

# BENELUX BULLETIN 4

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## KALADESH



## INTRODUCTION

Alex de Bruijne

Welcome to the fourth edition of the Benelux Bulletin.

This release comes shortly after we've seen the wonders of Kaladesh at the recent prereleases. With the release of Kaladesh came some new inventions and some rules changes. We'll cover these changes in our rules update article.

There's an interesting article on the latest [Belgian judge dinner](#), some highlights of

[Exemplar wave 6](#), and of course an overview of recent advancements. And last but not least we've got a brand new quiz to test your mettle!

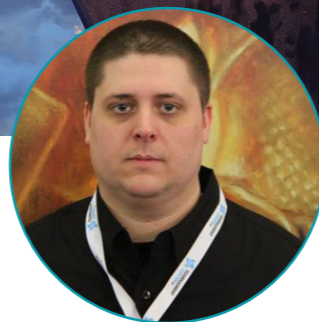
If you have a suggestion for an article or want to write one yourself, we'd love to hear from you.

Just [contact](#) one of the project members and we'll set you up.



# CHANGES IN THE DOCUMENTS

by Pascal Gemis



Hello fellow judges and welcome to a new episode of your exciting saga: Changes in the Documents!

With the release of **Kaladesh** we have a lot of changes in the **IPG** and **MTR**. I will also speak about one of the new mechanics and how to handle it with the current Tournament Shortcuts.

That being said, jump on, start your engine and let's go for a ride.

## CHANGES IN THE IPG

### MISSED TRIGGER

Some triggers have a default action associated with a choice made by the controller. Usually they are worded with "if you don't" or "unless". Before Kaladesh, these triggers always had a detrimental effect for their controller. We can see that kind of trigger on the 5 Pacts from *Future Sight* or on *The Tabernacle* at *Pendrell Vale*.

With the appearance of a new keyword ability, **Fabricate**, in **Kaladesh**, for the first time in Magic: The Gathering we have a trigger with a default action that's not detrimental. **Fabricate X** means When this permanent enters the battlefield, you may put X +1/+1 counters on it. If you don't, create X 1/1 colorless Servo artifact creature tokens.

The old way to fix a missed trigger with a default action would have resulted in some strange situations as we were supposed to apply the default action (making Servos)

when we realise the missed trigger. Imagine servo tokens appearing from nowhere just after the resolution of a *Fumigate*. Hopefully, this change will avoid that.

*From now, when a player realises that a trigger with a default action was missed, let the opponent of the controller of the trigger choose if they prefer to ignore the trigger OR to resolve the default action.*

Another change in the missed trigger policy concerns players taking control of an opponent during a turn.

*You are now responsible for your opponent's triggers when you control her.*

Just a reminder concerning that point: intentionally ignoring one may be **Unsporting Conduct - Cheating**.

### HIDDEN CARD ERROR

It's been a long time since we last spoke about **Hidden Card Error** - around one month. For the HCE fanclub: sing, dance and be happy... A new change is here!

Previously, if some excess cards were returned to the library, they were shuffled into the unknown part of the library.

*Now we take into account if the owner of that library previously knew the position of some*

*of the cards illegally moved and that many cards are returned to the correct position.*

For example: At the end of my opponent's Turn, I activate the first ability of my **Sensei's Divining Top**, look at the top 3 cards and put them back on top. During my first main phase, I cast **Think Twice** but instead of drawing one card I draw 3 cards.

My opponent will look into my hand, choose 1 card to put back on top of my library and choose one card to be shuffled into the unknown part of my library, since 1 of the excess cards were known due to Top.

### DECK/DECKLIST PROBLEM

**Deck/Decklist Problem** lets the Head Judge of the tournament downgrade the Game Loss to a Warning in two cases. Now those two downgrades are not optional. As a reminder, here are the two downgrades from the IPG:

*Downgrade: If a deck is discovered to be missing cards after players have begun drawing opening hands, and the missing cards can be located, issue 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.*

*Downgrade: If a player, before taking any game actions, discovers incorrect cards in their deck and calls attention to it at that point, issue a Warning, fix the deck, and, if the player has drawn their opening hand, instruct the player to mulligan. The player may continue to take further mulligans if desired.*

## CHANGES IN THE MAGIC TOURNAMENT RULES (MTR)

One major change in the **MTR**: Players are not allowed to Pile Shuffle more than once in each randomization of their deck.

