

BENELUX BULLETIN

3

ELDRITCH MOON

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INTRODUCTION

Anniek Van der Peijl

If you are reading this, you've managed to get your hands on the third BeNeLux Judge Bulletin! In this edition you will find, among other things, a report about the BeNeLux Judge Conference that happened in June. Find out what you missed if you were not there, or relive happy memories if you were part of the conference. You will also discover the winning answer for the Dragstra's Dilemma puzzle from [Bulletin #2](#). If you still want to have a go at it before reading the

solution, click [here](#).

Are you interested to hear what's going on in the BeNeLux community? Check out the article about the [area captain program](#), or read the [Belgian judge dinner report](#). If you are more interested in the rules, you'll be happy to know that we're covering the recent changes in this Bulletin again. The Eldritch Moon document changes are limited, but you will find all the details [here](#). Ever get lost in the maze of acronyms

and other judge slang? Learn [how to speak like a judge](#) with the nifty list we've compiled.

We hope you enjoy this bulletin, and would love to hear from you at beneluxbulletin@gmail.com



The next morning everybody was fresh and excited for the upcoming seminars.

After the state of the union there were two seminars per timeslot, so that you could choose which seminar to attend.

After dinner, the fun and games started again.



THE MOST IMPORTANT



Don't forget to apply on JudgeApps if you want to judge a WMCQ or a GP! Stay connected : judges find each others on Judge Apps or Facebook.

MORE NEWS ON THE BLOG

» Judge Leaflet - Online resources for MTG

BENELUX CONFERENCE

by Mark Dragstra



It was a warm friday evening in 'de Moer' when the 6th annual BeNeLux conference started. Every now and then a new car arrived, bringing more and more judges, who were welcomed with a smile and a cold drink. Soon groups of judges were happily talking and

playing games. Old friends got reacquainted and new connections and friends were made all over the place. The evening and night lasted a very long time...



Also, a Japanese Modern Masters 2015 Draft sponsored by Richard started.

But the real fun started when the fireplace was lit up. Warmth, marshmallows, guitars, singing, do I need to say more?

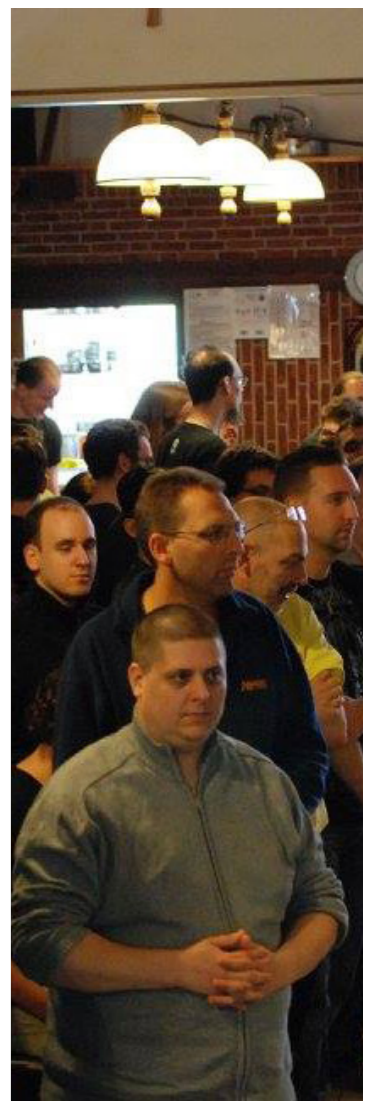
The next morning we woke up with the sweet smell of pancakes. Pancakes!! What a great way to start the second day of seminars. To end the weekend, Niels prepared an awesome objective quiz.

