
		Fugue
		Grollub
		Hatred
		Keeper of the Dead
		Mind Maggots
		Nausea
		Necrologia
		Oath of Ghouls
		Pit Spawn
		Plaguebearer
		Recurring Nightmare
		Scare Tactics
		Slaughter
		Spike Cannibal
		Thrull Surgeon
		Vampire Hounds
		Volrath's Dungeon

Used	Total	RED:
		Anarchist
		Cinder Crawler
		Dizzying Gaze
		Fighting Chance
		Flowstone Flood
		Furnace Brood
		Keeper of the Flame
		Mage il-Vec
		Maniacal Rage
		Mogg Assassin
		Monstrous Hound
		Oath of Mages
		Ogre Shaman
		Onslaught
		Pandemonium
		Paroxysm
		Price of Progress
		Raging Goblin
		Ravenous Baboons
		Reckless Ogre
		Sabertooth Wyvern
		Scalding Salamander
		Seismic Assault
		Shattering Pulse
		Sonic Burst
		Spellshock

Used	Total	GREEN:
		Avenging Druid
		Bequeathal
		Cartographer
		Crashing Boars
		Elven Palisade
		Elvish Berserker
		Jackalope Herd
		Keeper of the Beasts
		Manabond
		Mirri, Cat Warrior
		Oath of Druids
		Plated Rootwalla
		Predatory Hunger
		Pygmy Troll
		Rabid Wolverines
		Reclaim
		Resuscitate
		Rootwater Alligator
		Skyshroud Elite
		Skyshroud War Beast
		Song of Serenity
		Spike Hatcher
		Spike Rogue
		Spike Weaver
		Survival of the Fittest
		Wood Elves

URZA'S SAGA

DCI

Added	Used	Total	BASIC LAND
			Forest
			Island
			Mountain
			Plains
			Swamp

Used	Total	NONBASIC LAND
		Blasted Landscape
		Drifting Meadow
		Gaea's Cradle
		Phyrexian Tower
		Polluted Mire
		Remote Isle
		Serra's Sanctum
		Shivan Gorge
		Slippery Karst
		Smoldering Crater
		Thran Quarry
		Tolarian Academy

Used	Total	ARTIFACTS
		Barrin's Codex
		Cathodion
		Chimeric Staff
		Citanul Flute
		Claws of Gix
		Copper Gnomes
		Crystal Chimes
		Dragon Blood
		Endoskeleton
		Fluctuator
		Grafted Skullcap
		Hopping Automaton
		Karn, Silver Golem
		Lifeline
		Lotus Blossom
		Metrognome
		Mishra's Helix
		Mobile Fort
		Noetic Scales
		Phyrexian Colossus
		Phyrexian Processor
		Pit Trap
		Purging Scythe
		Smokestack
		Temporal Aperture
		Thran Turbine
		Umbilicus
		Urza's Armor
		Voltaic Key
		Wall of Junk
		Whetstone
		Wirecat
		Worn Powerstone

Used	Total	WHITE
		Absolute Grace
		Absolute Law
		Angelic Chorus
		Angelic Page
		Brilliant Halo
		Catastrophe
		Clear
		Congregate
		Defensive Formation
		Disciple of Grace
		Disciple of Law
		Disenchant
		Elite Archers
		Faith Healer
		Glorious Anthem
		Healing Salve
		Herald of Serra
		Humble
		Intrepid Hero
		Monk Idealist
		Monk Realist
		Opal Acrolith
		Opal Archangel
		Opal Caryatid
		Opal Gargoyle
		Opal Titan
		Pacifism
		Pariah
		Path of Peace
		Pegasus Charger
		Planar Birth
		Presence of the Master
		Redeem
		Remembrance
		Rune of Protection: Artifacts
		Rune of Protection: Black
		Rune of Protection: Blue
		Rune of Protection: Green
		Rune of Protection: Lands
		Rune of Protection: Red
		Rune of Protection: White
		Sanctum Custodian
		Sanctum Guardian
		Seasoned Marshal
		Serra Avatar
		Serra Zealot
		Serra's Embrace
		Serra's Hymn
		Serra's Liturgy
		Shimmering Barrier
		Silent Attendant
		Songstitcher
		Soul Sculptor
		Voice of Grace
		Voice of Law
		Waylay
		Worship

Used	Total	BLUE
		Academy Researchers
		Annul
		Arcane Laboratory
		Attunement
		Back to Basics
		Barrin, Master Wizard
		Catalog
		Cloak of Mists
		Confiscate
		Coral Merfolk
		Curfew
		Disruptive Student
		Douse
		Drifting Djinn
		Enchantment Alteration
		Energy Field
		Exhaustion
		Fog Bank
		Gilded Drake
		Great Whale
		Hermetic Study
		Hibernation
		Horseshoe Crab
		Imaginary Pet
		Launch
		Lilting Refrain
		Lingering Mirage
		Morphling
		Pendrell Drake
		Pendrell Flux
		Peregrine Drake
		Power Sink
		Power Taint
		Recantation
		Rescind
		Rewind
		Sandbar Merfolk
		Sandbar Serpent
		Show and Tell
		Somnophore
		Spire Owl
		Stern Proctor
		Stroke of Genius
		Sunder
		Telepathy
		Time Spiral
		Tolarian Winds
		Turnabout
		Veil of Birds
		Veiled Apparition
		Veiled Crocodile
		Veiled Sentry
		Veiled Serpent
		Windfall
		Wizard Mentor
		Zephid
		Zephid's Embrace

Used	Total	BLACK
		Abyssal Horror
		Befoul
		Bereavement
		Blood Vassal
		Bog Raiders
		Breach
		Cackling Fiend
		Carrion Beetles
		Contamination
		Corrupt
		Crazed Skirge
		Dark Hatchling
		Dark Ritual
		Darkest Hour
		Despondency
		Diabolic Servitude
		Discordant Dirge
		Duress
		Eastern Paladin
		Exhume
		Expunge
		Flesh Reaver
		Hollow Dogs
		Ill-Gotten Gains
		Looming Shade
		Lurking Evil
		Mana Leech
		No Rest for the Wicked
		Oppression
		Order of Yawgmoth
		Parasitic Bond
		Persecute
		Pestilence
		Phyrexian Ghoul
		Planar Void
		Priest of Gix
		Rain of Filth
		Ravenous Skirge
		Reclusive Wight
		Reprocess
		Sanguine Guard
		Sicken
		Skirge Familiar
		Skittering Skirge
		Sleeper Agent
		Spined Fluke
		Tainted Æther
		Unnerve
		Unworthy Dead
		Vampiric Embrace
		Vebulid
		Victimize
		Vile Requiem
		Western Paladin
		Witch Engine
		Yawgmoth's Edict
		Yawgmoth's Will

Used	Total	RED
		Acidic Soil
		Antagonism
		Arc Lightning
		Bedlam
		Brand
		Bravado
		Bulwark
		Crater Hellion
		Destructive Urge
		Disorder
		Dromosaur
		Electryte
		Falter
		Fault Line
		Fiery Mantle
		Fire Ants
		Gamble
		Goblin Cadets
		Goblin Lackey
		Goblin Matron
		Goblin Offensive
		Goblin Patrol
		Goblin Raider
		Goblin Spelunkers
		Goblin War Buggy
		Guma
		Headlong Rush
		Heat Ray
		Jagged Lightning
		Lay Waste
		Lightning Dragon
		Meltdown
		Okk
		Outmaneuver
		Rain of Salt
		Raze
		Reflexes
		Retromancer
		Rumbling Crescendo
		Scald
		Scoria Wurm
		Scrap
		Shiv's Embrace
		Shivan Hellkite
		Shivan Raptor
		Shower of Sparks
		Sneak Attack
		Steam Blast
		Sulfuric Vapors
		Thundering Giant
		Torch Song
		Viashino Outrider
		Viashino Runner
		Viashino Sandswimmer
		Viashino Weaponsmith
		Vug Lizard
		Wildfire

Used	Total	GREEN
		Abundance
		Acridian
		Albino Troll
		Anaconda
		Argothian Elder
		Argothian Enchantress
		Argothian Swine
		Argothian Wurm
		Blanchwood Armor
		Blanchwood Treefolk
		Bull Hippo
		Carpet of Flowers
		Cave Tiger
		Child of Gaea
		Citanul Centaurs
		Citanul Hierophants
		Cradle Guard
		Crosswinds
		Elvish Herder
		Elvish Lyrist
		Endless Wurm
		Exploration
		Fecundity
		Fertile Ground
		Fortitude
		Gaea's Bounty
		Gaea's Embrace
		Gorilla Warrior
		Greater Good
		Greener Pastures
		Hawkeater Moth
		Hidden Ancients
		Hidden Guerrillas
		Hidden Herd
		Hidden Predators
		Hidden Spider
		Hidden Stag
		Hush
		Lull
		Midsummer Revel
		Pouncing Jaguar
		Priest of Titania
		Rejuvenate
		Retaliation
		Sporogenesis
		Spreading Algae
		Symbiosis
		Titania's Boon
		Titania's Chosen
		Treefolk Seedlings
		Treetop Rangers
		Venomous Fangs
		Vernal Bloom
		War Dance
		Whirlwind
		Wild Dogs
		Winding Wurm

DECK CHECKLISTS

URZA'S LEGACY™

Used Total LAND
- [ ] Faerie Conclave
- [ ] Forbidding Watchtower
- [ ] Ghitu Encampment
- [ ] Spawning Pool
- [ ] Treetop Village

Used Total ARTIFACT
- [ ] Angel's Trumpet
- [ ] Beast of Burden
- [ ] Crawlspace
- [ ] Damping Engine
- [ ] Defense Grid
- [ ] Grim Monolith
- [ ] Iron Maiden
- [ ] Jhoira's Toolbox
- [ ] Memory Jar
- [ ] Quicksilver Amulet
- [ ] Ring of Gix
- [ ] Scrapheap
- [ ] Thran Lens
- [ ] Thran War Machine
- [ ] Thran Weaponry
- [ ] Ticking Gnomes
- [ ] Urza's Blueprints
- [ ] Wheel of Torture

Used Total BLACK
- [ ] Bone Shredder
- [ ] Brink of Madness
- [ ] Engineered Plague
- [ ] Eviscerator
- [ ] Fog of Gnats
- [ ] Giant Cockroach
- [ ] Lurking Skirge
- [ ] No Mercy
- [ ] Ostracize
- [ ] Phyrexian Broodlings
- [ ] Phyrexian Debaser
- [ ] Phyrexian Defiler
- [ ] Phyrexian Denouncer
- [ ] Phyrexian Plaguelord
- [ ] Phyrexian Reclamation
- [ ] Plague Beetle
- [ ] Rank and File
- [ ] Sick and Tired
- [ ] Sleeper's Guile
- [ ] Subversion
- [ ] Swat
- [ ] Tethered Skirge
- [ ] Treacherous Link
- [ ] Unearth

Used Total BLUE
- [ ] Anthroplasm
- [ ] Archivist
- [ ] Aura Flux
- [ ] Bouncing Beebles
- [ ] Cloud of Faeries
- [ ] Delusions of Mediocrity
- [ ] Fleeting Image
- [ ] Frantic Search
- [ ] Intervene
- [ ] King Crab
- [ ] Levitation
- [ ] Miscalculation
- [ ] Opportunity
- [ ] Palinchron
- [ ] Raven Familiar
- [ ] Rebuild
- [ ] Second Chance
- [ ] Slow Motion
- [ ] Snap
- [ ] Thornwind Faeries
- [ ] Tinker
- [ ] Vigilant Drake
- [ ] Walking Sponge
- [ ] Weatherseed Faeries

