



# BENELUX BULLETIN 2

SHADOWS OVER INNISTRAD

LETTER FROM  
THE EDITOR  
PAGE 2-3

INTERVIEW  
WITH NATALIE  
PAGE 4-5

JUDGE  
CLASSES IN  
NAMUR  
PAGE 6

WELCOME TO  
THE FAMILY!  
PAGE 7

CHANGE  
TO THE  
BANNED AND  
RESTRICTED  
LIST  
PAGE 7

DRAGSTRA'S  
DILEMMA  
PAGE 8-9

JUDGE  
DINNER SOI  
PAGE 10-11





**Jonas Drieghe**  
level 2 from Leuven

# LETTER FROM THE EDITOR

Welcome to the second edition of the Benelux Bulletin. Usually there will be a bit more time between editions than there was between this one and the first but we wanted to synchronize with set releases. Each set release brings a couple of changes to our most beloved game and we would like to use each Bulletin to highlight the most important changes for judges in our region.

The changes to the documents (**CR / IPG / MTR / JAR**) often require some explanation and will merit their own article while smaller changes within the Judge Program may be highlighted in the introduction. This time around, the changes to the Judge Program are quite big and we have the privilege to give a recap of what was recently announced.

The five existing judge levels have been thoroughly remodelled to reflect the current Judge landscape and here is a quick rundown with the changes.

- ▶ - All previous L4 and L5 judges are now L3.
- ▶ - L1 has been redefined as “Regular REL judge”
- ▶ - L2 and L3 are “Competitive REL judges” with various specialization possibilities.

Including, but not limited to:

\* L2 Tester: Allows L2 judges to certify other L2 judges.

\* Grand Prix head judge: Allows you to Head Judge a GP. All previous L4 and L5 judges have automatically received this upgrade. Some roles will be in a continuous rotation and voted by peers:

- ▶ Program Coordinator
- ▶ Regional Coordinator
- ▶ Grand Prix head judge

There have also been minor changes to the L2 and L3 prerequisites and maintenance requirements.

To become an L2 judge, you will need to be interviewed and get a recommendation from a judge certified to test for L2 judge; six sanctioned event including at least one Compet-

itive event with multiple judges in the last 6 months; write reviews of 2 different judge in the **judge center**; write a tournament report of an event with multiple judges OR a conference report OR an article; a passing score (80%) on the L2 exam.

To maintain your L2 each year, you will need to judge at least 2 competitive events, write at least one review of another judge and demonstrate maintenance of rules and policy knowledge through a Judge Center test.

The path to L3 is **documented here** with some small changes:

English competency is only required to the extent necessary to lead a team at a Grand Prix and read official documentation.

Event leadership may replace community involvement.

Some parts of the current Level 3 advancement process are moved to certifications that can be done independently.

Additional requirements around demonstrated ability in Logistics and Tournament Oper-

ations.

For more information on the philosophy behind the changes you can always read this **excellent article** on the magicjudges blog.

As a last word, I want to introduce a recurring section for the upcoming BeNeLux Bulletins. Starting with Bulletin 3 (the next one) we want to include a "From the Field Section" section. If you want to ask something to the BeNeLux Bulletin team, have any words you want to share with the BeNeLux judges or the world, have some suggestion about a subject you'll be glad to read about, ... , feel free to send an email to **beneluxbulletin@gmail.com** using "From the Field" in subject. We will share some of your words in the Bulletin.

That being said, we wish you a good reading of this Bulletin and hope you will enjoy it as much as we enjoyed writing it.

## EMAIL US!



**Pascal Gemis**  
level 2 from Brussels







# INTERVIEW

## WITH NATALIE HEYLEN

by Sander De Quick



**L1, Founder LPS Belgium**

**Age** 27

**Occupation** Bartender at Outpost Gent, Student

### FIRST OFF, A QUESTION YOU'VE PROBABLY BEEN ASKED PLENTY BEFORE, WHEN DID YOU START JUDGING MAGIC?

I think that would have been around April 2013. I can't really remember why I became a judge back then, but I am still a judge because I like interacting with players without actually playing, and I really like the logistics behind it.

