

All GAMEmason TCG Club events will be held in the **Meese Room (D023 Buchanan Hall.)** At 4:00pm on March 4th, TCG Club volunteers will begin a brief *Magic: The Gathering* teaching session. It is meant to give new and returning players a basic understanding of the rules of both MTG and commander specifically.

At 4:30pm, the draft will officially begin. Everyone participating will be sorted into groups of four or eight if possible, with some flexibility for odd player counts. Each player will be given 3 packs. At the start of the draft, players will open the first pack, and take two cards. After everyone has done so, the remaining cards in the first pack will be passed to the right, and players will take two cards from the pool that they are passed. This process is repeated until all of the cards in the first packs are gone, at which point players will open their second pack. The same applies to the third pack.

As soon as the actual drafting portion is completed (15-20 minutes,) players will be given 20 minutes to compile their deck. The rules surrounding commander draft decks will be covered in the teaching session. After this time has elapsed, players will break into groups of 3-5 and play games of commander for the remaining time.

Frequently Asked Questions:

1. Can I keep the cards I draft?
 - a. You may keep all cards you draft, even those you do not include in your deck.
2. Am I obligated to stay and play games of commander after drafting?
 - a. No, but it is strongly encouraged.
3. What if I don't know what to do during a game?
 - a. That's what our volunteers are for! Feel free to raise your hand and call out for assistance at any point during the drafting/play periods of the event.
4. How do I sign up? Is it free?
 - a. Simply fill out the form found at <https://forms.gle/ebzPdnjNBJAJFxb6> and show up to the event! Participation is completely free. We will also allow in-person signups from 4:00 to 4:30 the day of the event, but we have limited slots, so the sooner the better!
5. What if I don't want to take home all of the cards I draft?
 - a. If there are any cards you don't want to take home, you can submit them to a volunteer. We will raffle them off at a future TCG club meeting.
6. What if I have other questions, or want to learn more about TCG Club?
 - a. You can contact me directly using my email (nwester2@gmu.edu), on discord at Pilot#9346, or join the TCG club discord server at <https://discord.gg/75stAqdk>