

## Magic: The Gathering Limited 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.*

*The format is Sealed Deck and we use a deck swap system to prevent cheating. This means is that the cards you open are not the ones you will use to build your deck.*

*You will be given time to register the cards you open and then judges will call out instructions on how to swap the card pools.*

*After this process finishes, the cards you have are yours to build and play with.*

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

*If you qualify for Day 2 and have any questions about it, ask your nearest judge.*

### Registering the card pool:

- The entire process from the moment you sit down until the time ends for deck construction is to be completed in silence. If you need to call a judge, raise your hand.
- Please write legibly, filling in all the information asked for in the 'PLAYER REGISTERING DECK' area.
- Organize the cards by set, then color and then alphabetically. This speed up registering.
- Write down the quantity of each card in the sheet in the column marked 'Total'.
- Always write plain numbers, such as 1, 2, 3 etc. Don't use dashes like |, ||, ||| etc.
- Tokens and non-foil basic lands are yours to keep.
- Be sure to put any foil basic lands from the pool in the 'Total' column.
- If you make a mistake or the boosters are unusual then call a judge immediately.

### Swapping the decks:

- Pay attention to the judges' instructions regarding swapping the deck pools.
- Always pass the face down cards and the deck registration sheet in the direction stated.
- Never look at the cards or the deck list contents as you pass it.

### Building and registering your deck:

- Fill in the 'PLAYER USING DECK' part. Then when allowed to do so, check that the cards you received match exactly what is registered. If they don't, call for a judge.
- The deck you build must have 40 cards or more. All unused cards are your sideboard.
- You register the cards you will play in the 'Used' columns, including basic lands.
- You can ask for more basic lands at any time.

### 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.

### 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.

### 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>