### CAN YOU REMEMBER WHEN YOU STARTED PLAYING MAGIC IN GENERAL?

Yes, that was about a year before I became a judge, when M13 released. I still remember my reason to start playing every week, it was in May, and there was a Legacy GP in June or July here in Ghent, and I wanted to play in it.



**Sander De Quick**  
level 2 from Gent

### GREAT FORMAT TO PLAY YOUR FIRST COMPETITIVE EVENT IN I ASSUME?

Yes, I did manage to go 2-7, although one of those was a bye. That experience was the reason I started playing competitively, and to this day I still love attending GPs.

### WHAT ATTRACTS YOU MOST IN COMPETITIVE EVENTS?

I really enjoy the feeling of playing well in high-level events. Also, the community of competitive players in Belgium is great, I really love going to GPs in a group, like with the Outpost Bus trips. It always surprises me when I hear about the problems between the Flemish and Walloon people, because I really haven't noticed any friction within the MtG community here.

## YOU MENTIONED YOU ARE A STUDENT, WHAT ARE YOU STUDYING?

I am studying to become a clinical psychologist, this is a person who is associated with a hospital and treats patients who are mentally ill, or who have an addiction, things like that.

## WHAT IS YOUR MOST INTERESTING JUDGE STORY?

I know you're trying to get me to tell a certain story, but honestly, the most interesting in my opinion was my very first event, it was a GPT Legacy, but this was before I became a Judge. I was going to take my L1 test not a lot later, and they were only expecting about 12 players, so Emilien Wild said I should try it anyway. In the end 23 players showed up and I got a lot of rules questions, some of which were about interactions that were above a L1 rules level. One of the rulings I remember best was when a player cast Ponder, and put the cards on top of his hand. I realised how devastating a Game Loss would be, so I triple-checked the IPG and even called Emilien to be extremely sure that it was the correct call. The best part about this event was the review Emilien gave me after the event, it was wonderful and I still read it whenever I feel down about my judging skills.

## ALRIGHT, NOW I HAVE TO GO "DANCE MONKEY, DANCE!" FOR A BIT, AND ASK YOU TO TELL A CERTAIN STORY ABOUT A LEGACY GPT, BECAUSE I BELIEVE IT'S A GREAT STORY AND I LOVE HEARING IT.

So, I was a relatively new L1, but I had told Niels Viane I was interested in trying to get to L2 and he told me I should try to get as much experience floor judging competitive events, and since I played Legacy myself I felt comfortable judging together with Niels and Reinout Stevens, who would try and shadow me during the event. Everything was going great, when I got a call which went "Judge, I have a Germ token equipped by Batterskull, and my opponent phases out the token, What happens?": I was completely stumped by this question, so I went to Reinout who was taking another call at the moment and told him about the call, and he immediately knew what I was talking about, as he had been hoping to be asked this question for so long, and I just started doing competitive and I'd already gotten it. So that's my Batterskull story.

## BEAUTIFUL. ANYWAY, YOU ARE NOT JUST A JUDGE, YOU ARE ALSO A FOUNDING MEMBER OF THE BELGIAN CHAPTER OF THE LADY PLANESWALKER SOCIETY, TOGETHER WITH DOESJKA TILKIN AND ANOUK BURNY. CAN YOU TELL ME WHAT MADE YOU WANT TO DO THIS?

It was actually pretty random, I was working the bar in Outpost Ghent on a quiet evening and Anouk was here because she needed a deckbox or some sleeves, something like that. Anyway, she wanted it in pink, which was sold out, so she jok-

ingly said "Women are so disadvantaged in Magic!", prompting me to propose founding a girly MtG club. Even though that was a joke, it did make me think about my position as a woman in a very male-heavy competitive player base, so I read a lot of articles on the subject, and I realised that, while The League of New and Beginning Magic Players in Ghent had plenty of female members, I was still often a lone female on GTPs and PPTQs. I decided to look into that, so I approached Anouk who told me that, while not really definable, there was some sort of threshold, a soft barrier so to speak, to start playing competitively as a girl. After stumbling upon the original Lady Planeswalker Society and reading their anti-harassment policy I realised this was what we needed, so we got together and decided that we were going to start a Belgian chapter, and the rest is history.

