

L0-to-L1 Advancement Group

Materials to Study

(1) The Basic Rulebook

(http://media.wizards.com/2014/docs/EN_M15_QckStrtBklt_LR_Crop.pdf)

(2) The Magic Tournament Rules, with a specific emphasis on Section 2, Section 10, and Appendix B

(3) The Judging at Regular REL Guide

NOTE: The IPG is not included here

Subjects Covered on the Exam

(1) General game concepts, such as the parts of a card. This covers card types, mana costs, etc.

(2) The different zones of the game, and what each zone is used to represent as well as objects in those zones.

(3) Understanding the turn structure, specifically the different phases and the steps of each phase. Also know what happens in each phase and step.

(4) Understanding the combat phase, specifically the specific steps in the phase. Be familiar with the game actions that take place, and what/when players can cast spells or activate abilities.

(5) The general process of casting a spell and/or activating an ability.

(6) The general process of handling triggered abilities and putting them onto the stack.

(7) The general process of resolving a spell and/or ability.

(8) Determining a creature's abilities and/or its power and toughness.

(9) How do replacement and/or prevention effects work.

(10) What happens when a creature is copied.

(11) Be familiar with the basic rules and elements of Two-Headed Giant.

(12) Be familiar with the keyword actions and/or abilities present in Standard. (Referring to recent set FAQs can be helpful here.)

(13) Educating and helping players with Common Issues and Generally Unwanted Behaviors at Regular REL.

(14) Dealing with players who commit Serious Problems at Regular REL.

(15) How to sideboard in Limited and Constructed, especially at Regular REL events that don't use decklists.

(16) The general match structure in an event.

(17) Minimum requirements to sanction and run an event.

Syllabus

Week 1 - Overview of course and connection tests

- Make sure everyone is connected.
- Introduce Organizers
- Ask what everyone hopes to get out of the classes.
- Talk about Exams
- Discuss the various ways they can access the judging documents.
 - Phone apps, Yawgatog, etc etc
- Go over Section 1.6-1.8 of the MTR (Tournament Roles: TO, HJ, FJ)

Week 2 - General Concepts, The Golden Rule, and Game Zones

- Parts of a card
 - JudgeCast #167 – Parts of a Card: <http://judgecast.com/archives/1074>
- Card Types
- Mana Costs
- Golden Rule - When two rules appear in opposition, card rules always win
- Game Zones
 - JudgeCast #113 – Zoned Out: <http://judgecast.com/archives/780>

Week 3 - Turn Structure, Priority, SBAs, and Special Actions

This class focuses on The steps and phases of a turn, especially the combat and end phases. Special attention will be given to turn-based actions, priority and timing, and special actions. This also covers how and when State-Based Actions are performed, as well as how they interact with the upkeep and end step.

- JudgeCast #147 – State Based Action Sanitation Workers: <http://judgecast.com/archives/974>
- JudgeCast #78 – A Spooky Combat Phase: <http://judgecast.com/?p=573>
- Turn Structure PDF: <https://pokeinthe.io/files/Magic%20the%20Gathering%20Turn%20Structure.pdf>

- Cranial Insertion - Take Your Turn Again:
<http://www.cranialinsertion.com/article/1484>
- What is Priority? - Judge's Corner #6: <https://youtu.be/P7VFyHMMXtc>
- The Combat Phase, Part 1 - Judge's Corner #48:
https://www.youtube.com/watch?v=83wFJa9p_PA
- The Combat Phase, Part 2 - Judge's Corner #52:
<https://www.youtube.com/watch?v=KSOKRryTxVA>
- JudgeCast #184 - Special Actions
<http://judgecast.com/archives/1170>

Week 4 - Steps to Casting a Spell

The process of casting spells, activating abilities, and putting triggered abilities on the stack. Explanation of choices made during casting vs. on resolution, and brief discussion of casting spells as part of the resolution of an effect (Madness, Goblin Dark-Dwellers) and putting copies of spells on the stack (Pyromancer's Goggles).

- JudgeCast #193 – How to Pod-Cast a Spell:
<http://judgecast.com/archives/1228>
- JudgeCast #71 – You Cast A Spell On Me: <http://judgecast.com/?p=531>
- Cranial Insertion - All Crazy Teenagers:
<http://www.cranialinsertion.com/article/727>
- How to Cast a Spell - Judge's Corner #42:
<https://www.youtube.com/watch?v=WSY1Ydofns>

Week 5 - Copy Effects

- JudgeCast #160 – Do You Copy Copy:
<http://judgecast.com/archives/1034>
- JudgeCast #53 – Do You Copy?: <http://judgecast.com/?p=22>

Week 6 - Layers

- JudgeCast #160 – Do You Copy Copy:
<http://judgecast.com/archives/1034>
- JudgeCast #53 – Do You Copy?: <http://judgecast.com/?p=22>
- JudgeCast #61: Welcome to my “Layer” – Part 1:
<http://judgecast.com/?p=226>

- JudgeCast #62: Welcome to my “Layer” – Part 2:
<http://judgecast.com/?p=487>
- Judges Corner - An Introduction to Layers:
<https://m.youtube.com/watch?list=PLvxA59vwMksqKGn639LMf6nZ9xy4yw9jh&v=snoCqYGRmw>
- Clones & Copy Effects - Judge's Corner #69:
<https://www.youtube.com/watch?v=BjcdvkzTcHI>

Week 7 - Replacement and Prevention effects

- JudgeCast #45 – On This Episode, Skip Jess Dunks:
<http://judgecast.com/?p=410>

Week 8 - Keywords and Keyword Abilities in Standard, with a side of 2HG

Week 9 - MTR overview, Match structure, sideboarding, and sanctioning requirements

Week 10 - The JAR and you!

- JudgeCast #106 – JAR of Knowledge: <http://judgecast.com/archives/737>