

BENELUX BULLETIN 5



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INTRODUCTION

Alex de Bruijne

Welcome to the fifth edition of the BeNeLux Bulletin!

Great turmoil is afoot in the world of Kaladesh and it seems to have spilled into our own world. With the release of Aether revolt came some new inventions, some rules changes and some bannings! We'll cover these changes in our rules update article.

Sander had an open interview with Niels Viaene of Gentry fame.

We've got an interesting article on the latest

Belgian and Dutch judge dinners, together with a nice report on the one day judge conference in Antwerp.

You can read up on your new colleagues in the "welcome to" article and we will finish off with the results from our last quiz.

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

Just contact us at beneluxbulletin@gmail.com and we'll set you up.



CHANGES IN THE DOCUMENTS

by Pascal Gemis



Welcome back to Kaladesh and the new change in the documents that comes with the release of Aether Revolt.

This time there are very few changes, but let's take the time to take a look at them:

CHANGES IN THE MAGIC TOURNAMENT RULES

In the last edition we introduced the change in the policy about Pile Counting. The rule is now "upgraded" and it's now allowed to Pile Count only once per game as it's not an efficient method to shuffle a deck. There is no infraction or penalty related to this error yet and as it's new, take the time to educate players about it.

One other important change in the MTR is about timed draft. From now, in a timed draft the review period between booster 1 and 2 is increased to 60 seconds and the review period between booster 2 and 3 is increased to 90 seconds.

The last change is about Intentional Draw. From now, if you use the "0-0" button on WER it will have the same result as if you enter 0-0-3 for an ID.

CHANGES IN THE IPG

The major change in the IPG is about a new downgrade for

Tournament Error - Deck/Decklist Problem.

From now, if a player calls your attention about a sideboard card he or she just discovered in a non-sideboarded game before an opponent sees or is about to see it, downgrade to a Warning. Fix the deck by removing all sideboard cards and continue the game like that. Don't add any cards to the set of cards in which the sideboard card was found. Don't apply this downgrade if the error resulted in more copies of a main deck card being played. If a player listed 2 Scalding Tarn in main deck and 1 in sideboard and find the third one in a non-sideboarded game, the penalty is still a Game Loss.

Game Play Error - Looking at Extra Cards has a small change that clarifies that this infraction only applies to cards in the Library.

Game Play Error - Hidden Card Error is back with a slight change. If a player adds a card to his or her hand without revealing it (for example a card found with a Sylvan Scrying) the player still reveals his or her hand and the opponent chooses one that is considered to be the one put in the hand. If they choose a land, that's it. If they choose a non-land, the card

is shuffled back into the library. Previously we stopped the fix there. From now on, the player performs the erroneous action again (and correctly this time we hope).

COMPREHENSIVE RULES : IT'S TIME TO IMPROVISE

Aether Revolt introduces a new Keyword ability: **Improve**.

While casting a spell with **improve**, after having paid the mana, you can tap artifacts to pay for Generic Mana.

Here are the complete rules for **Improve**:

702.125. Improve

702.125a Improve is a static ability that functions while the spell with improve is on the stack. "Improve" means "For each generic mana in this spell's total cost, you may tap an untapped artifact you control rather than pay that mana."

702.125b The improve ability isn't an additional or alternative cost and applies only after the total cost of the spell with improve is determined.

702.125c Multiple instances of improve on the same spell are redundant.

BANNED AND RESTRICTED LISTS

New cards are growing the banlist in Standard and Modern

In Standard **Emrakul, the Promised End**, **Smuggler's Copter** and **Reflector Mage** are banned.
In Modern **Gitaxian Probe** and **Golgari Grave-Troll** are added to the banlist.

No change in Legacy or Vintage.

You can read the full Banned and Restricted cards list [here](#).



INTERVIEW

NIELS VIAENE

by [Sander De Quick](#)



I am here today with **Niels Viaene**, we're going to talk a little bit about your judging career, and your life outside of it.