## DO YOU HAVE ANY STORIES OF POSITIVE INFLUENCE THE LPS HAS CAUSED?

Yes, absolutely, it made me realise just how many female MtG players Belgium actually has, and seeing those players start working their way towards competitive, and tournament Magic in general is a wonderfully hartwarming and lovely feeling.

## WHAT, IF ANYTHING, CAN JUDGES DO TO ASSIST IN YOUR GOALS?

Mostly an extension of what you should be doing as humans anyway, calling people out on sexist or discriminatory comments, and in a sanctioned tournament setting do not hesitate to give the appropriate UC penalty when it does happen. Also, when anyone comes to you, the judge, with any concerns whatsoever about discriminatory behavior, make them feel like it is absolutely the correct thing to do, because people just brushing it off is going to do absolutely nothing to stop that behavior.

## LASTLY, IS THERE ANY NUGGET OF KNOWLEDGE YOU WOULD LIKE TO IMPART ON JUDGES THAT ARE LOOKING TO LEARN?

Take advice to heart. I'm not saying you should always do everything other judges tell you to do, but always try and look why someone is advising you to do things one way or another.

## ALRIGHT, THANK YOU FOR THE INTERVIEW NATALIE, ANY LAST WORDS?

We rule!

## THE MOST IMPORTANT



Don't forget to put forward your candidacy on Judge-Apps if you want to judge a WMCQ or GP. Stay connected; find other judges on **Judge Apps** or **Facebook**.

## ONLINE RESOURCES



**FRENCH LEAFLET**  
**ENGLISH LEAFLET**







# J U D G E

## CLASSES IN NAMUR

by **Thibaut Clause**



**Thibaut Clause**  
level 2 from Namur

Three months ago three players from our local community approached us (local judges) with their wish to become a level one judge. Since we already had a candidate and knew how time consuming it can be to mentor someone we decided to group them all up to be more efficient and cover more subjects. After some research on the topics and the necessary logistics we gave it a try and organized the first class in the beginning of March.

The Judge Classes are divided in 8 courses, each designed to take about an hour. Given everyone's schedule we chose to make it a weekly appointment. Each lesson is split in 3 parts (multiligant procedure) to avoid this fix.

1. Questions about the previous lesson so the candidates can evaluate their knowledge.
2. A theoretical course about a given topic.
3. Questions and answer session with examples about the content.

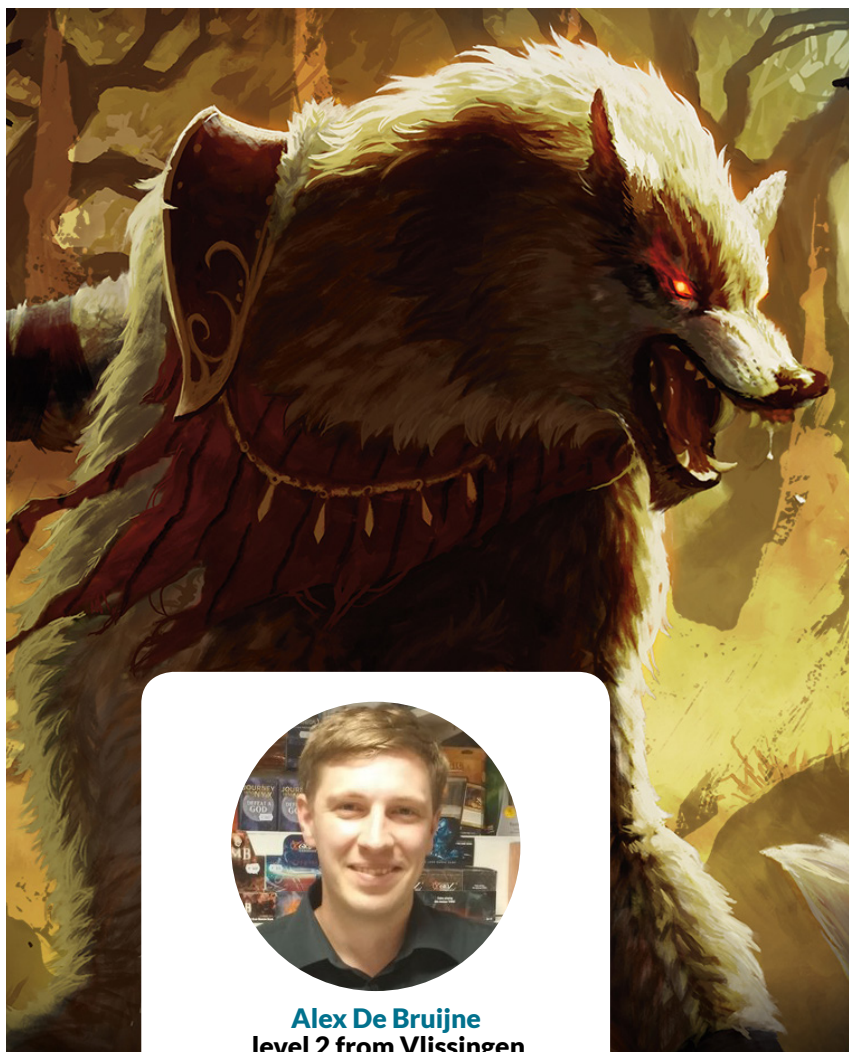
After having all the courses and the content, we needed a place to teach these. We contacted one of our local game places, the "Aux 3D café" and booked a private room for the two following months. Since we are three Judges available for teaching, we shared the amount