Used Total GREEN
- [ ] Bloated Toad
- [ ] Crop Rotation
- [ ] Darkwatch Elves
- [ ] Defense of the Heart
- [ ] Deranged Hermit
- [ ] Gang of Elk
- [ ] Harmonic Convergence
- [ ] Hidden Gibbons
- [ ] Lone Wolf
- [ ] Might of Oaks
- [ ] Multani's Acolyte
- [ ] Multani's Presence
- [ ] Multani, Maro-Sorcerer
- [ ] Rancor
- [ ] Repopulate
- [ ] Silk Net
- [ ] Simian Grunts
- [ ] Treefolk Mystic
- [ ] Weatherseed Elf
- [ ] Weatherseed Treefolk
- [ ] Wing Snare
- [ ] Yavimaya Granger
- [ ] Yavimaya Scion
- [ ] Yavimaya Wurm

Used Total RED
- [ ] About Face
- [ ] Avalanche Riders
- [ ] Defender of Chaos
- [ ] Ghitu Fire-Eater
- [ ] Ghitu Slinger
- [ ] Ghitu War Cry
- [ ] Goblin Medics
- [ ] Goblin Welder
- [ ] Granite Grip
- [ ] Impending Disaster
- [ ] Last-Ditch Effort
- [ ] Lava Axe
- [ ] Molten Hydra
- [ ] Parch
- [ ] Pygmy Pyrosaur
- [ ] Pyromancy
- [ ] Rack and Ruin
- [ ] Rivalry
- [ ] Shivan Phoenix
- [ ] Sluggishness
- [ ] Viashino Bey
- [ ] Viashino Cutthroat
- [ ] Viashino Heretic
- [ ] Viashino Sandscout

Used Total WHITE
- [ ] Angelic Curator
- [ ] Blessed Reversal
- [ ] Burst of Energy
- [ ] Cessation
- [ ] Defender of Law
- [ ] Devout Harpist
- [ ] Erase
- [ ] Expendable Troops
- [ ] Hope and Glory
- [ ] Iron Will
- [ ] Karmic Guide
- [ ] Knighthood
- [ ] Martyr's Cause
- [ ] Mother of Runes
- [ ] Opal Avenger
- [ ] Opal Champion
- [ ] Peace and Quiet
- [ ] Planar Collapse
- [ ] Purify
- [ ] Radiant's Dragoons
- [ ] Radiant's Judgment
- [ ] Radiant, Archangel
- [ ] Sustainer of the Realm
- [ ] Tragic Poet

URZA'S DESTINY™

Used Total ARTIFACTS
- [ ] Braidwood Cup
- [ ] Braidwood Sextant
- [ ] Brass Secretary
- [ ] Caltrops
- [ ] Extruder
- [ ] Fodder Cannon
- [ ] Junk Diver
- [ ] Mantis Engine
- [ ] Masticore
- [ ] Metalworker
- [ ] Powder Keg
- [ ] Scrying Glass
- [ ] Storage Matrix
- [ ] Thran Dynamo
- [ ] Thran Foundry
- [ ] Thran Golem
- [ ] Urza's Incubator

Used Total LAND
- [ ] Yavimaya Hollow

Used Total RED
- [ ] Æther Sting
- [ ] Bloodshot Cyclops
- [ ] Cinder Seer
- [ ] Colos Yearling
- [ ] Covetous Dragon
- [ ] Flame Jet
- [ ] Goblin Berserker
- [ ] Goblin Festival
- [ ] Goblin Gardener
- [ ] Goblin Marshal
- [ ] Goblin Masons
- [ ] Hulking Ogre
- [ ] Impatience
- [ ] Incendiary
- [ ] Keldon Champion
- [ ] Keldon Vandals
- [ ] Landslide
- [ ] Mark of Fury
- [ ] Reckless Abandon
- [ ] Repercussion
- [ ] Scent of Cinder
- [ ] Sowing Salt
- [ ] Trumpet Blast
- [ ] Wake of Destruction
- [ ] Wild Colos

Used Total BLACK
- [ ] Apprentice Necromancer
- [ ] Attrition
- [ ] Body Snatcher
- [ ] Bubbling Muck
- [ ] Carnival of Souls
- [ ] Chime of Night
- [ ] Disease Carriers
- [ ] Dying Wail
- [ ] Encroach
- [ ] Eradicate
- [ ] Festering Wound
- [ ] Lurking Jackals
- [ ] Nightshade Seer
- [ ] Phyrexian Monitor
- [ ] Phyrexian Negator
- [ ] Plague Dogs
- [ ] Rapid Decay
- [ ] Ravenous Rats
- [ ] Scent of Nightshade
- [ ] Skittering Horror
- [ ] Slinking Skirge
- [ ] Soul Feast
- [ ] Squirming Mass
- [ ] Twisted Experiment
- [ ] Yawgmoth's Bargain

Used Total BLUE
- [ ] Aura Thief
- [ ] Blizzard Elemental
- [ ] Brine Seer
- [ ] Bubbling Beebles
- [ ] Disappear
- [ ] Donate
- [ ] Fatigue
- [ ] Fledgling Osprey
- [ ] Illuminated Wings
- [ ] Iridescent Drake
- [ ] Kingfisher
- [ ] Mental Discipline
- [ ] Metathran Elite
- [ ] Metathran Soldier
- [ ] Opposition
- [ ] Private Research
- [ ] Quash
- [ ] Rayne, Academy Chancellor
- [ ] Rescue
- [ ] Scent of Brine
- [ ] Sigil of Sleep
- [ ] Telepathic Spies
- [ ] Temporal Adept
- [ ] Thieving Magpie
- [ ] Treachery

Used Total GREEN
- [ ] Ancient Silverback
- [ ] Compost
- [ ] Elvish Lookout
- [ ] Elvish Piper
- [ ] Emperor Crocodile
- [ ] Gamekeeper
- [ ] Goliath Beetle
- [ ] Heart Warden
- [ ] Hunting Moa
- [ ] Ivy Seer
- [ ] Magnify
- [ ] Marker Beetles
- [ ] Momentum
- [ ] Multani's Decree
- [ ] Pattern of Rebirth
- [ ] Plated Spider
- [ ] Plow Under
- [ ] Rofellos's Gift
- [ ] Rofellos, Llanowar Emissary
- [ ] Scent of Ivy
- [ ] Splinter
- [ ] Taunting Elf
- [ ] Thorn Elemental
- [ ] Yavimaya Elder
- [ ] Yavimaya Enchantress

Used Total WHITE
- [ ] Academy Rector
- [ ] Archery Training
- [ ] Capashen Knight
- [ ] Capashen Standard
- [ ] Capashen Templar
- [ ] False Prophet
- [ ] Fend Off
- [ ] Field Surgeon
- [ ] Flicker
- [ ] Jasmine Seer
- [ ] Mask of Law and Grace
- [ ] Master Healer
- [ ] Opalescence
- [ ] Reliquary Monk
- [ ] Replenish
- [ ] Sanctimony
- [ ] Scent of Jasmine
- [ ] Scour
- [ ] Serra Advocate
- [ ] Solidarity
- [ ] Tethered Griffin
- [ ] Tormented Angel
- [ ] Voice of Duty
- [ ] Voice of Reason
- [ ] Wall of Glare

CLASSIC (SIXTH EDITION)
DECK REGISTRATION CHECKLIST

Registered By

DCI#

Used By

DCI #

DCI

USED TOTAL ARTIFACT

- Aladdin's Ring
- Amber Prison
- Ankh of Mishra
- Ashnod's Altar
- Bottle of Suleiman
- Charcoal Diamond
- Crystal Rod
- Cursed Totem
- Dancing Scimitar
- Dingus Egg
- Disrupting Scepter
- Dragon Engine
- Dragon Mask
- Fire Diamond
- Flying Carpet
- Fountain of Youth
- Glasses of Urza
- Grinning Totem
- Howling Mine
- Iron Star
- Ivory Cup
- Jade Monolith
- Jalum Tome
- Jayemdae Tome
- Lead Golem
- Mana Prism
- Marble Diamond
- Meekstone
- Millstone
- Moss Diamond
- Mystic Compass
- Obsianus Golem
- Ornithopter
- Patagia Golem
- Pentagram of the Ages
- Phyrexian Vault
- Primal Clay
- Rod of Ruin
- Skull Catapult
- Sky Diamond
- Snake Basket
- Soul Net
- Storm Cauldron
- Teferi's Puzzle Box
- The Hive
- Throne of Bone
- Wand of Denial
- Wooden Sphere

USED TOTAL BLACK

- Abyssal Hunter
- Abyssal Specter
- Agonizing Memories
- Ashen Powder
- Blight
- Blighted Shaman
- Blood Pet
- Bog Imp
- Bog Rats
- Bog Wraith
- Coercion
- Derelor
- Doomsday
- Dread of Night
- Drudge Skeletons
- Dry Spell
- Enfeeblement
- Evil Eye of Orms-by-Gore
- Fallen Angel
- Fatal Blow
- Fear
- Feast of the Unicorn
- Feral Shadow
- Forbidden Crypt
- Gravebane Zombie
- Gravedigger
- Greed
- Hecatomb
- Hidden Horror
- Howl from Beyond
- Infernal Contract
- Kjeldoran Dead
- Leshrac's Rite
- Lost Soul
- Mind Warp
- Mischievous Poltergeist
- Necrosavant
- Nightmare
- Painful Memories
- Perish
- Pestilence
- Python
- Rag Man
- Raise Dead
- Razortooth Rats
- Scathe Zombies
- Sengir Autocrat
- Strands of Night
- Stromgald Cabal
- Stupor
- Syphon Soul
- Terror
- Vampiric Tutor
- Zombie Master

USED TOTAL GREEN

- Birds of Paradise
- Call of the Wild
- Cat Warriors
- Creeping Mold
- Dense Foliage
- Early Harvest
- Elder Druid
- Elven Cache
- Elven Riders
- Elvish Archers
- Fallow Earth
- Familiar Ground
- Femeref Archers
- Fog
- Fyndhorn Brownie
- Fyndhorn Elder
- Giant Growth
- Giant Spider
- Gorilla Chieftain
- Grizzly Bears
- Hurricane
- Living Lands
- Llanowar Elves
- Lure
- Maro
- Nature's Resurgence
- Panther Warriors
- Pradesh Gypsies
- Radjan Spirit
- Rampant Growth
- Redwood Treefolk
- Regeneration
- River Boa
- Rowen
- Scaled Wurm
- Shanodin Dryads
- Stalking Tiger
- Stream of Life
- Summer Bloom
- Thicket Basilisk
- Trained Armodon
- Tranquil Grove
- Tranquility
- Uktabi Orangutan
- Uktabi Wildcats
- Unseen Walker
- Untamed Wilds
- Verduran Enchantress
- Vitalize
- Waiting in the Weeds
- Warthog
- Wild Growth
- Worldly Tutor
- Wyluli Wolf

USED TOTAL RED

- Æther Flash
- Anaba Bodyguard
- Anaba Shaman
- Balduvian Barbarians
- Balduvian Horde
- Blaze
- Boil
- Burrowing
- Conquer
- Crimson Hellkite
- Earthquake
- Fervor
- Final Fortune
- Fire Elemental
- Firebreathing
- Fit of Rage
- Flame Spirit
- Flashfires
- Giant Strength
- Goblin Digging Team
- Goblin Elite Infantry
- Goblin Hero
- Goblin King
- Goblin Recruiter
- Goblin Warrens
- Hammer of Bogardan
- Hulking Cyclops
- Illicit Auction
- Inferno
- Jokulhaups
- Lightning Blast
- Manabarbs
- Mountain Goat
- Orcish Artillery
- Orcish Oriflamme
- Pillage
- Pyrotechnics
- Raging Goblin
- Reckless Embermage
- Relentless Assault
- Sabretooth Tiger
- Shatter
- Shatterstorm
- Shock
- Spitting Drake
- Spitting Earth
- Stone Rain
- Talruum Minotaur
- Tremor
- Vertigo
- Viashino Warrior
- Volcanic Dragon
- Volcanic Geyser
- Wall of Fire