Most people know you as a big blond L3 Judge/Viking, but here in our Ghent community you are also known as the founder of the League of New and Beginning Magic: the Gathering Players. Can you tell us a little bit more about what prompted you to do this and how it grew?

Originally, it started with me trying to create a fixed forum for people who wanted to learn to play Magic, because Magic players are notoriously bad at actually explaining how to play magic. As time went on, it became clear that not only did we need this initiation point, we also needed to have a space where very casual players can get a taste of the competitive scene. Since FNMs and weekly drafts were becoming very competitive, players needed a space to get used to being paired, and having a judge around.

I was present at most of the League's growth, I remember it used to be around eight players drafting, or playing decks you had built before. So how did the League go from this close group of friends/colleagues to this big player magnet, this great community of players who want to help, teach and support each other, that it has become today?

Difficult question. Everything began with inclusiveness. I have been very outspoken against any kind of negative behavior, anything that could be considered harassment; or bullying; or whatever you call it. I tried to nip it all in the bud. There have been people who I have requested to leave and not come back until they grew up.

At some point you reach a critical mass, where people start to bring that message themselves, and the players themselves are saying "come on don't do this", or "don't act like this". Critical mass is a key word in community building. That's how we got our large player base and good group mentality. As soon as you hit critical mass, people start coming even though you didn't personally invite them, or they spread messages that you usually do. At that point you've created a snowball effect. This is what I would call phase 3, where it was out of my hands and I could see it growing and developing without my direct influence.

As you said, it has been out of your hands, with me as a L2 taking over, and by now we have six L1 judges rotating the League's events. Was it a conscious decision of using the League as a training grounds for L1 judges, or did it come naturally?

That was never the plan, nor something I even anticipated. But as soon as I saw it developing with you and Edouard (De Man), I immediately embraced it. The more it goes on, the more I realize this is probably the best breeding ground for good judges that are community-driven and focused on fair play rather than people who get dumped in from the competitive scene and can be too focused on the documents. I like this idea of a softer skill training ground for judges, where (because there's so many judges so close together) they easily spot their weakest points and try to improve each other. This outcome can be noticed during their study sessions, where they share interesting questions and scenarios they encounter, challenging each other. It's really nice to see, but again, it was out of my hands. I just saw it happening and I was really happy that you took a prominent role in this.

One of the big things coming out of the League is the **Gentry Standard Format**. Can you explain what **Gentry** is and why you created this format?

Originally, I made **Gentry** as a way to create simple decks for players, and I had a few permutations before I settled on what it is today. It used to be just a way to give out free decks, built from my leftover cards. The first permutation was decks from a single block, a single color and only commons and singleton uncommons. Such a small pool of cards meant the decks pretty much made themselves, leading me to get bored rather quickly. So I started adding colors and, with the multicolor set (RtR) released at that time, I decided that it would be better to let the players build their own decks and test them against me. This didn't fix the problem players had when drafting with us; opening a cool rare, but not being able to play it. So I wanted to have the excitement of rares in the format as well, which eventually led to what it is now. The rares and mythics are rare enough now that you cannot really build around them, but common enough that you actually see them during games. This also adds an element of randomness that gives newer players a chance to win against more experienced players and that is something I want to embrace.

Even though there is a quite competitive following, the format was designed to be more fun-oriented and slightly more random, which is often a complaint from the experienced players.

We've talked about the League enough now. Let's move on to the rest of your judging career. Recently you switched from judging on the floor to a more logistical approach. Can you explain how this came about and how it impacted your GP experience?

At some point, **Bazaar of Moxen (BoM)** introduced the Prize Wall and, after a few events, **Wizards of the Coast (WotC)** decided every GP organizer should have a prize wall. That decision came with extra logistics because WotC sponsors some products and expects you to supply other products yourself. Singles are the most obvious example of this. For the 2015 MM2 GP Utrecht, which a lot of people involved in its organisation labelled 'the Unmentionable', the TO needed their first prize wall. So they were looking for someone who would make a system to gauge everything, create a storefront, a registry system and a reporting system for how it went and what needs to change. That person turned out to be me.