of work. Two days before each class we meet up so we can read the documents and do some research about it to find interaction examples to illustrate the theoretical course. If any of us want to teach a specific part or point we let him do so, otherwise we try to give it to the one who knows the least about the subject so he can improve himself by teaching and delving deeper into the topic.

At the time of writing we've completed 5 lessons. We have 5 regular students, one who's coming every now and then and we should have 3 more candidates coming tomorrow. Since we couldn't cover all the topics before the Shadows Over Innistrad prerelease not every candidate wanted to take the exam, but two out of the three who did can now call themselves L1 judge and are still following the classes to improve their knowledge. Even local players are showing an interest in the classes so they can know more about Magic.

The classes definitely helped the candidates to have a better understanding of the Comprehensive Rules and focus on what's important to know for their L1 exam and more.

More information and the content of the courses can be found on this [link](#).



**Alex De Bruijne**  
level 2 from Vlissingen

# WELCOME TO THE FAMILY!

## WELCOME TO THE L2

Kurt Vooy's - The Hague - Netherlands  
Thibaut Clause - Namur - Belgium

## CONGRATULATIONS TO THE NEW LEVEL 1

Anouk Burny - Lovendegem - Belgium  
Axel Pieterse - Zwolle - Netherlands  
David Walbrecq - Namur - Belgium  
Ewout de Leeuw - Ghent - Belgium  
Jeffrey Coremans - Zevenbergen - Netherlands  
Jonathan Ellen - Groningen - Netherlands  
Laurent Jaminet - Namur - Belgium  
Olivier Wattel - Izegem - Belgium  
Vincent Cousin - Nivelles - Belgium

## THERE HAVE BEEN SOME CHANGES TO THE BANNED AND RESTRICTED LIST

There have been some changes to the Banned and Restricted list. Here is a quick recap:

- For Modern: Eye of Ugin is banned, Ancestral Vision and Sword of the Meek are unbanned.
- For Vintage: Lodestone Golem is restricted.
- No changes to Standard and Legacy.

You can read the philosophy behind those changes [here](#).  
You can find the complete Ban & Restricted list [here](#).





# CHANGES TO THE DOCUMENTS

by **Pascal Gemis**



**Pascal Gemis**  
level 2 from Brussels

There are lots of changes in this new version of the Infraction Procedure Guide.

First of all, there are some changes to the fresh new Hidden Card Error infraction: it has been split in two infractions... Say hello to Mulligan Procedure Error. Let's focus on that first:

## MULLIGAN PROCEDURE ERROR - WARNING

Various errors can occur during the mulligan process :

1. A player draws too many cards at the start of the game.
2. A player announces he/she keeps his/her hand, sries, then mulligans again.
3. A player chooses to not take a mulligan then takes one after seeing their opponent take a mulligan.