USED TOTAL BLUE

- Abduction
- Air Elemental
- Ancestral Memories
- Boomerang
- Browse
- Chill
- Counterspell
- Daring Apprentice
- Deflection
- Desertion
- Diminishing Returns
- Dream Cache
- Flash
- Flight
- Fog Elemental
- Forget
- Gaseous Form
- Glacial Wall
- Harmattan Efreet
- Horned Turtle
- Insight
- Inspiration
- Juxtapose
- Library of Lat-Nam
- Lord of Atlantis
- Mana Short
- Memory Lapse
- Merfolk of the Pearl Trident
- Mystical Tutor
- Phantasmal Terrain
- Phantom Warrior
- Polymorph
- Power Sink
- Prodigal Sorcerer
- Prosperity
- Psychic Transfer
- Psychic Venom
- Recall
- Relearn
- Remove Soul
- Sage Owl
- Sea Monster
- Segovian Leviathan
- Sibilant Spirit
- Soldevi Sage
- Spell Blast
- Storm Crow
- Tidal Surge
- Unsummon
- Vodalian Soldiers
- Wall of Air
- Wind Drake
- Wind Spirit
- Zur's Weirding

USED TOTAL WHITE

- Animate Wall
- Archangel
- Ardent Militia
- Armageddon
- Armored Pegasus
- Castle
- Celestial Dawn
- Circle of Protection: Black
- Circle of Protection: Blue
- Circle of Protection: Green
- Circle of Protection: Red
- Circle of Protection: White
- Crusade
- D'Avenant Archer
- Daraja Griffin
- Disenchant
- Divine Transformation
- Ekundu Griffin
- Enlightened Tutor
- Ethereal Champion
- Exile
- Healing Salve
- Heavy Ballista
- Hero's Resolve
- Icatian Town
- Infantry Veteran
- Kismet
- Kjeldoran Royal Guard
- Light of Day
- Longbow Archer
- Mesa Falcon
- Order of the Sacred Torch
- Pacifism
- Pearl Dragon
- Regal Unicorn
- Remedy
- Reprisal
- Resistance Fighter
- Reverse Damage
- Samite Healer
- Serenity
- Serra's Blessing
- Spirit Link
- Standing Troops
- Staunch Defenders
- Sunweb
- Tariff
- Tundra Wolves
- Unyaro Griffin
- Venerable Monk
- Wall of Swords
- Warmth
- Warrior's Honor
- Wrath of God

BASIC LANDS

ADDED USED TOTAL

- Forest (4 vers.)
- Island (4 vers.)
- Mountain (4 vers.)

ADDED USED TOTAL

- Plains (4 vers.)
- Swamp (4 vers.)

NON-BASIC LANDS

USED TOTAL

- Adarkar Wastes
- Brushland
- City of Brass

USED TOTAL

- Crystal Vein
- Dwarven Ruins
- Ebon Stronghold

USED TOTAL

- Havenwood Battleground
- Karplusan Forest
- Ruins of Trokair

USED TOTAL

- Sulfurous Springs
- Svyelunite Temple
- Underground River

Mercadian Masques — DCI Deck Registration Sheet

User's First Initial of Last Name	PLAYER REGISTERING DECK	PLAYER USING DECK
	Registrant's First Name	User's First Name
	Registrant's Last Name	User's Last Name
	Registrant's DCI Number	User's DCI Number

BASIC LAND
(Played / In / Out / Total)

- Forest
- Island
- Mountain
- Plains
- Swamp

NONBASIC LAND
(Played / Total)

- Dust Bowl
- Fountain of Cho
- Henge of Ramos
- Hickory Woodlot
- High Market
- Mercadian Bazaar
- Peat Bog
- Remote Farm
- Rishadan Port
- Rushwood Grove
- Sandstone Needle
- Saprazzan Cove
- Saprazzan Skerry
- Subterranean Hangar
- Tower of the Magistrate

ARTIFACTS
(Played / Total)

- Assembly Hall
- Barbed Wire
- Bargaining Table
- Credit Voucher
- Crenellated Wall
- Crooked Scales
- Crumbling Sanctuary
- Distorting Lens
- Eye of Ramos
- General's Regalia
- Heart of Ramos
- Henge Guardian
- Horn of Plenty
- Horn of Ramos
- Iron Lance
- Jeweled Torque
- Kyren Archive
- Kyren Toy
- Magistrate's Scepter
- Mercadian Atlas
- Mercadian Lift
- Monkey Cage
- Panacea
- Power Matrix
- Puffer Extract
- Rishadan Pawnshop
- Skull of Ramos
- Tooth of Ramos
- Toymaker
- Worry Beads

WHITE
(Played / Total)

- Afterlife
- Alabaster Wall
- Armistice
- Arrest
- Ballista Squad
- Charm Peddler
- Charmed Griffin
- Cho-Arrim Alchemist
- Cho-Arrim Bruiser
- Cho-Arrim Legate
- Cho-Manno's Blessing
- Cho-Manno, Revolutionary
- Common Cause
- Cornered Market
- Crackdown
- Crossbow Infantry
- Devout Witness
- Disenchant
- Fountain Watch
- Fresh Volunteers
- Honor the Fallen
- Ignoble Soldier
- Inviolability
- Ivory Mask
- Jhovall Queen
- Jhovall Rider
- Last Breath
- Moment of Silence
- Moonlit Wake
- Muzzle
- Nightwind Glider
- Noble Purpose
- Orim's Cure
- Pious Warrior
- Ramosian Captain
- Ramosian Commander
- Ramosian Lieutenant
- Ramosian Rally
- Ramosian Sergeant
- Ramosian Sky Marshal
- Rappelling Scouts
- Renounce
- Revered Elder
- Reverent Mantra
- Righteous Aura
- Righteous Indignation
- Security Detail
- Soothing Balm
- Spiritual Focus
- Steadfast Guard
- Story Circle
- Task Force
- Thermal Glider
- Tonic Peddler
- Trap Runner
- Wave of Reckoning
- Wishmonger

BLUE
(Played / Total)

- Aerial Caravan
- Balloon Peddler
- Blockade Runner
- Brainstorm
- Bribery
- Buoyancy
- Chambered Nautilus
- Chameleon Spirit
- Charisma
- Cloud Sprite
- Coastal Piracy
- Counterspell
- Cowardice
- Customs Depot
- Darting Merfolk
- Dehydration
- Diplomatic Escort
- Diplomatic Immunity
- Drake Hatchling
- Embargo
- Energy Flux
- Extravagant Spirit
- False Demise
- Glowing Anemone
- Gush
- High Seas
- Hoodwink
- Indentured Djinn
- Karn's Touch
- Misdirection
- Misstep
- Overtaker
- Port Inspector
- Rishadan Airship
- Rishadan Brigand
- Rishadan Cutpurse
- Rishadan Footpad
- Sailmonger
- Sand Squid
- Saprazzan Bailiff
- Saprazzan Breaker
- Saprazzan Heir
- Saprazzan Legate
- Saprazzan Outrigger
- Saprazzan Raider
- Shoving Match
- Soothsaying
- Squeeze
- Statecraft
- Stinging Barrier
- Thwart
- Tidal Bore
- Tidal Kraken
- Timid Drake
- Trade Routes
- War Tax
- Waterfront Bouncer

BLACK
(Played / Total)

- Alley Grifters
- Black Market
- Bog Smugglers
- Bog Witch
- Cackling Witch
- Cateran Brute
- Cateran Enforcer
- Cateran Kidnappers
- Cateran Overlord
- Cateran Persuader
- Cateran Slaver
- Cateran Summons
- Conspiracy
- Corrupt Official
- Dark Ritual
- Deathgazer
- Deepwood Ghoul
- Deepwood Legate
- Delraich
- Enslaved Horror
- Extortion
- Forced March
- Ghoul's Feast
- Haunted Crossroads
- Highway Robber
- Instigator
- Insubordination
- Intimidation
- Larceny
- Liability
- Maggot Therapy
- Midnight Ritual
- Misshapen Fiend
- Molting Harpy
- Nether Spirit
- Notorious Assassin
- Pretender's Claim
- Primeval Shambler
- Putrefaction
- Quagmire Lamprey
- Rain of Tears
- Rampart Crawler
- Rouse
- Scandalmonger
- Sever Soul
- Silent Assassin
- Skulking Fugitive
- Snuff Out
- Soul Channeling
- Specter's Wail
- Strongarm Thug
- Thrashing Wumpus
- Undertaker
- Unmask
- Unnatural Hunger
- Vendetta
- Wall of Distortion

RED
(Played / Total)

- Arms Dealer
- Battle Rampart
- Battle Squadron
- Blaster Mage
- Blood Hound
- Blood Oath
- Brawl
- Cave Sense
- Cave-In
- Cavern Crawler
- Ceremonial Guard
- Cinder Elemental
- Close Quarters
- Crag Saurian
- Crash
- Flailing Manticore
- Flailing Ogre
- Flailing Soldier
- Flaming Sword
- Furious Assault
- Gerrard's Irregulars
- Hammer Mage
- Hired Giant
- Kris Mage
- Kyren Glider
- Kyren Legate
- Kyren Negotiations
- Kyren Sniper
- Lava Runner
- Lightning Hounds
- Lithophage
- Lunge
- Magistrate's Veto
- Mercadia's Downfall
- Ogre Taskmaster
- Pulverize
- Puppet's Verdict
- Robber Fly
- Rock Badger
- Seismic Mage
- Shock Troops
- Sizzle
- Squee, Goblin Nabob
- Stone Rain
- Tectonic Break
- Territorial Dispute
- Thieves' Auction
- Thunderclap
- Tremor
- Two-Headed Dragon
- Uphill Battle
- Volcanic Wind
- War Cadence
- Warmonger
- Warpath
- Wild Jhovall
- Word of Blasting

GREEN
(Played / Total)

- Ancestral Mask
- Bifurcate
- Boa Constrictor
- Briar Patch
- Caller of the Hunt
- Caustic Wasps
- Clear the Land
- Collective Unconscious
- Dawnstrider
- Deadly Insect
- Deepwood Drummer
- Deepwood Elder
- Deepwood Tantiv
- Deepwood Wolverine
- Desert Twister
- Erithizon
- Ferocity
- Food Chain
- Foster
- Game Preserve
- Giant Caterpillar
- Groundskeeper
- Horned Troll
- Howling Wolf
- Hunted Wumpus
- Invigorate
- Land Grant
- Ley Line
- Lumbering Satyr
- Lure
- Megatherium
- Natural Affinity
- Pangosaur
- Revive
- Rushwood Dryad
- Rushwood Elemental
- Rushwood Herbalist
- Rushwood Legate
- Saber Ants
- Sacred Prey
- Silverglade Elemental
- Silverglade Pathfinder
- Snake Pit
- Snorting Gahr
- Spidersilk Armor
- Spontaneous Generation
- Squall
- Squallmonger
- Stamina
- Sustenance
- Tiger Claws
- Tranquility
- Venomous Breath
- Venomous Dragonfly
- Vernal Equinox
- Vine Dryad
- Vine Trellis

DCI™

PLAYER REGISTERING DECK

Registrant's First Name, Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name

User's Last Name

User's DCI Number

FOR DRAFTS ONLY.