Jurgen Baert, an L3 who worked closely with them, recommended me for this job because he knew I was involved in the secondary market (I used to flip collections). So I had a pretty good idea of card values and how a mass of people would react to certain pricing strategies. There was a stock system in Google Documents that I expanded on and, somehow, GP Utrecht went by and everybody survived. I did a pretty good job at what I was supposed to do. I had no customer service issues and I had a reporting strategy with conclusions. So they decided to keep me on for this role. Since, I enhanced the stock system, optimizing a lot of little things. We're still working in that Google Document, but now it takes far less time to load.

That's how I got to this spot. I became specialized in sales and purchases, customer service, logistics, and inventory for **tournamentcenter.eu**. It has nothing to do with judging, but it is an aspect of GPs I was interested in. At that time I was a Pillar of Moxen for **BoM** and also semi-Judge Manager for a couple of their events, which was something I did together with Jona Bemindt.

You don't get to do a lot on the floor work, but the macro scale of handling judges really interested me. The funny thing is the workload you take on explodes. For the prize wall I was pretty much the first guy in the hall and the last person leaving. This easily becomes a 14-16 hour shift and I loved every minute of it. It really gave me a sense of fulfillment, where I'm not just around during my shift, but making sure something happens

that wouldn't be happening if it weren't for me.

You gave up your University job to focus on this side of tournaments, didn't you?

This is true. Because I was working with **tournamentcenter.eu** I became interested and enrolled in other tcg tournaments that they host, also from a prize wall point of view, but also purely from an event logistics side of tournaments. I now also know how to break down everything aside from electronics. Before, I was doing this in my spare time, during my days off. I spent all my free days and 17 unpaid days from my University job, and I still had to turn down lots of events. Since I started the League and have some other personal projects that I wanted to devote my time to, and because they've become a lot more professional, I have a stable income from doing these events. So I took the risk of quitting my job and seeing if this hobby can actually become a full time profession.

Is there anything you can tell us about your plans for 2017?

Most of them are not Magic related. I did apply to become the new BeNeLux Regional Coordinator, but it didn't go beyond the first step. I still need to get to know the region, see where the problem areas are, help Richard Drijvers when he calls for my support, etc. On the personal side, I'm trying to write a book, learning some wood crafting, maybe more house renovation stuff, and I'm founding a little company for laboratory and research support.

So, with all the engaged BeNeLux judges reading each of your words, is there anything you want to tell them?

You're all pretty amazing! I hope you all get to have as much fun and satisfaction from judging as I do. I want to thank people for their commitment and wish them the satisfaction they should have.



A-CONFERENCE

WE MUST GO

Antwerp

by Jonas Drieghe



November 26, 2016. A clear November sky loomed over the early morning of my departure. It had been a while since I visited Outpost Antwerp and this day would be for one of the better reasons possible.

After a comfortable train journey from Leuven to Antwerp where I caught up on some sleep and added the finishing touches to my seminar, I enjoyed a nice morning walk towards Antwerp's biggest game store. I was among the first to arrive and you could tell this was not the shop's regular opening hour. Eventually, coffee arrived and all was well again in the wonderful world of this conferencing judge.

The concept of this 1 day conference was new to the region, as our regular conference is a 2 day event in June. With only 32 slots available, this was going to be a somewhat smaller affair with a single track of seminars. First up: recently anointed Level 3 [Jona Bemindt](#) with an in-depth and interactive session on the combat phase. Everyone seemed to enjoy the little puzzles and questions he had prepared and participation was plentiful.