The remedy will be as follows:

- If the player has too many cards in hand, he or she **may** choose to reveal his or her hand. The opponent will remove a number of card equal to the excess cards and those cards will be shuffled into the library.
- If the player does not want to reveal his or her hand or if the error didn't lead to too many cards in hand, the player takes an additional mulligan.

## HIDDEN CARD ERROR - WARNING - WHAT'S NEW ?

From now on, when we issue a Hidden Card Error Penalty, information about cards previously revealed may be taken into account to determine the set of cards on which we apply the fix.

**Example** : If a Thoughtseize was resolved a turn before, we may take into account the cards revealed to determine the set of unknown cards.

Always operate on the smallest set of cards possible.

**Example** : A player resolves a Collected Company, takes 3 cards into his or hand and then 4 in the other. Fix with the set of 4 cards.

### But what's changing in the fixes?

If the infraction is followed by moving a card from the affected zone to a known location (discarding a card, putting back a card on top of the library...) perform a simple backup just after the error.

**Example**: A player resolves a Brainstorm, draws 4 cards and puts back two cards on top of his library. Before doing any fix, just put the two cards from the top of the library back into the player's hand.

If the set of cards that contains the problem doesn't exist anymore, no fix is applied.

If the player put cards into a set prematurely because other operations involving cards in that set should have been performed first, the set is revealed, the opponent chooses a number of previously-unknown cards. Those card are set aside, the player performs the forgotten op-



eration, and then the cards set aside are put back.

**Example:** A player activates a Rummaging Goblin but instead of discarding (for the cost) then drawing, he drew and then discarded. We fix it like this: The hand is revealed, and the opponent chooses a card that's set aside. The player discards a card and then brings back the card set aside to his hand.

If a player fails to reveal a card that was supposed to be revealed, the player reveals the set of cards containing the non-revealed cards and his opponent chooses that many previously-unknown cards to be treated as the non-revealed card for any required actions. If the cards chosen could not legally be in the set, they are treated as excess cards.

Excess cards are returned to the previous zone. If that zone is the library, they are shuffled into the random portion. The instruction that caused the infraction is not repeated.

**Example:** A player points to his Dark Confidant and says "Trigger!". He then takes a card and puts it in his hand without revealing it. The hand will be revealed, the opponent chooses a card. That's the card revealed by the Dark Confidant. The player loses life equal to the converted mana cost of that card.

**Example:** A player cast has 3 cards in hand then cast an infernal tutor without Hellbent. He reveals a Rummaging Goblin (new meta, Turbo-HCE.deck), searches his library, chooses a card and puts it into his hand without revealing it. The hand will be revealed, the opponent chooses a card that's not the revealed Rummaging Goblin. If that card is not a Rummaging Goblin, it will be shuffled in the library and no card will be searched again.

No changes for the fix of too many cards in hand or morphed cards without the morph ability.

## DECK/DECKLIST PROBLEM - DOWNGRADE CHANGE

A new downgrade option appeared in the IPG last January that was not entirely clear. Here is the new text for that downgrade and some examples to illustrate it:

*If a deck is discovered to be missing cards after initial presentation and shuffling, and the missing cards can be located, the Head Judge may downgrade the penalty to a Warning and shuffle those cards back into the deck. If the missing card(s) are in the current opponent's deck, shuffle them into their owner's deck and issue Warnings to both players. If the missing card(s) are with the sideboard and it isn't the first game, choose the ones*

*to be shuffled into the deck at random from all sideboard cards.*

**Example:** Turn 4 of game 2. I draw my card for the turn and... Why did I play an Oblivion Ring in my Mono Black Control? Oh...wait, it's my opponent's O-Ring. JUUUUDGE !!

The HJ now has the opportunity to downgrade the penalty to a warning (for both players) and shuffle the O-Ring into it's owner's deck.