Played	BASIC LANDS
☐	Forest
☐	Island
☐	Mountain
☐	Plains
☐	Swamp

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User's First Initial of Last Name

NEMESIS™

DECK CHECKLIST

Played	Total	LAND
☐	☐	Kor Haven
☐	☐	Rath's Edge
☐	☐	Terrain Generator

Played	Total	ARTIFACT
☐	☐	Belbe's Armor
☐	☐	Belbe's Portal
☐	☐	Complex Automaton
☐	☐	Eye of Yawgmoth
☐	☐	Flint Golem
☐	☐	Flowstone Armor
☐	☐	Flowstone Thopter
☐	☐	Kill Switch
☐	☐	Parallax Inhibitor
☐	☐	Predator, Flagship
☐	☐	Rackling
☐	☐	Rejuvenation Chamber
☐	☐	Rusting Golem
☐	☐	Tangle Wire
☐	☐	Viseling

Played	Total	WHITE
☐	☐	Angelic Favor
☐	☐	Avenger en-Dal
☐	☐	Blinding Angel
☐	☐	Chieftain en-Dal
☐	☐	Defender en-Vec
☐	☐	Defiant Falcon
☐	☐	Defiant Vanguard
☐	☐	Fanatical Devotion
☐	☐	Lashknife
☐	☐	Lawbringer
☐	☐	Lightbringer
☐	☐	Lin Sivvi, Defiant Hero
☐	☐	Netter en-Dal
☐	☐	Noble Stand
☐	☐	Off Balance
☐	☐	Oracle's Attendants
☐	☐	Parallax Wave
☐	☐	Seal of Cleansing
☐	☐	Silkenfist Fighter
☐	☐	Silkenfist Order
☐	☐	Sivvi's Ruse
☐	☐	Sivvi's Valor
☐	☐	Spiritual Asylum
☐	☐	Topple
☐	☐	Voice of Truth

Played	Total	BLUE
☐	☐	Accumulated Knowledge
☐	☐	Æther Barrier
☐	☐	Air Bladder
☐	☐	Cloudskate
☐	☐	Daze
☐	☐	Dominate
☐	☐	Ensnare
☐	☐	Infiltrate
☐	☐	Jolting Merfolk
☐	☐	Oraxid
☐	☐	Pale Moon
☐	☐	Parallax Tide
☐	☐	Rising Waters
☐	☐	Rootwater Commando
☐	☐	Rootwater Thief
☐	☐	Seahunter
☐	☐	Seal of Removal
☐	☐	Sliptide Serpent
☐	☐	Sneaky Homunculus
☐	☐	Stronghold Biologist
☐	☐	Stronghold Machinist
☐	☐	Stronghold Zeppelin
☐	☐	Submerge
☐	☐	Trickster Mage
☐	☐	Wandering Eye

Played	Total	BLACK
☐	☐	Ascendant Evincar
☐	☐	Battlefield Percher
☐	☐	Belbe's Percher
☐	☐	Carrion Wall
☐	☐	Dark Triumph
☐	☐	Death Pit Offering
☐	☐	Divining Witch
☐	☐	Massacre
☐	☐	Mind Slash
☐	☐	Mind Swords
☐	☐	Murderous Betrayal
☐	☐	Parallax Dementia
☐	☐	Parallax Nexus
☐	☐	Phyrexian Driver
☐	☐	Phyrexian Prowler
☐	☐	Plague Witch
☐	☐	Rathi Assassin
☐	☐	Rathi Fiend
☐	☐	Rathi Intimidator
☐	☐	Seal of Doom
☐	☐	Spineless Thug
☐	☐	Spiteful Bully
☐	☐	Stronghold Discipline
☐	☐	Vicious Hunger
☐	☐	Volrath the Fallen

Played	Total	RED
☐	☐	Ancient Hydra
☐	☐	Arc Mage
☐	☐	Bola Warrior
☐	☐	Downhill Charge
☐	☐	Flame Rift
☐	☐	Flowstone Crusher
☐	☐	Flowstone Overseer
☐	☐	Flowstone Slide
☐	☐	Flowstone Strike
☐	☐	Flowstone Surge
☐	☐	Flowstone Wall
☐	☐	Laccolith Grunt
☐	☐	Laccolith Rig
☐	☐	Laccolith Titan
☐	☐	Laccolith Warrior
☐	☐	Laccolith Whelp
☐	☐	Mana Cache
☐	☐	Mogg Alarm
☐	☐	Mogg Salvage
☐	☐	Mogg Toady
☐	☐	Moggcatcher
☐	☐	Rupture
☐	☐	Seal of Fire
☐	☐	Shrieking Mogg
☐	☐	Stronghold Gambit

Played	Total	GREEN
☐	☐	Animate Land
☐	☐	Blastoderm
☐	☐	Coiling Woodworm
☐	☐	Fog Patch
☐	☐	Harvest Mage
☐	☐	Mossdog
☐	☐	Nesting Wurm
☐	☐	Overlaid Terrain
☐	☐	Pack Hunt
☐	☐	Refreshing Rain
☐	☐	Reverent Silence
☐	☐	Rhox
☐	☐	Saproling Burst
☐	☐	Saproling Cluster
☐	☐	Seal of Strength
☐	☐	Skyshroud Behemoth
☐	☐	Skyshroud Claim
☐	☐	Skyshroud Cutter
☐	☐	Skyshroud Poacher
☐	☐	Skyshroud Ridgeback
☐	☐	Skyshroud Sentinel
☐	☐	Stampede Driver
☐	☐	Treetop Bracers
☐	☐	Wild Mammoth
☐	☐	Woodripper

PROPHECY™ DECK CHECKLIST

Played	Total	LAND
		Rhystic Cave
		Wintermoon Mesa

Played	Total	ARTIFACT
		Chimeric Idol
		Copper-Leaf Angel
		Hollow Warrior
		Keldon Battlewagon
		Well of Discovery
		Well of Life

Played	Total	WHITE
		Abolish
		Aura Fracture
		Avatar of Hope
		Blessed Wind
		Celestial Convergence
		Diving Griffin
		Entangler
		Excise
		Flowering Field
		Glittering Lion
		Glittering Lynx
		Jeweled Spirit
		Mageta the Lion
		Mageta's Boon
		Mercenary Informer
		Mine Bearer
		Mirror Strike
		Reveille Squad
		Rhystic Circle
		Rhystic Shield
		Samite Sanctuary
		Sheltering Prayers
		Shield Dancer
		Soul Charmer
		Sword Dancer
		Trenching Steed
		Troubled Healer

Played	Total	BLUE
		Alexi's Cloak
		Alexi, Zephyr Mage
		Avatar of Will
		Coastal Hornclaw
		Denying Wind
		Excavation
		Foil
		Gulf Squid
		Hazy Homunculus
		Heightened Awareness
		Mana Vapors
		Overburden
		Psychic Theft
		Quicksilver Wall
		Rethink
		Rhystic Deluge
		Rhystic Scrying
		Rhystic Study
		Ribbon Snake
		Shrouded Serpent
		Spiketail Drake
		Spiketail Hatchling
		Stormwatch Eagle
		Sunken Field
		Troublesome Spirit
		Windscouter
		Withdraw

Played	Total	BLACK
		Agent of Shauku
		Avatar of Woe
		Bog Elemental
		Bog Glider
		Chilling Apparition
		Coffin Puppets
		Death Charmer
		Despoil
		Endbringer's Revel
		Fen Stalker
		Flay
		Greel's Caress
		Greel, Mind Raker
		Infernal Genesis
		Nakaya Shade
		Noxious Field
		Outbreak
		Pit Raptor
		Plague Fiend
		Plague Wind
		Rebel Informer
		Rhystic Syphon
		Rhystic Tutor
		Soul Strings
		Steal Strength
		Wall of Vipers
		Whipstitched Zombie

Played	Total	RED
		Avatar of Fury
		Barbed Field
		Branded Brawlers
		Brutal Suppression
		Citadel of Pain
		Devastate
		Fault Riders
		Fickle Efreet
		Flameshot
		Inflame
		Keldon Arsonist
		Keldon Berserker
		Keldon Firebombers
		Latulla's Orders
		Latulla, Keldon Overseer
		Lesser Gargadon
		Panic Attack
		Rhystic Lightning
		Ridgeline Rager
		Scoria Cat
		Search for Survivors
		Searing Wind
		Spur Grappler
		Task Mage Assembly
		Veteran Brawlers
		Whip Sergeant
		Zerapa Minotaur

Played	Total	GREEN
		Avatar of Might
		Calming Verse
		Darba
		Dual Nature
		Elephant Resurgence
		Forgotten Harvest
		Jolrael's Favor
		Jolrael, Empress of Beasts
		Living Terrain
		Marsh Boa
		Mungha Wurm
		Pygmy Razorback
		Rib Cage Spider
		Root Cage
		Silt Crawler
		Snag
		Spitting Spider
		Spore Frog
		Squirrel Wrangler
		Thresher Beast
		Thrive
		Verdant Field
		Vintara Elephant
		Vintara Snapper
		Vitalizing Wind
		Wild Might
		Wing Storm

Introduction

The **WCW Nitro** DCI Floor Rules work in conjunction with the DCI Universal Tournament Rules, DCI Penalty Guidelines, and **WCW Nitro** game rules. Players, spectators, and tournament officials must follow these documents while involved with DCI-sanctioned **WCW Nitro** tournaments. Individuals who violate sections of these documents will be subject to the appropriate provisions in the DCI Penalty Guidelines.

Note: Please see Appendix B of the DCI Universal Tournament Rules for definitions of terms in this document.

400.	**GENERAL WCW NITRO TOURNAMENT RULES**

401.	**Format and Rating Categories**

The DCI sanctions the following formats.

Constructed Formats:
• Standard Constructed

Ratings Categories:
• Constructed (includes Standard format)

402.	**Authorized Cards**

All **WCW Nitro** cards released by Wizards of the Coast, Inc. are legal for tournament play.

403.	**Card Interpretation**

All cards use their current English wording.

404.	**New Releases**

All **WCW Nitro** card sets produced by Wizards of the Coast are allowed in DCI-sanctioned tournaments the day of the official product release.

410.	**WCW NITRO TOURNAMENT MECHANICS**

411.	**Match Structure**

DCI-sanctioned tournaments follow the **WCW Nitro** game rules for matches. The first player who scores three or more points wins the match.

412.	**Match Time Limits**

The following time limit is recommended for each match of a tournament:
• Constructed tournaments—50 minutes

413.	**Who Plays First**

After players draw their initial hands (see section 414–Pre-Game Procedure), the player with the highest number of cards in his or her hand plays first.

414.	**Pre-Game Procedure**

The following steps must be performed, in order, before each game begins.

1. Each player puts his or her Wrestler card on the table, face up.
2. Players shuffle their decks (see Universal Tournament Rules, section 21).
3. Players present their decks to their opponents for additional shuffling and cutting.
4. If the opponent has shuffled the player's deck, that player may make one final cut.
5. Each player draws a number of cards equal to his or her Wrestler's Reputation.
6. The player with the highest number of cards in his or her hand plays first.

