

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

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. For updates please check <http://www.thedci.com>.

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.

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*TM 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*TM
- *Mercadian Masques*TM (Until October 31, 2001)
- *Nemesis*TM (Until October 31, 2001)
- *Prophecy*TM (Until October 31, 2001)
- *Invasion*TM
- *Planeshift*TM
- *Apocalypse*TM
- *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*TM
- *Classic*TM (Sixth Edition)
- *Seventh Edition*
- *Ice Age*
- *Homelands*TM
- *Alliances*TM
- *Mirage*TM
- *Visions*TM
- *Weatherlight*TM
- *Tempest*TM
- *Stronghold*TM
- *Exodus*TM
- *Urza's Saga*TM
- *Urza's Legacy*TM

- *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 | • Necropotence |
| • Dark Ritual | • Replenish |
| • Demonic Consultation | • Survival of the Fittest |
| • Dream Halls | • Time Spiral |
| • Earthcraft | • Tolarian Academy |
| • Lotus Petal | • Windfall |
| • Mana Vault | • Yawgmoth's Bargain |
| • Memory Jar | • Yawgmoth's Will |
| • Mind Over Matter | • 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 | ▪ Braingeyser |
| ▪ Balance | ▪ Channel |
| ▪ Berserk | ▪ Crop Rotation |
| ▪ Black Lotus | ▪ Demonic Consultation |
| ▪ Black Vise | ▪ Demonic Tutor |

- Doomsday
- Dream Halls
- Enlightened Tutor
- Fact or Fiction
- 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
- Fact or Fiction
- 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

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

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

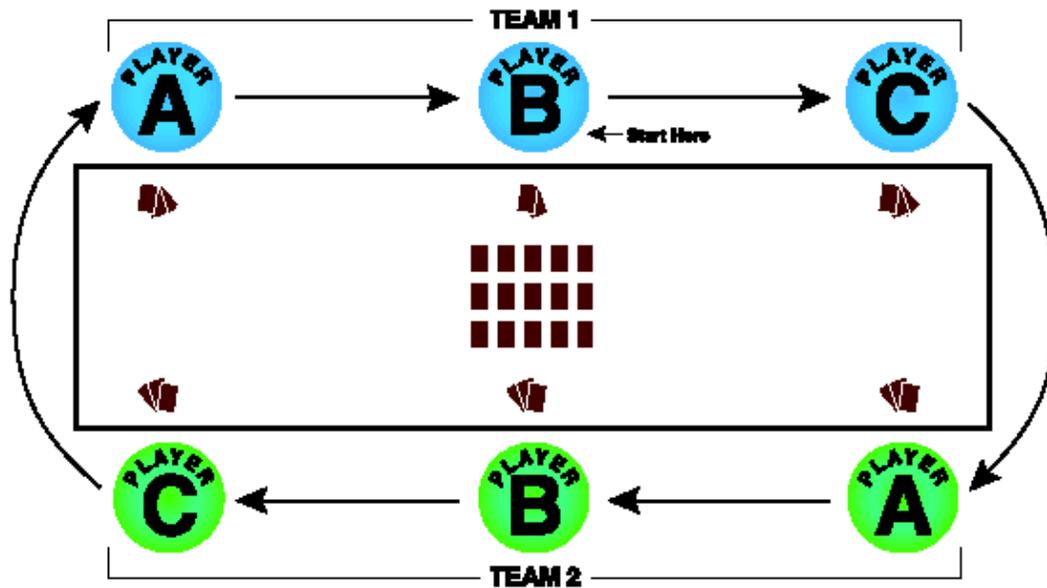
Team Rochester events require teams of three players each, and two teams are seated at each table for the draft. Team members sit opposite the opposing team’s player with the same designation. (For example, in a three-person team event, players sit around the table clockwise in this order: 1A, 1B, 1C,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

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 <http://www.wizards.com/tournaments> 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): Any citizen or permanent resident of a country is eligible to compete in their Nationals; Nationals are invitation-only events. Competitors earn invitations to Nationals by placing highly in an appropriate Regional Championship 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.