As you probably know, Pile shuffling is not an efficient shuffle method (or indeed, a shuffle method at all) as it doesn't randomize the library. If you know the position of one card at the start of the Pile session, with some math you will know the exact position of that card at the end of that Pile...count.

Yes indeed, doing Pile shuffles is effective for only one thing: to count the number of cards in your library. Doing it more than once is a waste of time for you, for your opponent and for the tournament and as any waste of time, it can lead to **TE - Slow Play**.

Of course, Pile Counting is a mechanical habit that a lot of players take and it's probably impossible to erase that

mechanical habit in a snap. Focus on educating players for the next tournament you're involved in.

It can be good to include that change in your Judge speech. It can be a good habit to stop saying "Pile shuffling" and prefer "Pile counting" to clearly indicate it's not a shuffle method.

### COMPREHENSIVE RULES: WELCOME TO THE CREW

We already spoke of a new Keyword Ability (**Fabricate**), that led to a change in the Missed Trigger policy. Kaladesh is a world full of artifacts, crazy inventions and... vehicles.

With the new artifact subtype, vehicle, comes a new Keyword Ability: **Crew**. Vehicles are not creatures unless you put some Crew in them.

To Crew a vehicle you need to tap a creature with a total power equal to or greater than a variable set in the Crew ability of the vehicle.

It seems easy, right?

Let's cross it with an official Tournament Shortcut, now:

"A statement such as "I'm ready for combat" or "Declare attackers?" offers to keep passing priority until an opponent has priority in the beginning of combat step. Opponents are assumed to be acting then unless they specify otherwise." **(MTR 4.2)**

What does that mean if we apply it to Kaladesh? If a player says "Combat?", if her opponent says "Yes", it will be too late to crew a vehicle to attack with it.

Don't be too harsh in Regular Events and use them to educate players on the right way to do it, remind them to Crew before announcing they want to attack or to say in the same sentence that they want to attack and Crew.



# BELGIAN

## JUDGE DINNER - KALADESH

Brussels

by Jonas Drieghe



After almost a year of hosting our regular Judge Dinners in game stores instead of restaurants it was almost inconceivable that we hadn't visited our capital yet. We figured it was time to do something about it. **Pascal Gemis** took care of the necessary practical arrangements and invited us all to Brussels' biggest game store: **Outpost Brussels**.

We had a whopping 19 judges across various levels sign up for the event, the majority of them being L1. As co-organiser it's great to see a lot of these newer judges going out of their way to visit stores they hadn't seen before while actively enjoying the judge community.

On top of the food, the drinks and the eventual games, we always try to have some discussion topic prepared. This time **Emilien Wild** quickly went over the requirements to become a Level 2 judge and asked the Level 1 judges a couple of very direct questions. Are you actively working to become a Level 2? What steps have you taken already? Are you struggling with the remaining requirements? The purpose of these questions was twofold:

1. Making sure that everyone knew exactly where they stood in their advancement
2. Help people who were a bit stuck in successfully taking the next step

After some interesting discussions concerning the advancement process and how to optimize working

towards Level 2, we all decided it was time to play some games together.

Some people were enjoying Commander while two teams decided to battle it out in a Team Cube Draft. Our regional coordinator can now confirm that some of these matches were rather ... Cataclysmic.



After some time, a couple of judges decided to team up for a quick game of League of Legends on Outpost Brussels' nice computer infrastructure and realised soon afterwards that it was getting pretty late.

All in all this was another nice edition of the Belgian Judge Dinner and we are looking forward to seeing both new and familiar faces at our next edition on Wednesday 11 January 2017, right before the Aether Revolt prerelease kicks in.



## NEW ADVANCEMENTS IN THE BENELUX

by Alex de Bruijne



It has not been long since our previous bulletin, so there are only a few advances this edition.

### CONGRATULATIONS TO THE NEW LEVEL 1

Without further ado, I'd like to welcome to the family:

David Lopez Meija - Amsterdam - Netherlands  
 Kenneth Pletinckx - Belsele - Belgium  
 Michel de Broux - Schaerbeek - Belgium  
 Oliver Hessens - Ougree - Belgium

### CONGRATULATIONS TO THE NEW LEVEL 2

And a warm welcome to level 2 for:

Thomas Pupe - Oostkamp - Belgium

# DRAGSTRA'S DILEMMA

by Mark Dragstra

Hello and welcome to another dilemma. This edition is somewhat different from the previous one on the account of not having to take a day off to answer it. I composed six questions for you which all can be answered with card or set names. Un-sets and their cards don't count for this dilemma. Please e-mail your answers to [beneluxbulletin@gmail.com](mailto:beneluxbulletin@gmail.com) and maybe you will win a Judge Gift Temporal Manipulation!