ODYSSEY™

DECK CHECKLIST

PLAYER REGISTERING DECK

Registrant's First Name   Registrant's Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name   User's Last Name

User's DCI Number

PLAYED	BASIC LAND
	Forest
	Island
	Mountain
	Plains
	Swamp

PLAYED	TOTAL	NON-BASIC LAND
		Abandoned Outpost
		Barbarian Ring
		Bog Wreckage
		Cabal Pit
		Centaur Garden
		Cephalid Coliseum
		Crystal Quarry
		Darkwater Catacombs
		Deserted Temple
		Mossfire Valley
		Nomad Stadium
		Petrified Field
		Ravaged Highlands
		Seafloor Debris
		Shadowblood Ridge
		Skycloud Expanse
		Sungrass Prairie
		Tarnished Citadel
		Timberland Ruins

PLAYED	TOTAL	ARTIFACT
		Catalyst Stone
		Charmed Pendant
		Darkwater Egg
		Junk Golem
		Limestone Golem
		Millikin
		Mirari
		Mossfire Egg
		Otarian Juggernaut
		Patchwork Gnomes
		Sandstone Deadfall
		Shadowblood Egg
		Skycloud Egg
		Steamclaw
		Sungrass Egg

PLAYED	TOTAL	GOLD
		Atogatog
		Decimate
		Iridescent Angel
		Lithatog
		Mystic Enforcer
		Phantatog
		Psychatog
		Sarcatog
		Shadowmage Infiltrator
		Thaumatog
		Vampiric Dragon

PLAYED	TOTAL	WHITE
		Aegis of Honor
		Ancestral Tribute
		Angelic Wall
		Animal Boneyard
		Auramancer
		Aven Archer
		Aven Cloudchaser
		Aven Flock
		Aven Shrine
		Balancing Act
		Beloved Chaplain
		Blessed Orator
		Cantivore
		Cease-Fire
		Confessor
		Dedicated Martyr
		Delaying Shield
		Devoted Caretaker
		Divine Sacrament
		Dogged Hunter
		Earnest Fellowship
		Embolden
		Gallantry
		Graceful Antelope
		Hallowed Healer
		Karmic Justice
		Kirtar's Desire
		Kirtar's Wrath
		Lieutenant Kirtar
		Life Burst
		Luminous Guardian
		Master Apothecary
		Mystic Crusader
		Mystic Penitent
		Mystic Visionary
		Mystic Zealot
		Nomad Decoy
		Patrol Hound
		Pianna, Nomad Captain
		Pilgrim of Justice
		Pilgrim of Virtue
		Ray of Distortion
		Resilient Wanderer
		Sacred Rites
		Second Thoughts
		Shelter
		Soulcatcher
		Sphere of Duty
		Sphere of Grace
		Sphere of Law
		Sphere of Reason
		Sphere of Truth
		Spiritualize
		Tattoo Ward
		Testament of Faith
		Tireless Tribe
		Wayward Angel

PLAYED	TOTAL	BLUE
		Aboshan, Cephalid Emperor
		Aboshan's Desire
		Æther Burst
		Amugaba
		Aura Graft
		Aven Fisher
		Aven Smokeweaver
		Aven Windreader
		Balshan Beguiler
		Balshan Griffin
		Bamboozle
		Battle of Wits
		Careful Study
		Cephalid Broker
		Cephalid Looter
		Cephalid Retainer
		Cephalid Scout
		Cephalid Shrine
		Chamber of Manipulation
		Cognivore
		Concentrate
		Cultural Exchange
		Deluge
		Dematerialize
		Divert
		Dreamwinder
		Escape Artist
		Extract
		Fervent Denial
		Immobilizing Ink
		Laquatus's Creativity
		Patron Wizard
		Pedantic Learning
		Peek
		Persuasion
		Phantom Whelp
		Predict
		Psionic Gift
		Pulsating Illusion
		Puppeteer
		Repel
		Rites of Refusal
		Scrivener
		Shifty Doppelganger
		Standstill
		Syncopate
		Think Tank
		Thought Devourer
		Thought Eater
		Thought Nibbler
		Time Stretch
		Touch of Invisibility
		Traumatize
		Treetop Sentinel
		Unifying Theory
		Upheaval
		Words of Wisdom

PLAYED	TOTAL	BLACK
		Afflict
		Bloodcurdler
		Braids, Cabal Minion
		Buried Alive
		Cabal Inquisitor
		Cabal Patriarch
		Cabal Shrine
		Caustic Tar
		Childhood Horror
		Coffin Purge
		Crypt Creeper
		Cursed Monstrosity
		Decaying Soil
		Decompose
		Diabolic Tutor
		Dirty Wererat
		Dusk Imp
		Entomb
		Execute
		Face of Fear
		Famished Ghoul
		Filthy Cur
		Fledgling Imp
		Frightcrawler
		Ghastly Demise
		Gravedigger
		Gravestorm
		Haunting Echoes
		Hint of Insanity
		Infected Vermin
		Innocent Blood
		Last Rites
		Malevolent Awakening
		Mind Burst
		Mindslicer
		Morbid Hunger
		Morgue Theft
		Mortivore
		Nefarious Lich
		Overeager Apprentice
		Painbringer
		Patriarch's Desire
		Repentant Vampire
		Rotting Giant
		Sadistic Hypnotist
		Screams of the Damned
		Skeletal Scrying
		Skull Fracture
		Stalking Bloodsucker
		Tainted Pact
		Tombfire
		Traveling Plague
		Whispering Shade
		Zombie Assassin
		Zombie Cannibal
		Zombie Infestation
		Zombify

PLAYED	TOTAL	RED
		Acceptable Losses
		Anarchist
		Ashen Firebeast
		Barbarian Lunatic
		Bash to Bits
		Battle Strain
		Blazing Salvo
		Bomb Squad
		Burning Sands
		Chainflinger
		Chance Encounter
		Demolish
		Demoralize
		Dwarven Grunt
		Dwarven Recruiter
		Dwarven Shrine
		Dwarven Strike Force
		Earth Rift
		Ember Beast
		Engulfing Flames
		Epicenter
		Firebolt
		Flame Burst
		Frenetic Ogre
		Halberdier
		Impulsive Maneuvers
		Kamahl, Pit Fighter
		Kamahl's Desire
		Lava Blister
		Liquid Fire
		Mad Dog
		Magma Vein
		Magnivore
		Mine Layer
		Minotaur Explorer
		Molten Influence
		Mudhole
		Need for Speed
		Obstinate Familiar
		Pardic Firecat
		Pardic Miner
		Pardic Swordsmith
		Price of Glory
		Reckless Charge
		Recoup
		Rites of Initiation
		Savage Firecat
		Scorching Missile
		Seize the Day
		Shower of Coals
		Spark Mage
		Steam Vines
		Thermal Blast
		Tremble
		Volcanic Spray
		Volley of Boulders
		Whipkeeper

PLAYED	TOTAL	GREEN
		Bearscape
		Beast Attack
		Call of the Herd
		Cartographer
		Chatter of the Squirrel
		Chlorophant
		Crashing Centaur
		Deep Reconnaissance
		Diligent Farmhand
		Druid Lyrist
		Druid's Call
		Elephant Ambush
		Gorilla Titan
		Ground Seal
		Holistic Wisdom
		Howling Gale
		Ivy Elemental
		Krosan Archer
		Krosan Avenger
		Krosan Beast
		Leaf Dancer
		Metamorphic Wurm
		Moment's Peace
		Muscle Burst
		Nantuko Disciple
		Nantuko Elder
		Nantuko Mentor
		Nantuko Shrine
		New Frontiers
		Nimble Mongoose
		Nut Collector
		Overrun
		Piper's Melody
		Primal Frenzy
		Rabid Elephant
		Refresh
		Rites of Spring
		Roar of the Wurm
		Seton, Krosan Protector
		Seton's Desire
		Simplify
		Skyshooter
		Spellbane Centaur
		Springing Tiger
		Squirrel Mob
		Squirrel Nest
		Still Life
		Stone-Tongue Basilisk
		Sylvan Might
		Terravore
		Twigwalker
		Verdant Succession
		Vivify
		Werebear
		Wild Mongrel
		Woodland Druid
		Zoologist

DECK CHECKLIST

TORMENT™

DCI™

PLAYER REGISTERING DECK

Registrant's First Name   Registrant's Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name   User's Last Name

User's DCI Number

BASIC LAND

PLAYED

DRAFTS ONLY

- Forest
- Island
- Mountain
- Plains
- Swamp

NON-BASIC LAND

PLAYED / TOTAL

- Cabal Coffers
- Tainted Field
- Tainted Isle
- Tainted Peak
- Tainted Wood

WHITE

PLAYED / TOTAL

- Angel of Retribution
- Aven Trooper
- Cleansing Meditation
- Equal Treatment
- Floating Shield
- Frantic Purification
- Hypochondria
- Major Teroh
- Militant Monk
- Morningtide
- Mystic Familiar
- Pay No Heed
- Possessed Nomad
- Reborn Hero
- Spirit Flare
- Stern Judge
- Strength of Isolation
- Teroh's Faithful
- Teroh's Vanguard
- Transcendence
- Vengeful Dreams

BLUE

PLAYED / TOTAL

- Alter Reality
- Ambassador Laquatus
- Aquamoeba
- Balshan Collaborator
- Breakthrough
- Cephalid Aristocrat
- Cephalid Illusionist
- Cephalid Sage
- Cephalid Snitch
- Cephalid Vandal
- Churning Eddy
- Circular Logic
- Compulsion
- Coral Net
- Deep Analysis
- False Memories
- Ghostly Wings
- Hydromorph Guardian
- Hydromorph Gull
- Liquify
- Llawan, Cephalid Empress
- Obsessive Search
- Plagiarize
- Possessed Aven
- Retraced Image
- Skywing Aven
- Stupefying Touch
- Turbulent Dreams

BLACK

PLAYED / TOTAL

- Boneshard Slasher
- Cabal Ritual
- Cabal Surgeon
- Cabal Torturer
- Carrion Rats
- Carrion Wurm
- Chainer, Dementia Master
- Chainer's Edict
- Crippling Fatigue
- Dawn of the Dead
- Faceless Butcher
- Gloomdrifter
- Gravegouger
- Grotesque Hybrid
- Hypnox
- Ichorid
- Insidious Dreams
- Laquatus's Champion
- Last Laugh
- Mesmeric Fiend
- Mind Sludge
- Mortal Combat
- Mortiphobia
- Mutilate
- Nantuko Shade
- Organ Grinder
- Psychotic Haze
- Putrid Imp
- Rancid Earth
- Restless Dreams
- Sengir Vampire
- Shade's Form
- Shambling Swarm
- Sickening Dreams
- Slithery Stalker
- Soul Scourge
- Strength of Lunacy
- Unhinge
- Waste Away
- Zombie Trailblazer

RED

PLAYED / TOTAL

- Accelerate
- Balthor the Stout
- Barbarian Outcast
- Crackling Club
- Crazed Firecat
- Devastating Dreams
- Enslaved Dwarf
- Fiery Temper
- Flaming Gambit
- Flash of Defiance
- Grim Lavamancer
- Hell-Bent Raider
- Kamahl's Sledge
- Longhorn Firebeast
- Overmaster
- Pardic Arsonist
- Pardic Collaborator
- Pardic Lancer
- Petradon
- Petravark
- Pitchstone Wall
- Possessed Barbarian
- Pyromania
- Radiate
- Skullscorch
- Sonic Seizure
- Temporary Insanity
- Violent Eruption

GREEN

PLAYED / TOTAL

- Acorn Harvest
- Anurid Scavenger
- Arrogant Wurm
- Basking Rootwalla
- Centaur Chieftain
- Centaur Veteran
- Dwell on the Past
- Far Wanderings
- Gurzigost
- Insist
- Invigorating Falls
- Krosan Constrictor
- Krosan Restorer
- Nantuko Blightcutter
- Nantuko Calmer
- Nantuko Cultivator
- Narcissism
- Nostalgic Dreams
- Parallel Evolution
- Possessed Centaur
- Seton's Scout