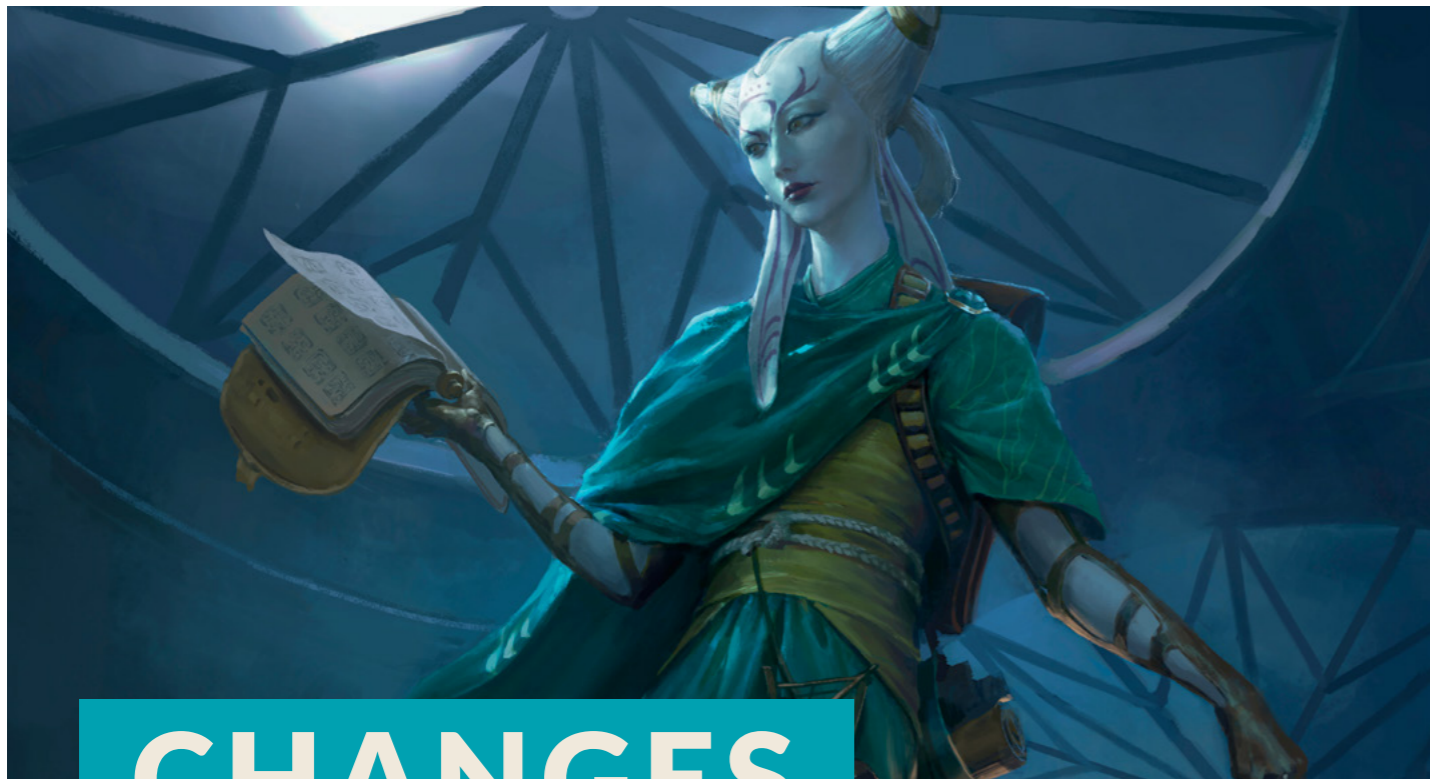


All things must come to an end, but not before the big cleanup.

See you all next year!

[More pictures can be found here](#)





CHANGES IN THE DOCUMENTS

by **Pascal Gemis**

With the update of the MTR documents this season came a major change: Grand Prix Trials (GPT) are no longer competitive events but are now regular events instead!

What's changing?

A lot of things... and not all that much at the same time.

Without further ado, here are some Questions and Answers about this change:

IF A GPT IS REGULAR LIKE YOUR LOCAL FRIDAY NIGHT MAGIC AND PRERELEASE, IS THERE STILL A JUDGE NEEDED?

GPT's are premier events and still need a judge. As they are not competitive events, a L1 or higher is required.

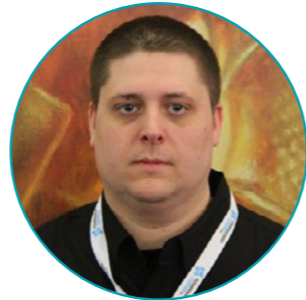
CAN I RUN A GPT WITH FEWER ROUNDS THAN RECOMMENDED?

No. As a premier event, the round structure remains the same.

DO WE NEED DECKLISTS?

A decklist is not required, but if you feel that it's a good way to educate players for competitive events (maybe next week's PPTQ?), go ahead.

Don't forget that even if there is no decklist, in a constructed event, players have to present the same deck and sideboard at the beginning of each match. In a limited event they can change the deck between each round.



CAN I PLAY AND JUDGE THE GPT AT THE SAME TIME?