**Example:** Game 2, I present my deck to my opponent. He counts the cards and finds only 59 cards. The judge arrives, and checks the deck, looks on the floor to see if any cards have fallen, checks the sideboard and...16 cards. Here is the error.

The HJ has now the opportunity to downgrade to a warning, take a random card from the sideboard and shuffle it in the library.

## MISSED TRIGGER - THE MIMIC CHOICE

A small, but impressive, change in the Missed Trigger policy.

From now on, if a player acknowledges an optional trigger with no visible effect, we assume he made the affirmative choice unless the opponent respond.

**Example:** A player has an Eldrazi Mimic on the battlefield. He then plays a Reality Smasher, says "trigger", pointing the Mimic, and attacks. The mimic is 5/5.

**Example:** A player has an Eldrazi Mimic onto the battlefield. He then play a Reallity Smasher, says "trigger", pointing the Mimic. The opponent cast a Dismember on the Smasher in response to the trigger. The Mimic's controller may chose if the mimic become a 0/0 or stay a 2/1 as the ability resolve.



# DRAGSTRA'S DILEMMA

Watching all Those Nantuko Husk during standard PPTQs, I wanted to play with that creature too. I immediately started making a deck at home. This is my first game and I'm about to win. But I don't want to just win, I want to win big. Can you help me create the biggest Nantuko Husk with this board state?



**Mark Dragstra**  
level 2 from Tilburg

You can be as short as : play1, sac 2, x trigger 3...

## BATTLEFIELD

1.



2.



3.



## HAND



6.



7.



8.



9.



# WIN A LIVING DEATH JUDGE GIFT!

To answer to this awesome puzzle, you can do it at

[beneluxbulletin@gmail.com](mailto:beneluxbulletin@gmail.com)

by using "Puzzle Game #1" in subject

4.



5.



10.



## GRAVEYARD





**Stéphane Van Cauwenberghe**  
level 1 from Brussels

## JUDGE DINNER SHADOW OVER INNISTRAD

by **Stéphane Van Cauwenberghe**

Judge dinners are great events to discover new tournament venues, share knowledge and have fun with people from our community.

The last edition took place just before the Shadows over Innistrad prerelease in the beautiful city of Namur (Namen). Namur stands at the confluence of the Sambre and Meuse rivers and hosts the Walloon Parliament, acting as the administrative center of the French speaking region of Belgium.

The Belgian judge community was invited at the Boardgame Café “Aux 3D”. As its name suggests, it is a bar. However, it differs by offering a wide range of modern board games to play on site. This makes it a friendly entertaining place where generations and strangers can gather around the same table, while enjoying a beer or a coffee.

Moreover, The 3D Namur also acts as an additional room for Magic: the Gathering events organized by

**The Imaginarium**, one of the main Magic retailers in the Namur area.

At the venue, we were welcomed by L3 **Emilien Wild**, who is hugely involved in the Magic community of The Imaginarium. He is a cornerstone and probably the future new ruler of the Great Citadel of Namur. Jokes apart, Emilien described us the Magic events organization in his city, as well as he presented us a couple of new judge candidates. (Actually, they became L1 judges during the SOI prereleases, congratulations!). These newcomers were also the firsts to experience the Namur Judges Classes, a bunch of rules/judging lessons taught by **Thibaut Clausee**.)

Several topics were discussed throughout the evening. Among them, we talked about the needed judge level for an **Area Captain** because Belgium had a lone L1 lost in a crowd of L2's. We concluded that the top most priority wasn't a number, we





thought that the motivation and skills of the candidate should take precedence over everything else.

The members of the BeNeLux Bulletin team present at the dinner also took the opportunity to promote their new project (yes, the one you are reading). They stated that everyone is welcome to add content or ideas to the Bulletin, so do not hesitate to **contact us** if you are motivated!

Last but not least, before ending the meeting with Cube and Commander games, **Emilien Wild** challenged the gathering with tricky Corner Cases.





This newsletter was made with love by



ANNIEK



VICTOR



THIBAUT



SANDER



MARK



ALEX



ALEX



STÉPHANE



JONAS



PASCAL



RICHARD

# NEWSLETTER

2016  
Benelux Bulletin