User's First Initial of Last Name

INVASION DECK CHECKLIST

PLAYER REGISTERING DECK

Registrant's First Name, Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name, Last Name

User's DCI Number

Played	Total	GOLD
		Absorb
		Æther Rift
		Angelic Shield
		Armadillo Cloak
		Armored Guardian
		Artifact Mutation
		Aura Mutation
		Aura Shards
		Backlash
		Barrin's Spite
		Blazing Specter
		Captain Sisay
		Cauldron Dance
		Charging Troll
		Cinder Shade
		Coalition Victory
		Crosis, the Purger
		Darigaaz, the Igniter
		Dromar, the Banisher
		Dueling Grounds
		Fires of Yavimaya
		Frenzied Tilling
		Galina's Knight
		Hanna, Ship's Navigator
		Heroes' Reunion
		Horned Cheetah
		Hunting Kavu
		Kangee, Aerie Keeper
		Llanowar Knight
		Lobotomy
		Meteor Storm
		Noble Panther
		Ordered Migration

Played	Total	GOLD
		Overabundance
		Plague Spores
		Pyre Zombie
		Raging Kavu
		Reckless Assault
		Recoil
		Reviving Vapors
		Riptide Crab
		Rith, the Awakener
		Sabertooth Nishoba
		Samite Archer
		Seer's Vision
		Shivan Zombie
		Simoon
		Sleeper's Robe
		Slinking Serpent
		Smoldering Tar
		Spinal Embrace
		Stalking Assassin
		Sterling Grove
		Teferi's Moat
		Treva, the Renewer
		Tsabo Tavoc
		Undermine
		Urborg Drake
		Vicious Kavu
		Vile Consumption
		Vodalian Zombie
		Void
		Voracious Cobra
		Wings of Hope
		Yavimaya Barbarian
		Yavimaya Kavu

Played	Total	WHITE
		Alabaster Leech
		Angel of Mercy
		Ardent Soldier
		Atalya, Samite Master
		Benalish Emissary
		Benalish Heralds
		Benalish Lancer
		Benalish Trapper
		Blinding Light
		Capashen Unicorn
		Crimson Acolyte
		Crusading Knight
		Death or Glory
		Dismantling Blow
		Divine Presence
		Fight or Flight
		Glimmering Angel
		Global Ruin
		Harsh Judgment
		Holy Day
		Liberate
		Obsidian Acolyte
		Orim's Touch
		Pledge of Loyalty
		Prison Barricade
		Protective Sphere
		Pure Reflection
		Rampant Elephant
		Razorfoot Griffin
		Restrain
		Reviving Dose
		Rewards of Diversity
		Reya Dawnbringer
		Rout
		Ruham Djinn
		Samite Ministration
		Shackles
		Spirit of Resistance
		Spirit Weaver
		Strength of Unity
		Sunscape Apprentice
		Sunscape Master
		Teferi's Care
		Wayfaring Giant
		Winnow

Played	Total	BLUE
		Barrin's Unmaking
		Blind Seer
		Breaking Wave
		Collective Restraint
		Crystal Spray
		Disrupt
		Distorting Wake
		Dream Thrush
		Empress Galina
		Essence Leak
		Exclude
		Fact or Fiction
		Faerie Squadron
		Mana Maze
		Manipulate Fate
		Metathran Aerostat
		Metathran Transport
		Metathran Zombie
		Opt
		Phantasmal Terrain
		Probe
		Prohibit
		Psychic Battle
		Rainbow Crow
		Repulse
		Sapphire Leech
		Shimmering Wings
		Shoreline Raider
		Sky Weaver
		Stormscape Apprentice
		Stormscape Master
		Sway of Illusion
		Teferi's Response
		Temporal Distortion
		Tidal Visionary
		Tolarian Emissary
		Tower Drake
		Traveler's Cloak
		Vodalian Hypnotist
		Vodalian Merchant
		Vodalian Serpent
		Wash Out
		Well-Laid Plans
		Worldly Counsel
		Zanam Djinn

Played	Total	BLACK
		Addle
		Agonizing Demise
		Andradite Leech
		Annihilate
		Bog Initiate
		Cremate
		Crypt Angel
		Cursed Flesh
		Defiling Tears
		Desperate Research
		Devouring Strossus
		Do or Die
		Dredge
		Duskwalker
		Exotic Curse
		Firescreamer
		Goham Djinn
		Hate Weaver
		Hypnotic Cloud
		Marauding Knight
		Mourning
		Nightscape Apprentice
		Nightscape Master
		Phyrexian Battleflies
		Phyrexian Delver
		Phyrexian Infiltrator
		Phyrexian Reaper
		Phyrexian Slayer
		Plague Spitter
		Ravenous Rats
		Reckless Spite
		Recover
		Scavenged Weaponry
		Soul Burn
		Spreading Plague
		Tainted Well
		Trench Wurm
		Tsabo's Assassin
		Tsabo's Decree
		Twilight's Call
		Urborg Emissary
		Urborg Phantom
		Urborg Shambler
		Urborg Skeleton
		Yawgmoth's Agenda

Played	Total	RED
		Ancient Kavu
		Bend or Break
		Breath of Darigaaz
		Callous Giant
		Chaotic Strike
		Collapsing Borders
		Crown of Flames
		Firebrand Ranger
		Ghitu Fire
		Goblin Spy
		Halam Djinn
		Hooded Kavu
		Kavu Aggressor
		Kavu Monarch
		Kavu Runner
		Kavu Scout
		Lightning Dart
		Loafing Giant
		Mages' Contest
		Maniacal Rage
		Obliterate
		Overload
		Pouncing Kavu
		Rage Weaver
		Rogue Kavu
		Ruby Leech
		Savage Offensive
		Scarred Puma
		Scorching Lava
		Searing Rays
		Shivan Emissary
		Shivan Harvest
		Skittish Kavu
		Skizzik
		Slimy Kavu
		Stand or Fall
		Stun
		Tectonic Instability
		Thunderscape Apprentice
		Thunderscape Master
		Tribal Flames
		Turf Wound
		Urza's Rage
		Viashino Grappler
		Zap

Played	Total	GREEN
		Aggressive Urge
		Bind
		Blurred Mongoose
		Canopy Surge
		Elfhame Sanctuary
		Elvish Champion
		Explosive Growth
		Fertile Ground
		Harrow
		Jade Leech
		Kavu Chameleon
		Kavu Climber
		Kavu Lair
		Kavu Titan
		Llanowar Cavalry
		Llanowar Elite
		Llanowar Vanguard
		Might Weaver
		Molimo, Maro-Sorcerer
		Nomadic Elf
		Pincer Spider
		Pulse of Llanowar
		Quirion Elves
		Quirion Sentinel
		Quirion Trailblazer
		Restock
		Rooting Kavu
		Saproling Infestation
		Saproling Symbiosis
		Scouting Trek
		Serpentine Kavu
		Sulam Djinn
		Tangle
		Thicket Elemental
		Thornscape Apprentice
		Thornscape Master
		Tranquility
		Treefolk Healer
		Utopia Tree
		Verdeloth the Ancient
		Verduran Emissary
		Vigorous Charge
		Wallop
		Wandering Stream
		Whip Silk

Played	In	Out	Total	BASIC LANDS
				Forest
				Island
				Mountain
				Plains
				Swamp

Played	Total	NONBASIC LANDS
		Ancient Spring
		Archaeological Dig
		Coastal Tower
		Elfhame Palace
		Geothermal Crevice
		Irrigation Ditch

Played	Total	NONBASIC LANDS
		Keldon Necropolis
		Salt Marsh
		Shivan Oasis
		Sulfur Vent
		Tinder Farm
		Urborg Volcano

Played	Total	SPLIT CARDS
		Assault/Battery
		Pain/Suffering
		Spite/Malice
		Stand/Deliver
		Wax/Wane

Played	Total	ARTIFACTS
		Alloy Golem
		Bloodstone Cameo
		Chromatic Sphere
		Crosis's Attendant
		Darigaaz's Attendant
		Drake-Skull Cameo
		Dromar's Attendant

Played	Total	ARTIFACTS
		Juntu Stakes
		Lotus Guardian
		Phyrexian Altar
		Phyrexian Lens
		Planar Portal
		Power Armor
		Rith's Attendant

Played	Total	ARTIFACTS
		Seashell Cameo
		Sparring Golem
		Tek
		Tigereye Cameo
		Treva's Attendant
		Troll-Horn Cameo
		Tsabo's Web
		Urza's Filter

DCI™

PLAYER REGISTERING DECK

Registrant's First Name, Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name, Last Name

User's DCI Number

PLANESHIFT™

DECK CHECKLIST

BASIC LANDS PLAYED (DRAFTS ONLY)

| ☐ FOREST | ☐ ISLAND | ☐ MOUNTAIN | ☐ PLAINS | ☐ SWAMP |

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Played | Total — LAND
- Crosis's Catacombs
- Darigaaz's Caldera
- Dromar's Cavern
- Forsaken City
- Meteor Crater
- Rith's Grove
- Terminal Moraine
- Treva's Ruins

Played | Total — ARTIFACT
- Draco
- Mana Cylix
- Skyship Weatherlight
- Star Compass
- Stratadon

Played | Total — BLACK
- Bog Down
- Dark Suspicions
- Death Bomb
- Diabolic Intent
- Exotic Disease
- Lord of the Undead
- Maggot Carrier
- Morgue Toad
- Nightscape Battlemage
- Nightscape Familiar
- Noxious Vapors
- Phyrexian Bloodstock
- Phyrexian Scuta
- Planeswalker's Scorn
- Shriek of Dread
- Sinister Strength
- Slay
- Volcano Imp
- Warped Devotion

Played | Total — WHITE
- Aura Blast
- Aurora Griffin
- Disciple of Kangee
- Dominaria's Judgment
- Guard Dogs
- Heroic Defiance
- Hobble
- Honorable Scout
- Lashknife Barrier
- March of Souls
- Orim's Chant
- Planeswalker's Mirth
- Pollen Remedy
- Samite Elder
- Samite Pilgrim
- Sunscape Battlemage
- Sunscape Familiar
- Surprise Deployment
- Voice of All

Played | Total — RED
- Caldera Kavu
- Deadapult
- Flametongue Kavu
- Goblin Game
- Implode
- Insolence
- Kavu Recluse
- Keldon Mantle
- Magma Burst
- Mire Kavu
- Mogg Jailer
- Mogg Sentry
- Planeswalker's Fury
- Singe
- Slingshot Goblin
- Strafe
- Tahngarth, Talruum Hero
- Thunderscape Battlemage
- Thunderscape Familiar

Played | Total — BLUE
- Allied Strategies
- Arctic Merfolk
- Confound
- Dralnu's Pet
- Ertai's Trickery
- Escape Routes
- Gainsay
- Hunting Drake
- Planar Overlay
- Planeswalker's Mischief
- Rushing River
- Sea Snidd
- Shifting Sky
- Sisay's Ingenuity
- Sleeping Potion
- Stormscape Battlemage
- Stormscape Familiar
- Sunken Hope
- Waterspout Elemental

Played | Total — GREEN
- Alpha Kavu
- Amphibious Kavu
- Falling Timber
- Gaea's Herald
- Gaea's Might
- Magnigoth Treefolk
- Mirrorwood Treefolk
- Multani's Harmony
- Nemata, Grove Guardian
- Planeswalker's Favor
- Primal Growth
- Pygmy Kavu
- Quirion Dryad
- Quirion Explorer
- Root Greevil
- Skyshroud Blessing
- Stone Kavu
- Thornscape Battlemage
- Thornscape Familiar