If you want to have some byes for an upcoming GP you'll have to play another GPT. GPT's are still premier events, so it is not allowed to participate and judge a GPT at the same time.

REGULAR EVENTS, DOES THAT MEAN: "NO MORE PENALTIES"?

Regular events doesn't mean players can do what they want. Focus on education, but don't forget you can issue Game Losses for repeated instances of persistent issues, just like at a prerelease. Serious Problems (like cheating or bribery) are still handled with a Disqualification.

IS IT STILL POSSIBLE TO RUN A GPT AT COMPETITIVE RULE ENFORCEMENT LEVEL?

Yes. If your GPT offers a significant prize pay-out (other than the byes) it can be run at competitive REL. To define "significant prize" use your own judgement. If the prize is close to what you usually have at a Prerelease, it's probably not significant enough. If it's close to your local PPTQ prize payout, it can be considered significant.

If you have more questions about this change, don't hesitate to use the **BeNeLux judgeapps forum** or the **BeNeLux judge Facebook group** to ask for advice.

BELGIAN JUDGE DINNER - ELDRITCH MOON

Ghent - July 13, 2016

by **Jonas Drieghe**



It has already become somewhat of a tradition. Every Wednesday before the release of a new set, a group of mostly Belgian judges set out to dine and discourse at one of the many game stores our country has to offer. This time it was no different. After very successful editions in Leuven and Namur we decided to visit Ghent.

The Outpost chain is generally well known among players and judges in our region, so it was only a matter of time before we would take the Judge Dinner to Outpost Ghent. Driving from Leuven to Ghent on that day turned out to be quite the challenge as the entire northern part of the Ring around Brussels was packed with traffic due to an accident. Needless to say, I arrived almost an hour late. Thankfully, everyone was very patient and decided to postpone our substantial order of french fries. As I arrived with two other carpooling judges, most judges were having fun with Commander and some other games.

Shortly after arriving I took everyone's food order and a couple of good souls volunteered to go pick it up (Thank you!). Everyone was starving by the time the food arrived, so it became reasonably quiet for a short period of time.

Sometimes we prepare a list of topics we want to discuss or a tiny presentation by someone. This time I had a different idea. Given we had a couple of L3 judges available (Richard, Jur-

gen and we hosted a short "Ask an L3" session. Attending judges had the opportunity to ask questions ranging from "What was the toughest part in becoming L3?" to "How many hours a week do you usually spend on the Judge Program?". These short informative sessions are the little things that make the judge dinners extra valuable as a community building tool and one of the reasons why I would recommend running them in your own region area.



Afterwards we could see judges playing Commander, Judge Tower, and Two Rooms and a Boom.

Do you want to attend our upcoming Judge Dinner? It will take place on September 21st and will most likely be in Brussels. Hope to see you all there!





THE CURRENT ROSTER OF AREA CAPTAINS IS:

BELGIUM

Alex de Bruijne: West-Vlaanderen, Oost-Vlaanderen
 Michiel Klapwijk: Antwerpen, Vlaams-Brabant, Limburg
 Pascal Gemis: Bruxelles, Brabant Wallon, Liège, Luxembourg
 Thibaut Clause: Hainaut, Dinant, Philippeville

NETHERLANDS

Desmond Scholtens: Friesland, Groningen, Drenthe
 Toby Hazes: Overijssel, Flevoland, Gelderland
 Teun Zijp: Noord-Holland
 Frank Roelofs: Utrecht, Zuid-Holland
 Roel Jans: Noord-Brabant, Limburg (NL)
 Alex de Bruijne: Zeeland

