

## Magic: The Gathering Constructed Grand Prix Day 1 Guide.

Welcome to the Magic: the Gathering Grand Prix!

We want your experience at one of Magic's biggest events to be a great one, so here are some tips and information to help you through Day 1.

Day 1 will be between 8 and 10 rounds, depending on how many players there are. You can play in all of the rounds, regardless of your record.

There won't be a lunch break, so consider eating when you finish a round early.

At the end of Day 1, all players with the required record can play Day 2.

### Decks:

- Your deck must contain at least 60 cards, and the sideboard must have 0 or 15 cards.
- Some formats contain banned cards. If you are not sure which cards (if any) are banned, ask a judge for help.
- You must begin each round with the deck exactly matching the deck list.

### Deck lists:

You are required to register your deck on a deck registration sheet. This is used by the judges to ensure everyone plays with the deck they started the tournament with.

- Please write legibly, filling in all the information asked for.
- Use the full name for each card, in English.
- Verify that the list matches your deck exactly.
- Have the deck list ready for the Players' Meeting, where it will be collected.

### Sleeves:

- Reflective and/or holographic sleeves are not allowed
- Sleeves with images on the back must have a single, solid colored edge.
- With new sleeves, shuffle both the sleeves and the cards before inserting them.
- It is your responsibility to ensure your cards or sleeves are unmarked.

### Shuffling:

Shuffling is an essential part of the game to ensure that no card's position is known.

- Whenever a deck has to be shuffled, the owner does so first. The opponent must shuffle it afterwards.
- It is best to use more than one method of shuffling (pile, riffle, overhand etc.).
- While pile shuffling is useful to count the number of cards in a deck, it is inefficient and not really random, so avoid using it more than once.
- Make sure you don't look at the card faces while you shuffle.

### At the start of each round:

Pairings are posted on boards according to the first letter of each player's last name. Each board has a different range of letters, so be sure to find which board corresponds to your name. Here you will find both the table number you must play at, and the name of your opponent.

- Be prepared for the pairings to be published. You must be seated at the correct table before the round begins.
- Don't start playing until there is an announcement saying you may begin.
- When the match slip arrives, check that it shows both you and your opponent.

### At the end of each match / round:

Each round is 50 minutes long, and there will be one or more large clocks in the room displaying the time left in the round. When 50 minutes have elapsed, time will be called. If you are still playing your match at this point, the game proceeds as follows:

- Finish the current turn.
- Play 5 additional turns to see if anyone wins.
- If at the end of the 5<sup>th</sup> turn there is no winner, the game ends in a draw.

Once the match is over, you must ensure that the following happens to the match slip:

- Fill in the correct number of games won and drawn by each player.
- If either or both players wish to drop from the event, mark the appropriate location.
- Both players sign it.
- The winner takes it to the main stage and deposits it in the marked box or tray.
- The winner is the player who won the most games overall.
- Bribing an opponent or determining a winner randomly (e.g. a die roll) is strictly forbidden.

### When to call a judge:

Judges are here to help you make the most of your day. To call for a judge, raise your hand clearly above your head, and loudly call out 'JUDGE!'. Keep your hand raised until one arrives at your table. Call for a judge when:

- You or your opponent makes or has made a mistake.
- You have a question regarding a particular card or interaction.
- You wish to know the full and most up-to-date text of a card which you can identify.
- You wish to get up from your match for any reason.
- If you are unhappy with a judge's ruling, you have the right to appeal to the Head Judge, who has the power to overturn rulings. The Head Judge's ruling is final.

### Additional Information:

Don't forget – at this level you are expected to have a reasonable understanding of the rules of the game and how to play. For more information please visit the following links:

- Rules: <http://www.wizards.com/Magic/TCG/Resources.aspx?x=magic/rules>
- Be a judge: <http://www.wizards.com/Magic/Magazine/Article.aspx?x=judge/welcome>