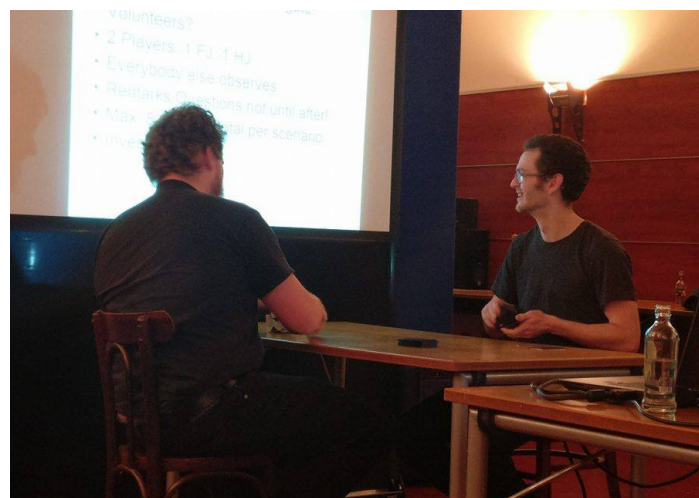
Afterwards I got to elaborate on the different Rules Enforcement Levels in front of a lovely audience of judges. Everyone was very cooperative in discussing the policies as applied in their own local game store and that's always nice to see as a presenter.

After lunch [Jurgen Baert](#) graced us with a presentation on replacement effects, immediately followed by [Alex De Bruijne](#) holding the Sword of Feedback while giving us some great information on how to give and receive proper feedback. After a short break, our Regional Coordinator [Richard Drijvers](#) gave an interactive seminar on investigations. Needless to say we caught some dirty cheaters, right Jona?

If you were unable to attend this 1 day conference, and think that this is something you would enjoy a lot, you may want to check JudgeApps. The applications for our 2 day conference on June 23 and 24 are still open and limited to 64 attendees.

Conferences are a great way to get to know your fellow judges in the region, and they offer probably the quickest way of leveling up as a judge. If this doesn't convince you to apply, know that all work and no play makes jack a very dull boy, and we always mitigate this by playing a lot of games or just having random conversations in between seminars.

I already applied for June and I wholeheartedly expect to see you all there!



2017: A NEW YEAR WITH JUDGES ALL AROUND

by [Alex de Bruijne](#)



WELCOME TO THE JUDGE FAMILY

Bart Sluijter - Almere - Netherlands
 Bas Nieuweboer - Vlissingen - Netherlands
 Bas van Heugten - Uden - Netherlands
 Bernard Linster - Esch/Alzette - Luxembourg
 Boyan Bosschem - Ghent - Belgium
 Daan Willems - Mechelen - Belgium
 Félix Gason - Liège - Belgium
 Floris de Baerdemaeker - Ghent - Belgium
 François Redivo - Namur - Belgium
 Frederik Mortier - Sint-Lievens-Houtem - Belgium
 Joery Sercu - Utrecht - Netherlands
 Mario Mendes - Luxembourg - Luxembourg
 Michiel Geusens - Meeuwen-Gruitrode - Belgium
 Rory Tans - Boxtel - Netherlands
 Timon van den Berg - Leeuwarden - Netherlands

CONGRATULATIONS ON REACHING LEVEL 3

Anniek van der Peijl - Arnhem - Netherlands
 Jona Bemindt - Ghent - Belgium

WELCOME TO OUR REGION:

Riccardo Mangano - Amsterdam - Netherlands (formerly Rijeka - Croatia)

DRAGSTRA'S DILEMMA - THE ANSWER

by Mark Dragstra



Hello and welcome to the moment you have been waiting for for months, the answers. My first dilemma was a bit circuitous to solve, so I decided to get around that by asking for short answers to some quiz questions. Needless to say that the outcome was exactly the same, three submissions again. Somebody won the judge gift Temporal Manipulation, let's find out who!

QUESTIONS & ANSWERS

Which card has a keyword that isn't in the comprehensive rules?

This is of course Steamflogger Boss, which says:

Other Rigger creatures you control get +1/+0 and have haste.

If a Rigger you control would assemble a Contraption, it assembles two Contraptions instead.