LUXEMBOURG

Steve Hatto



AREA CAPTAINS

by Teun Zijp

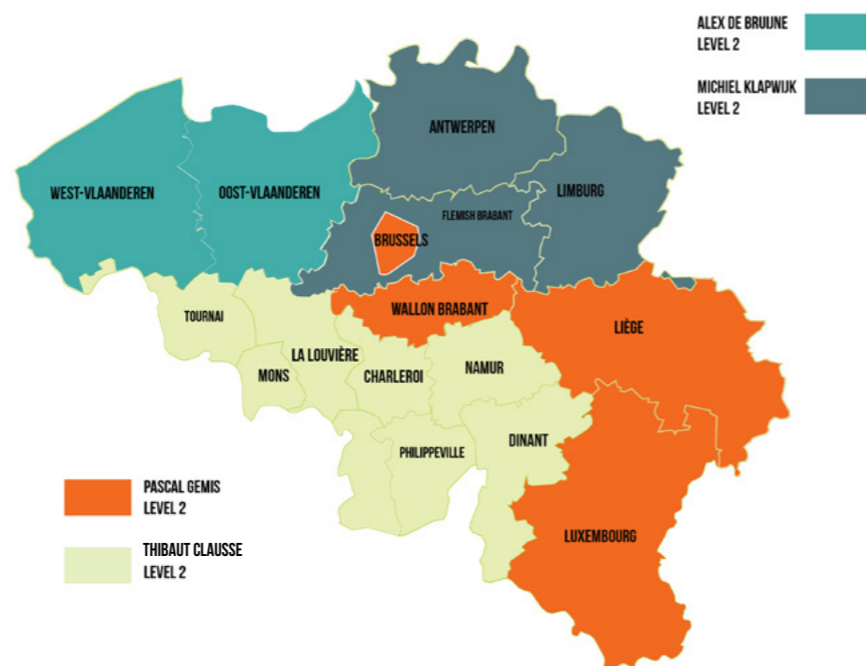


WELCOME TO THE FAMILY

by Alex de Bruijne



Last year we introduced the role of 'Area Captain' to the region. The role of the Area Captains is to be able to provide an overview to our benevolent Regional Coordinator. They do this by keeping an eye on the judges, stores and certifications in their Area. They know which judges are working closely with each store, and they know which stores require a Level 1 for their FNM or GPT events, or a Level 2 for their PPTQ events. If you are interested in leveling up, or if you have a judge candidate nearby and you don't know who to send them to for mentoring? Contact your Area Captain!



New advancements in the BeNelux: Eldritch Moon edition
 It seems that the Netherlands have stalled in the last couple of months with only one new L1 judge. Belgium has taken over with a whopping 9 new L1 judges and a fresh L2!

CONGRATULATIONS TO THE NEW LEVEL 2

Stijn Langendries - Betekom - Belgium

CONGRATULATIONS TO THE NEW LEVEL 1

- Antoine Oria - Amay - Belgium
- Cecile Denaux - Brussels - Belgium
- Denis Jansemme - Namur - Belgium
- Dylan Botten - Leuven - Belgium
- Marceau Depasse - Bois-de-Villers - Belgium
- Roald Somers - Eindhoven - Netherlands
- Sean van Osselaer - Dendermonde - Belgium
- Steeve Lhomme - Amay - Belgium
- Stijn Peeters - Brugge - Belgium
- Tomas Vercautter - Ghent - Belgium
- Trygve Vantomme - Kortrijk - Belgium

DRAGSTRA'S DILEMMA

by Mark Dragstra

We thank everyone for participating in last edition's "DRAGSTRA'S DILEMMA". The goal was to create the largest Nantuko Husk possible.

First of all, we need to get rid of Phage the Untouchable in the graveyard with Cadaver Imp so we don't lose the game right away. Second, it's important to copy Balthor with Cemetery Puca to create another cycle. Don't forget the Undying created by Mikaeus and the numerous triggers everywhere. At the end you put all the leftover mana in Empty the Pits and delve the graveyard clean. Simple, right? One of you thought so as well and created a 520/520 Nantuko Husk!



HERE'S THE PROGRAMMING STYLE ANSWER

- Each line will be followed by a {B H} code, where B is the black mana in mana pool and H 3's power
- (X) mean triggered ability from X card resolve
- [X] flag mean that all the following will be done in response to the triggered ability from X card until the [/X] flag where the triggered ability resolve
- All generated token are immediately eaten by 3
- S X mean "Sac X for activate 3'ability"
- 11 exploit a token generated by its own death or by an other creature etb, effectively generating 1 token

```
S 4 (2&13) {0 8}
Tap 3 swamps&5 {9 8}
Cast 10 {6 8}
Cast 7, [7] target 17 {3 8}
S 7(2&13),1(2&13&10),2(2&13) {2 26}
Cast 9 [/7] {12 26}
Activate 10 {9 26}
(4&11&12&15&16&19) {12 68}
S 16 (2&13) (14) (16) {12 106}
S 16 (2&13) {12 112}
S 7 (2&13) (14) (7) target 16 {12 118}
Cast 16 (16) {5 150}
S 16 (2&13) (14) (16) {5 188}
S 11 (2&13) (14) (11) {5 198}
S 12 (2&13) (14) (12) {5 206}
S 19 (2&13) (14) (19) {5 216}
```

```
S 1 (2&13) (14) {5 212}
S 2 (2&13) (14) {5 218}
S 4&11&12&14&15&16&19 (2&13)*7 {5 260}
S 2 (2&13) {5 266}
Activate 1 {2 266}
(4&11&12&15&16&19) {5 308}
S 16 (2&13) (14) (16) {5 346}
Cast 6, sac 16 (2&13) (11 350)
S 7 (2&13) (14) (7) target 16 {11 356}
Cast 16 (16) {4 388}
S 16 (2&13) (14) (16) {4 426}
S 11 (2&13) (14) (11) {4 436}
S 12 (2&13) (14) (12) {4 444}
S 19 (2&13) (14) (19) {4 454}
S 2 (2&13) (14) {4 460}
S 4&11&12&14&15&16&19 (2&13)*7 {4 502}
S2 (2&13) (4 508)
Cast 8 delve 2&4&6&7&9&11&12&13&14&15&16&19 -> X = 6 (0 520)
```

