

Mock Tournament Ground Rules

Hello everyone! The Mock Tournament is just a few days away so I wanted to get a few ground rules out of the way and clarify a few of the mechanical aspects of the event.

We will be playing four rounds of modern, starting at 1pm, everyone is expected to be there at noon for the pre-event meeting.

As a reminder the event costs \$5 for certified judges (if you are getting conference foils you are paying \$5) and is free for players. The cost is to cover the packs and other goodies that Tobi put in as prizes.

Wait there are prizes?

Yes there are prizes. They are going to be sick. In fact Tobi made you a whole prize wall. There are prize tix and everything.

My biggest concern with the event is that there will be too much chaos, a bunch of random fourth wall breaks and out of character nonsense, and too much aggressive cheating. We have all played D&D as a bunch of murder hobos, it's fun for five minutes and annoying and frustrating for the rest of the time. Do not be a bunch of murder hobos.

To encourage people away from goofy Saturday morning, moustache twirling cheats to more realistic and harder-to-catch cheats that will actually help train our judges, I'm instituting two major deviations from regular mock tournaments. One is the aforementioned prizes, if you're DQ'd you don't get prizes. Any tix you earned as part of something external from prizes won't be stripped if you are DQ'd.

The second is the "Emiya" rule. If you get DQ'd in the tournament you get DQ'd in real life.... kinda. Basically, you're going to be out of the tournament, you're going to have to sit down and write a statement, and anyone else the HJ/FJ think should write a statement will also need to write a statement. The judges will need to figure out how to DQ you in Eventlink and short of actually sending off any of the paperwork, it will basically be a real DQ.

While you are playing in the event you are playing as a player.

You aren't mentoring, you are trying to win games of Magic the Gathering.

If you think a judge is wrong you have the right to an appeal, if you think the appeals judge is wrong, you can argue but you might get a USC - Minor. If you have feedback about a judge call that's great, write it down and give it to the judge at the end of the round.

If you absolutely need to break character for some reason (valid reasons are: your wife is giving birth, the actual literal apocalypse is happening, Richard Garfield is calling you etc.) hold up your hand beside your head with your index and ring finger raised and the rest curled down to indicate that you are not "in character".

Every round will have a HJ, a FJ and a TO. If you have been selected as a Floor Judge, please bring a black face to face shirt, or appropriate judge attire as well as some regular clothing to wear during the rounds you're not a floor judge. If you are a HJ or a TO there will be a shirt available to you to throw over your regular clothing for your round.

All that being said, to maximize the educational merit of the activity there are going to be some “supernatural elements”.

The first is the TO. The TO’s job is being a clueless TO and answering any TO questions to the best of their ability as a comic book store owner that has never run an RCQ before.

...Except when you’re taking judge calls, then they’re the ghost of Kevin Desprez that you can’t see or touch or interact with that watches your call. They answer no questions and you don’t know they’re there. Until after the call when they become so imbued with righteous feedback fury that they bridge the border between worlds and become visible for a brief ephemeral moment, and give you feedback on your call, discuss what you could’ve done better and whether you got it right or not. After their feedback is expended however, they can no longer maintain their grip on the material realm and fade back into the Astral one.

If you’re confused as to whether the “TO” is a ghost or not, the easiest way to tell is if they’re wearing a face to face hat. Ghosts can’t wear hats so if they’ve got the hat on they’re a TO.

The next weird element is that since we’re changing judges every round sometimes you will be playing an opponent whose name is different in Eventlink. Basically it’s going to work like this. The first round Me, Megan and Eric are not going to enter the event. In Round 2 I will play under Brian’s name, Megan will play under John’s name and Eric will play under Matt’s name. In round 3 me, Megan and Eric will be transmogrifying into different people yet again.

Each round there will be a 10-15 minute short break where you can give the judges for the round any out of character feedback and any feedback cards you collected while we organize the logistics of the next round. We want to keep this reasonably short. Before the event starts feel free to ask any of the judges on staff anything rules or policy-wise but once the event starts the only judges that will answer those questions will be the other designated judges. The TO and players won’t help you, even during the 10 minute breaks.

The final departure from reality will be in how much I want you to call judges. If you have any rules question that you could imagine any judge getting wrong, ask it even if you know the answer. Double down on this for policy questions, if ANYTHING at all weird happens in your game, please call a judge to fix it, even if you could easily fix it yourself.

Finally at the end I’ll need all judges to fill out a feedback form before you get foils. Players are also welcome to fill out a feedback form but it’s not necessary for them.