Played | Total — GOLD
- Ancient Spider
- Cavern Harpy
- Cloud Cover
- Crosis's Charm
- Darigaaz's Charm
- Daring Leap
- Destructive Flow
- Doomsday Specter
- Dralnu's Crusade
- Dromar's Charm
- Eladamri's Call
- Ertai, the Corrupted
- Fleetfoot Panther
- Gerrard's Command
- Horned Kavu
- Hull Breach
- Keldon Twilight
- Lava Zombie
- Malicious Advice
- Marsh Crocodile
- Meddling Mage
- Natural Emergence
- Phyrexian Tyranny
- Questing Phelddagrif
- Radiant Kavu
- Razing Snidd
- Rith's Charm
- Sawtooth Loon
- Shivan Wurm
- Silver Drake
- Sparkcaster
- Steel Leaf Paladin
- Terminate
- Treva's Charm
- Urza's Guilt

PLAYER REGISTERING DECK

Registrant's First Name, Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name, Last Name

User's DCI Number

DCI ™

APOCALYPSE ™

DECK CHECKLIST

Played | Total | LAND
- Battlefield Forge
- Caves of Koilos
- Llanowar Wastes
- Shivan Reef
- Yavimaya Coast

Played | Total | ARTIFACT
- Brass Herald
- Dodecapod
- Dragon Arch
- Emblazoned Golem
- Legacy Weapon
- Mask of Intolerance

Played | Total | SPLIT CARDS
- Fire/Ice
- Illusion/Reality
- Life/Death
- Night/Day
- Order/Chaos

Played | Total | BLACK
- Dead Ringers
- Desolation Angel
- Foul Presence
- Grave Defiler
- Last Caress
- Mind Extraction
- Mournful Zombie
- Necra Disciple
- Necra Sanctuary
- Necravolver
- Phyrexian Arena
- Phyrexian Gargantua
- Phyrexian Rager
- Planar Despair
- Quagmire Druid
- Suppress
- Urborg Uprising
- Zombie Boa

Played | Total | WHITE
- Angelfire Crusader
- Coalition Flag
- Coalition Honor Guard
- Dega Disciple
- Dega Sanctuary
- Degavolver
- Diversionary Tactics
- Divine Light
- Enlistment Officer
- False Dawn
- Gerrard Capashen
- Haunted Angel
- Helionaut
- Manacles of Decay
- Orim's Thunder
- Shield of Duty and Reason
- Spectral Lynx
- Standard Bearer

Played | Total | RED
- Bloodfire Colossus
- Bloodfire Dwarf
- Bloodfire Infusion
- Bloodfire Kavu
- Desolation Giant
- Dwarven Landslide
- Dwarven Patrol
- Goblin Ringleader
- Illuminate
- Kavu Glider
- Minotaur Tactician
- Raka Disciple
- Raka Sanctuary
- Rakavolver
- Smash
- Tahngarth's Glare
- Tundra Kavu
- Wild Research

Played | Total | BLUE
- Ceta Disciple
- Ceta Sanctuary
- Cetavolver
- Coastal Drake
- Evasive Action
- Ice Cave
- Index
- Jaded Response
- Jilt
- Living Airship
- Reef Shaman
- Shimmering Mirage
- Tidal Courier
- Unnatural Selection
- Vodalian Mystic
- Whirlpool Drake
- Whirlpool Rider
- Whirlpool Warrior

Played | Total | GREEN
- Ana Disciple
- Ana Sanctuary
- Anavolver
- Bog Gnarr
- Gaea's Balance
- Glade Gnarr
- Kavu Howler
- Kavu Mauler
- Lay of the Land
- Penumbra Bobcat
- Penumbra Kavu
- Penumbra Wurm
- Savage Gorilla
- Strength of Night
- Sylvan Messenger
- Symbiotic Deployment
- Tranquil Path
- Urborg Elf

Played | Total | GOLD
- Æther Mutation
- Captain's Maneuver
- Consume Strength
- Cromat
- Death Grasp
- Death Mutation
- Ebony Treefolk
- Fervent Charge
- Flowstone Charger
- Fungal Shambler
- Gaea's Skyfolk
- Gerrard's Verdict
- Goblin Legionnaire
- Goblin Trenches
- Guided Passage
- Jungle Barrier
- Last Stand
- Lightning Angel
- Llanowar Dead
- Martyrs' Tomb
- Minotaur Illusionist
- Mystic Snake
- Overgrown Estate
- Pernicious Deed
- Powerstone Minefield
- Prophetic Bolt
- Putrid Warrior
- Quicksilver Dagger
- Razorfin Hunter
- Soul Link
- Spiritmonger
- Squee's Embrace
- Squee's Revenge
- Suffocating Blast
- Temporal Spring
- Vindicate
- Yavimaya's Embrace

User's First Initial
of Last Name

MAGIC: THE GATHERING®
SEVENTH EDITION™
DECK CHECKLIST

PLAYER REGISTERING DECK

Registrant's First Name, Last Name

Registrant's DCI Number

PLAYER USING DECK

User's First Name, Last Name

User's DCI Number

ADDED USED TOTAL — BASIC LANDS
- Forest
- Island
- Mountain
- Plains
- Swamp

USED TOTAL — NONBASIC LANDS
- Adarkar Wastes
- Brushland
- City of Brass
- Karplusan Forest
- Sulfurous Springs
- Underground River

USED TOTAL — ARTIFACTS
- Aladdin's Ring
- Beast of Burden
- Caltrops
- Charcoal Diamond
- Coat of Arms
- Crystal Rod
- Dingus Egg
- Disrupting Scepter
- Ensnaring Bridge
- Feroz's Ban
- Fire Diamond
- Flying Carpet
- Grafted Skullcap
- Grapeshot Catapult
- Howling Mine
- Iron Star
- Ivory Cup
- Jalum Tome
- Jandor's Saddlebags
- Jayemdae Tome
- Marble Diamond
- Meekstone
- Millstone
- Moss Diamond
- Patagia Golem
- Phyrexian Colossus
- Phyrexian Hulk
- Pit Trap
- Rod of Ruin
- Sisay's Ring
- Sky Diamond
- Soul Net
- Spellbook
- Static Orb
- Storm Cauldron
- Teferi's Puzzle Box
- Throne of Bone
- Wall of Spears
- Wooden Sphere

USED TOTAL — WHITE
- Angelic Page
- Ardent Militia
- Blessed Reversal
- Breath of Life
- Castle
- Circle of Protection: Black
- Circle of Protection: Blue
- Circle of Protection: Green
- Circle of Protection: Red
- Circle of Protection: White
- Cloudchaser Eagle
- Crossbow Infantry
- Disenchant
- Eager Cadet
- Elite Archers
- Gerrard's Wisdom
- Glorious Anthem
- Healing Salve
- Heavy Ballista
- Holy Strength
- Honor Guard
- Intrepid Hero
- Kjeldoran Royal Guard
- Knight Errant
- Knighthood
- Longbow Archer
- Master Healer
- Northern Paladin
- Pacifism
- Pariah
- Purify
- Razorfoot Griffin
- Reprisal
- Reverse Damage
- Rolling Stones
- Sacred Ground
- Sacred Nectar
- Samite Healer
- Sanctimony
- Seasoned Marshal
- Serra Advocate
- Serra Angel
- Serra's Embrace
- Shield Wall
- Skyshroud Falcon
- Southern Paladin
- Spirit Link
- Standing Troops
- Starlight
- Staunch Defenders
- Sunweb
- Sustainer of the Realm
- Venerable Monk
- Vengeance
- Wall of Swords
- Worship
- Wrath of God

USED TOTAL — BLUE
- Air Elemental
- Ancestral Memories
- Arcane Laboratory
- Archivist
- Baleful Stare
- Benthic Behemoth
- Boomerang
- Confiscate
- Coral Merfolk
- Counterspell
- Daring Apprentice
- Deflection
- Delusions of Mediocrity
- Equilibrium
- Evacuation
- Fighting Drake
- Fleeting Image
- Flight
- Force Spike
- Giant Octopus
- Glacial Wall
- Hibernation
- Horned Turtle
- Inspiration
- Levitation
- Lord of Atlantis
- Mahamoti Djinn
- Mana Breach
- Mana Short
- Mawcor
- Memory Lapse
- Merfolk Looter
- Merfolk of the Pearl Trident
- Opportunity
- Opposition
- Phantom Warrior
- Prodigal Sorcerer
- Remove Soul
- Sage Owl
- Sea Monster
- Sleight of Hand
- Steal Artifact
- Storm Crow
- Telepathic Spies
- Telepathy
- Temporal Adept
- Thieving Magpie
- Tolarian Winds
- Treasure Trove
- Twiddle
- Unsummon
- Vigilant Drake
- Vizzerdrix
- Wall of Air
- Wall of Wonder
- Wind Dancer
- Wind Drake

USED TOTAL — BLACK
- Abyssal Horror
- Abyssal Specter
- Agonizing Memories
- Befoul
- Bellowing Fiend
- Bereavement
- Blood Pet
- Bog Imp
- Bog Wraith
- Corrupt
- Crypt Rats
- Dakmor Lancer
- Dark Banishing
- Darkest Hour
- Dregs of Sorrow
- Drudge Skeletons
- Duress
- Eastern Paladin
- Engineered Plague
- Fallen Angel
- Fear
- Foul Imp
- Fugue
- Giant Cockroach
- Gravedigger
- Greed
- Hollow Dogs
- Howl from Beyond
- Infernal Contract
- Leshrac's Rite
- Looming Shade
- Megrim
- Mind Rot
- Nausea
- Necrologia
- Nightmare
- Nocturnal Raid
- Oppression
- Ostracize
- Persecute
- Plague Beetle
- Rag Man
- Raise Dead
- Razortooth Rats
- Reprocess
- Revenant
- Scathe Zombies
- Serpent Warrior
- Soul Feast
- Spineless Thug
- Strands of Night
- Stronghold Assassin
- Tainted Æther
- Unholy Strength
- Wall of Bone
- Western Paladin
- Yawgmoth's Edict

USED TOTAL — RED
- Æther Flash
- Balduvian Barbarians
- Bedlam
- Blaze
- Bloodshot Cyclops
- Boil
- Crimson Hellkite
- Disorder
- Earthquake
- Fervor
- Final Fortune
- Fire Elemental
- Ghitu Fire-Eater
- Goblin Chariot
- Goblin Digging Team
- Goblin Elite Infantry
- Goblin Gardener
- Goblin Glider
- Goblin King
- Goblin Matron
- Goblin Raider
- Goblin Spelunkers
- Goblin War Drums
- Granite Grip
- Hill Giant
- Impatience
- Inferno
- Lava Axe
- Lightning Blast
- Lightning Elemental
- Mana Clash
- Ogre Taskmaster
- Okk
- Orcish Artillery
- Orcish Oriflamme
- Pillage
- Pygmy Pyrosaur
- Pyroclasm
- Pyrotechnics
- Raging Goblin
- Reckless Embermage
- Reflexes
- Relentless Assault
- Sabretooth Tiger
- Seismic Assault
- Shatter
- Shivan Dragon
- Shock
- Spitting Earth
- Stone Rain
- Storm Shaman
- Sudden Impact
- Trained Orgg
- Tremor
- Volcanic Hammer
- Wall of Fire
- Wildfire

USED TOTAL — GREEN
- Anaconda
- Ancient Silverback
- Birds of Paradise
- Blanchwood Armor
- Bull Hippo
- Canopy Spider
- Compost
- Creeping Mold
- Early Harvest
- Elder Druid
- Elvish Archers
- Elvish Champion
- Elvish Lyrist
- Elvish Piper
- Familiar Ground
- Femeref Archers
- Fog
- Fyndhorn Elder
- Gang of Elk
- Giant Growth
- Giant Spider
- Gorilla Chieftain
- Grizzly Bears
- Hurricane
- Llanowar Elves
- Lone Wolf
- Lure
- Maro
- Might of Oaks
- Monstrous Growth
- Nature's Resurgence
- Nature's Revolt
- Pride of Lions
- Rampant Growth
- Reclaim
- Redwood Treefolk
- Regeneration
- Rowen
- Scavenger Folk
- Seeker of Skybreak
- Shanodin Dryads
- Spined Wurm
- Squall
- Stream of Life
- Thorn Elemental
- Thoughtleech
- Trained Armodon
- Tranquility
- Treefolk Seedlings
- Uktabi Wildcats
- Untamed Wilds
- Verduran Enchantress
- Vernal Bloom
- Wild Growth
- Wing Snare
- Wood Elves
- Yavimaya Enchantress

WARNING/DISQUALIFICATION REPORT FORM

This ENTIRE form must be filled out and returned with the Event Report Summary for the infraction to be entered into the warning database. If you feel the infraction needs further investigation and/or penalties, please contact the DCI Policy Administrator at dci@wizards.com as soon as possible. If you have entered warnings on DCI Reporter, please DO NOT send in a paper copy in addition to the electronic reporting.