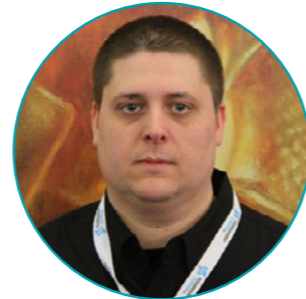
Now you can attack with a (clearly not compensating for anything) 520/520 Nantuko Husk. (And lose to any removal.)

Congratulations **Michel de Broux** for winning the Judge promo Living Death!



HOW TO SPEAK LIKE A JUDGE

by **Pascal Gemis**



Reading judge articles can sometimes be really hard. Like lawyers, policemen or the President of the United States, judges have their own vocabulary and abbreviations.

I remember when I was a fresh new judge, I was sometimes lost on the judge forums when they were speaking about OoOS, ID and FtMGS.

Here is a short glossary of some of the most common abbreviations you can read on judge related topics and, if it comes from an official document, where you can find the exact definition*:

BYE: A round in a tournament that you win without having to play an opponent.

CR: Comprehensive Rules: The complete magic rules.

DQ: Disqualification: A penalty we issue for Serious Problems in tournaments using JAR or for some UC in tournaments using the IPG.

UC: Unsporting Conduct: a type of penalty that is defined in the JAR and MTR.

ID: Intentional Draw. When players agree to draw their match without playing a single game. It should be reported in WER as 0-0-3.

FNM: Friday Night Magic. A regular event on Friday. It can be any format, even homemade format.

FTMGS: Failure to Maintain Game State. An infraction issued when you let your opponent commit a Game Play Error. More information in IPG 2.6.

GL: Game Loss. A penalty issued for some infraction or as an upgrade of repeated infraction at Competitive REL or for repeated instances of persistent issues at Regular REL.

GP: Grand Prix: A competitive two day event where everybody can compete.

GPT: Grand Prix Trial : A regular event (rarely Competitive) which grants two byes for a Grand Prix to the winner.

GRV: Game Rule Violation. One of the most common infraction at Competitive REL. More information in IPG 2.5.

IPG: Infraction Procedure Guide. The policy document we use to run tournaments at Competitive REL.

JAR: Judging at Regular. The document we use to run tournaments at Regular REL.

MTR: Magic Tournament Rules: One of the documents we use to run tournaments.

OoOS: Out of Order Sequencing, Technically incorrect order of game actions resulting in a correct outcome. More information in MTR 4.3.

PT: Pro Tour: The most competitive tournament available. Four are held each year. Only qualified players can participate.

PPTQ: Preliminary Pro Tour Qualifier: A competitive tournament that qualifies the winner for an RPTQ.

REL: Rule Enforcement Level. It defines the rigidity of rules enforcement, technically correct play, and procedures used during a tournament. There are 3 different types: Regular, Competitive and Professional. More information in MTR 1.12.

RPTQ: Regional Pro Tour Qualifier: A competitive event that qualifies the top4 or top8, depending on the attendance, for the Pro Tour.

WER: Wizards Event Reporter: The software we use to run tournaments and report results to Wizards.

(*)Funnily, I will use a lot of abbreviations while explaining abbreviations. Act like Jace, collect the Piece of the Puzzle.



This newsletter was done with love by Alex De Bruijne, Alex De Blécourt, Anniek Van der Peijl, Sander De Quick, Mark Dragstra, Jonas Drieghe, Michiel Valcke, Pascal Gemis, Victor Truong and Richard Drijvers.

NEWSLETTER

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