Continuous Effects Layers (CR 612)

(1) Copy
(2) Control-Changing
(3) Text-Changing
(4) Type-Changing
(5) Color-Changing
(6) Ability-adding and ability-removing

(7a) P/T-Changing CDAs
(7b) P/T-Changing to specific number
(7c) P/T-Changing modifying P/T
(7d) P/T-Changing from counters
(7e) P/T-Switching effects

Casting Spells/Activating Abilities (CR 601.2)

(1) Announce, put on stack.
(2) Choose mode, announce value of variable costs, intent to play alternate, additional & special costs, and how hybrid will be paid.
(3) Choose targets and effect per target.
(4) Determine costs. Play mana abilities.
(5) Pay costs.

Resolving Spells/Activated Abilities (CR 607)

- Determine target legality (Countered if no legal targets left.)
- Follow instructions in order written.
- Do as much as you can.
- Use LKI as necessary.
- Determine choices not made on announcement.
- If actions require choices from multiple players, make those choices in APNAP order, then resolve those actions simultaneously.
- Put into play/graveyard as appropriate.

Copiable Characteristics (CR 706.2)

Name
Mana Cost
Color
Card Type
Supertype
Subtype
Expansion Symbol
Rules Text
Power/Toughness
Loyalty

(Copiable values are printed values, modified by other copy effects, "as … enters the battlefield" and "as … is turned face up" abilities that set characteristics. Other effects, status, and counters are not copied.)

Free Information (MTR 4.1)

- Details of game actions & past game actions that still affect the game state.
- Name of any object in a public zone.
- Physical status & current zone of any object.
- Life totals & game score of match.

Derived Information (MTR 4.1)

- The number of objects present in any game zone.
- All objects in public zones and any of their characteristics that are not defined as free information.
- Rules, Policy, Oracle and any other official information pertaining to the current event. Cards are considered to have their Oracle text printed on them.

Private Information (MTR 4.1)

- Any information that is not free or derived is automatically private information.

At REL regular derived information is considered free information.

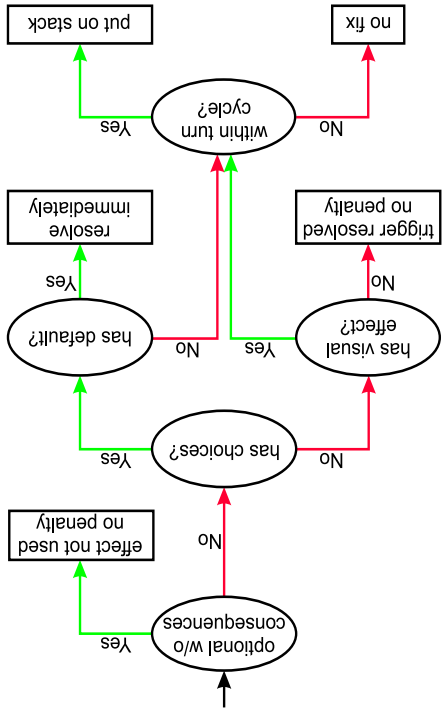
Reviews/Feedback

- Provide face-to-face feedback at end of tournament (or via eMail if necessary)
- Provide positive feedback. If you can't, you've done something wrong
- Provide information on areas of improvement, suggest how to improve
- Provide constructive feedback!
- Use the feedback you give and are given to evaluate your work

Areas for Feedback

Completes Assigned Tasks
Shows Initiative
Hard Working
Professional Appearance
Reliability & Punctuality
Professionalism
Leadership
Teamwork
Educates Fellow Judges
Policy & PG
Magic Rules Knowledge
Explains Rulings Clearly
Diplomacy with Players

Missed Triggers (IPG 3.3)



Head Judge Announcement

- Welcome
- Names of Judges
- Check Decklists
- Start to collect decklists or distribute product
- # of Players _____
- # of Rounds _____
- REL (Regular / Competitive / Professional)
- K-Value (8 / 16 / 24 / 32)
- Time for each round (50 min / 60 min)
- Time until Tardiness Penalty (0 min / 3 min)
- Information about Food, Restrooms etc.
- _____
- _____
- _____
- _____
- Shuffle thoroughly!
- Play fast!
- Communicate!
- If you have a question/problem: Call a judge Raise your hand, leave it up, call "Judge"
- Have Fun!!!

P	Rnds
8	3
16	4
32	5
64	6
128	7
226	8
409	9

DCI PENALTY GUIDELINES — JULY 1ST, 2010

	INFRACTION	PENALTY
GPE*	MISSED TRIGGER / LOOKING AT EXTRA CARDS / IMPROPER DRAWING AT START OF GAME / GAME RULE VIOLATION / FMTGS	WARNING
	FAILURE TO REVEAL DRAWING EXTRA CARDS	GAME LOSS
TOURNAMENT ERROR	TARDINESS DECK/DECKLIST PROBLEMS	GAME LOSS
	OUTSIDE ASSISTANCE	MATCH LOSS
	SLOW PLAY / INSUFFICIENT SHUFFLING / FAILURE TO FOLLOW OFFICIAL ANNOUNCEMENTS / DRAFT PROCEDURE VIOLATION / PLAYER COMMUNICATION VIOLATION / MARKED CARDS	WARNING
	MINOR	WARNING
USC	MAJOR	GAME LOSS
	IMPROPERLY DETERMINING A WINNER / BRIBERY / AGGRESSIVE BEHAVIOUR / THEFT OF TOURNAMENT MATERIALS	DISQUALIFICATION
CHEATING	STALLING / FRAUD / HIDDEN INFORMATION VIOLATION / MANIPULATION OF GAME MATERIALS	DISQUALIFICATION

Upgrade C - W - GL - ML - DQ /* C - W - W - GL - ML - DQ
Judge (F,L) - Player (L,F) - Infraction - Penalty - Comment