CHECK ONE: ☐ **WARNING**   ☐ **DISQUALIFICATION**

Tournament Name: _____   **Event Date:** _____

Event Sanctioning Number: ☐☐ – ☐☐ – ☐☐☐☐☐☐

Player Name (First & Last): _____   **DCI#:** _____

Name of Judge Issuing Penalty: _____   **Level:** _____

INFRACTION CHECKLIST

Deck Problem

☐ Illegal deck
☐ Illegal decklist
☐ Illegal sideboard
☐ Illegal sideboard list
☐ Deck does not match decklist
☐ Misrecorded decklist (Limited)
☐ Received incorrectly recorded deck (Limited)

Procedural Error

☐ Playing wrong opponent
☐ Misrepresentation—*Please explain below in Notes section*
☐ Failure to sufficiently randomize deck
☐ Failure to unsideboard

Card Drawing

☐ Drawing extra cards—*Please explain below in Notes section*
☐ Looking at extra cards
☐ Improper draw at start of game (including mulligan)
☐ Failure to draw

Marked Cards/Sleeves

☐ Pattern
☐ No pattern

Slow Play

☐ During game
☐ Exceeding pregame time limit

☐ **Unsporting Conduct**—*Please explain below in Notes section*

☐ **Cheating**—*Please explain below in Notes section*

☐ **Other**—*Please explain below in Notes section*

NOTES: _____

_____

_____

If you need more space for your explanation, attach as many sheets of paper as necessary.

The information in this report is true to the best of my knowledge.

Head Judge's Signature _____   **Date** _____

TOURNAMENT ROSTER SHEET
FOR MLB™ SHOWDOWN™ EVENTS

DCI™

Manager Name:_____

DCI #:_____ Date:_____

Tournament Title:_____

TEAM NAME:_____

STARTING PITCHERS

DRAFTED STARTERS

Starter's Name	Pt. Value
_____	_____
_____	_____
_____	_____
_____	_____

PITCHING ROTATION

Rotation Spot	Starter's Name
1.	_____
2.	_____
3.	_____
4.	_____

BULLPEN

Reliever's/Closer's Name	Pt. Value
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Total Point Value for all Pitchers: [____]

Manager's First Initial of Last Name [____]

REGULARS

Field Position	Hitter's Name	Pt. Value
C	_____	_____
1B	_____	_____
2B	_____	_____
SS	_____	_____
3B	_____	_____
LF	_____	_____
CF	_____	_____
RF	_____	_____
9th Regular	_____	_____

BACKUP HITTERS/ADDITIONAL REGULARS

Hitter's Name	Pt. Value Level* *Circle One*	Pt. Value
_____	Full or 1/5	_____
_____	Full or 1/5	_____
_____	Full or 1/5	_____
_____	Full or 1/5	_____
_____	Full or 1/5	_____
_____	Full or 1/5	_____
_____	Full or 1/5	_____

*Point values for each hitter beyond the nine regulars may be set using one of the following two ways:

- **List players as backup hitters.** The point value for a backup hitter is calculated at one-fifth of the player's total point value. Backup hitters may be used as pinch hitters at any time, but they may only remain in the lineup after the third out if they enter the game after the 6th inning.

- **List players as additional regulars.** The point value for an additional regular is calculated at the player's full point value. Additional regulars may replace players in the starting lineup at any time, and stay in the game.

- **All backup players at Limited tournaments are calculated at full value.**

Total Point Value for all Hitters: [____]

TOTAL TEAM POINT VALUE: [____]

A team's total point value in a Constructed event must not exceed 5,000 points.

AUCTION DRAFT JUDGE SHEET
FOR SHOWDOWN™ EVENTS

DCI™

MANAGER/COACH 1 NAME:	MANAGER/COACH 2 NAME:	MANAGER/COACH 3 NAME:	MANAGER/COACH 4 NAME:

PLAYER NAME/POSITION	AUCTION VALUE *Starting Pts.:* **5,000**	PLAYER NAME/POSITION	AUCTION VALUE *Starting Pts.:* **5,000**	PLAYER NAME/POSITION	AUCTION VALUE *Starting Pts.:* **5,000**	PLAYER NAME/POSITION	AUCTION VALUE *Starting Pts.:* **5,000**
REVISED PT. BALANCE AFTER 1:		REVISED PT. BALANCE AFTER 1:		REVISED PT. BALANCE AFTER 1:		REVISED PT. BALANCE AFTER 1:	
REVISED PT. BALANCE AFTER 2:		REVISED PT. BALANCE AFTER 2:		REVISED PT. BALANCE AFTER 2:		REVISED PT. BALANCE AFTER 2:	
REVISED PT. BALANCE AFTER 3:		REVISED PT. BALANCE AFTER 3:		REVISED PT. BALANCE AFTER 3:		REVISED PT. BALANCE AFTER 3:	
REVISED PT. BALANCE AFTER 4:		REVISED PT. BALANCE AFTER 4:		REVISED PT. BALANCE AFTER 4:		REVISED PT. BALANCE AFTER 4:	
REVISED PT. BALANCE AFTER 5:		REVISED PT. BALANCE AFTER 5:		REVISED PT. BALANCE AFTER 5:		REVISED PT. BALANCE AFTER 5:	
REVISED PT. BALANCE AFTER 6:		REVISED PT. BALANCE AFTER 6:		REVISED PT. BALANCE AFTER 6:		REVISED PT. BALANCE AFTER 6:	
REVISED PT. BALANCE AFTER 7:		REVISED PT. BALANCE AFTER 7:		REVISED PT. BALANCE AFTER 7:		REVISED PT. BALANCE AFTER 7:	
REVISED PT. BALANCE AFTER 8:		REVISED PT. BALANCE AFTER 8:		REVISED PT. BALANCE AFTER 8:		REVISED PT. BALANCE AFTER 8:	
REVISED PT. BALANCE AFTER 9:		REVISED PT. BALANCE AFTER 9:		REVISED PT. BALANCE AFTER 9:		REVISED PT. BALANCE AFTER 9:	
REVISED PT. BALANCE AFTER 10:		REVISED PT. BALANCE AFTER 10:		REVISED PT. BALANCE AFTER 10:		REVISED PT. BALANCE AFTER 10:	
REVISED PT. BALANCE AFTER 11:		REVISED PT. BALANCE AFTER 11:		REVISED PT. BALANCE AFTER 11:		REVISED PT. BALANCE AFTER 11:	
REVISED PT. BALANCE AFTER 12:		REVISED PT. BALANCE AFTER 12:		REVISED PT. BALANCE AFTER 12:		REVISED PT. BALANCE AFTER 12:	
REVISED PT. BALANCE AFTER 13:		REVISED PT. BALANCE AFTER 13:		REVISED PT. BALANCE AFTER 13:		REVISED PT. BALANCE AFTER 13:	
REVISED PT. BALANCE AFTER 14:		REVISED PT. BALANCE AFTER 14:		REVISED PT. BALANCE AFTER 14:		REVISED PT. BALANCE AFTER 14:	
REVISED PT. BALANCE AFTER 15:		REVISED PT. BALANCE AFTER 15:		REVISED PT. BALANCE AFTER 15:		REVISED PT. BALANCE AFTER 15:	
REVISED PT. BALANCE AFTER 16:		REVISED PT. BALANCE AFTER 16:		REVISED PT. BALANCE AFTER 16:		REVISED PT. BALANCE AFTER 16:	
REVISED PT. BALANCE AFTER 17:		REVISED PT. BALANCE AFTER 17:		REVISED PT. BALANCE AFTER 17:		REVISED PT. BALANCE AFTER 17:	
REVISED PT. BALANCE AFTER 18:		REVISED PT. BALANCE AFTER 18:		REVISED PT. BALANCE AFTER 18:		REVISED PT. BALANCE AFTER 18:	
REVISED PT. BALANCE AFTER 19:		REVISED PT. BALANCE AFTER 19:		REVISED PT. BALANCE AFTER 19:		REVISED PT. BALANCE AFTER 19:	
REVISED PT. BALANCE AFTER 20:		REVISED PT. BALANCE AFTER 20:		REVISED PT. BALANCE AFTER 20:		REVISED PT. BALANCE AFTER 20:	

TOURNAMENT ROSTER SHEET

FOR NFL SHOWDOWN™ EVENTS

DCI™

Coach's Name: _____

DCI #:_____ Date:_____

Tournament Title:_____

TEAM NAME:_____

STARTERS

Position	Player's Name	Pt. Value
QB1	_____	_____
RB 1	_____	_____
RB 2	_____	_____
WR 1	_____	_____
WR 2	_____	_____
TE 1	_____	_____
TE 2	_____	_____
OL 1	_____	_____
OL 2	_____	_____
DL 1	_____	_____
DL 2	_____	_____
LB 1	_____	_____
LB 2	_____	_____
CB 1	_____	_____
CB 2	_____	_____
S 1	_____	_____
S 2	_____	_____

Total Point Value for all Starters: [____]

*Point values for each hitter beyond the 17 starters may be set in the following three ways:
- **List players as Additional Regulars.** The point value for an additional regular is calculated at the player's full point value. Additional regulars may replace players in the starting lineup at any time, and stay in the game.

- *List players on Special Teams.* The point value for special teams players is calculated at one-half of his total point value. Such players may only play during special-teams plays (such as kickoffs and punt returns), or as an injury substitution.

- **List players as Backups.** The point value for a backup is calculated at one-fifth of the player's total point value. Backups may only be used as injury substitutions.

Manager's First Initial of Last Name [____]

ADDITIONAL REGULARS

Position	Player's Name		Pt. Value
_____	_____	Full Value	_____
_____	_____	Full Value	_____
_____	_____	Full Value	_____
_____	_____	Full Value	_____

SPECIAL TEAMS

Position	Player's Name		Pt. Value
P	_____	Full Value	_____
K	_____	Full Value	_____
PR 1	_____	1/2 Value	_____
PR 2	_____	1/2 Value	_____
KR 1	_____	1/2 Value	_____
KR 2	_____	1/2 Value	_____

BACKUP PLAYERS

Position	Player's Name		Pt. Value
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____
_____	_____	1/5 Value	_____

Total Point Value for all Additional Regulars, Special Teamers and Backups: [____]

TOTAL TEAM POINT VALUE: [____]

A team's total point value in a Constructed event must not exceed 5,000 points.