The winner will be disclosed and the answers will be discussed in the next BeNeLux Bulletin.

WIN A  
TEMPORAL  
MANIPULATION  
JUDGE GIFT!



## EXEMPLAR RECOGNITIONS

by Mark Dragstra

The Exemplar Program recently released wave 6. First of all, what is the Exemplar Program? This is what the program says about itself:

"The Exemplar Program is a community-driven peer recognition system designed by Senior Judges which gives L2+ Judges the opportunity to recognize excellence among Judges of all levels throughout the world.

The goal of the **Exemplar Program** is to recognize the contributions that judges make to the Magic Community. Its aim is to grow the quality of judges through peer recognition and provide positive examples for others to follow. By providing examples of judges who exhibit good behavior and provide a positive impact on the Judge community, the belief is all judges will have role-models and clear examples of conduct which will improve the quality of judging globally."

There are 26 judges in the BeNeLux recognized by their peers in wave 6. They will all receive some great judge foils as a token of appreciation. I will highlight some recognitions from this wave for each judge level.

From **Zach Robinson** to **Jasper Capel**:

Jasper, your efforts to keep the Judge Wiki afloat as we transition forward have helped make a major difference to the judge program. Thank you for repeatedly stepping up and carrying that educational project forward.

From **Niels Viaene** to **Olivier Wattel**:

Thank you, Olivier, for taking such great efforts in structuring the Ghent(ry) Judge community. I don't think it should be taken for granted when you as a Level 1 take effort to create a Facebook group, documents and polls to get organized. You make my life that much easier.

From **Emmanuel Gutierrez** to **Anniek van der Peijl**:

Anniek, I was one of the ODE leader at GP Manchester and the Side Event managers incited me to read your report on how to manage it. This was one of the most useful thing I have ever read in my judge life, and it helped me feel calm with the tasks I had to do. This report is a must-read and is well-written and full of tips. I wish I could read more reports like yours! Thank you for it :-)

From **Alex de Bruijne** to **Toby Hazes**:

Hi Toby, You were a player on the last PPTQ where I functioned as head-judge. During round 5 you gave me very constructive feedback, and afterwards you put this feedback in a full blown review. There would be many more reviews if player-judges (or is it Judge-players) followed your example!

From **Thomas Ralph** to **Niels Viaene**:

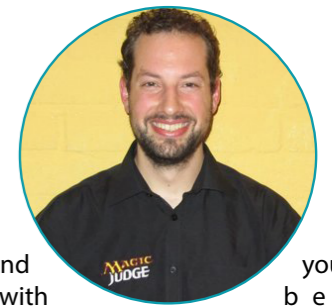
Niels, well done for championing a revolutionary method of assigning locations for on-demand events at GP Manchester. You needed to overcome the problem of people sticking to

the method they know and you had to combine diplomacy with being forceful enough to push through the approach. Your method meant that we spent far less time keeping track of trivial details and more time looking after players. I hope the method catches on.

From **Sophie Hughes** to **Dustin de Leeuw**:

Hi Dustin! This nomination might be a bit of a surprise as we've not actually met, however players at my local store did come across you at GP Manchester and their experience seems to have gone much better thanks to you. Morgan Payne spoke to me, telling me that you were always smiling, helpful and had an all-round positive attitude. Even little things like insisting you cleared the rubbish from a table when they offered to do so left those players with a great perception of you, the Judge program and their GP Manchester experience. Thank you for providing superb customer service and being the kind of Judge, and the kind of person, we should all aspire to emulate.

Of course there are a lot more great recognitions that may inspire you. You can read all about them [here](#).



## QUESTIONS

1. Which card has a keyword that isn't in the comprehensive rules?
2. Which set has no creatures with the flying ability (activated abilities don't count)?
3. Which set has clearly two cards missing in that set (name the cards for bonus points)?
4. Which basic land card has more printings than the other basic lands?
5. Which card has a different art in a reprint because the original art was lost?
6. Which cards have a subsection in the comprehensive rules specifically for that card?





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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