Assemble isn't in the comprehensive rules anywhere.

Which set has no creatures with the flying ability (activated abilities don't count)?

There are actually two sets that meet this criteria, namely Portal Three Kingdoms and Fallen Empires. But since I asked to name only one set, any correct answer will give you the full points.

Which set has clearly two cards missing in that set (name the cards for bonus points)?

In short, it's Alpha with Circle of Protection: Black and Volcanic Island. Why? According to Richard Drijvers; The commissioned artwork for the COP didn't arrive in time. As for the Volcanic Island, Mark Poole created an artwork for Volcanic Island with a bird prominently in the middle of the picture. It was decided this artwork wasn't fit for a Volcanic Island, so Richard Garfield created a new card fitting for the artwork; Birds of Paradise. That's right, Birds of Paradise was created because they were about to throw away a commissioned artwork for which they didn't really have the funds.

Which basic land card has more printings than the other basic lands?

This is a tricky one. Since I hardly know anything, I googled a lot for these questions. It used to be Mountain, because it was printed by accident in Arabian Nights. But these days with all the dual and premium decks, this might have changed.

Alex de Blécourt and I did an extensive research to get the up to date number of printings. There are three 'imbalanced' printings (where not all five lands have been printed), without counting duel decks and such. These are in Arabian Nights (Mountain), Arena (unfinished cycle of Island and Forest) and Dragon's Maze Prerelease (Plains). Going by that, it would result in a four-way tie. However, the different pre constructed decks (duel decks etc) have a massive impact on the total amount of printings. Going by different art as different printings, Mountain is a clear winner, followed by Forest, Swamp, Plains and Island in order.

Which card has a different art in a reprint because the original art was lost?

This is Plateau. It has a different art in Revised. That's because the original art file got corrupted. The new art came from the dual land from Ice Age. Yes, they were once planning on printing snow-covered duals, but it got cancelled.

Which cards have a subsection in the comprehensive rules specifically for that card?

This question might as well have been: What is a subsection in the comprehensive rules? A section is the 100, 200, 300, etc. A subsection is 101, 102, 103, etc. So all text there needs to be addressing one card, not just a paragraph (e.g. 101.1). This leaves us with two cards, namely Karn Liberated 717 (restarting the game) and Shahrazad 718 (subgame).



Two participants were tied after answering the first five questions with a perfect score. So the sixth question was the decider. One participant named three cards, but none of them suited the correct answer. The other participant named those three as well, but also a few more including Karn Liberated and Shahrazad. Therefore the winner is Mark Koster. Congratulations!

BELGIAN AND DUTCH JUDGE DINNERS

AETHER REVOLT

by [Jonas Drieghe](#) & [Mark Dragstra](#)



Wednesday before the prerelease is Judge Dinner time. This is already a tradition in Belgium and it's starting to be in The Netherlands. Unfortunately there were three cancellations in Tilburg, which led to a total attendance of seven table companions. After a good catching up talk we sent off a fellowship (Axel and Alex) to gather some Chinese food. We ordered for four people, ate from it with six and had leftovers for two - so it was basically a very cheap all-you-can-eat dinner without the trouble of having to eat it all. It's hard to imagine that someone would go to a restaurant including that hassle.

Meanwhile, in Brussels, a massive 21 judges were gathered to enjoy an all-you-can-eat Japanese dinner at Ninja House. The place offers five servings for each group of four people of whatever size or variation, as long as you eat it all. That last part proved to be a challenge at one point. After one group ate a third of the adjacent group's dumplings, they decided to go a little overboard on the second serving. There was some exemplar-worthy dumpling eating right then and there.

At the Belgian dinner there were considerably less judgy conversations than usual and there weren't any real topics prepared. This dinner was branded as a more social gathering to celebrate the new year in a slightly more formal setting than the usual game store dinners.

At the Dutch dinner, however, there was some serious business going on. Mark prepared a small presentation to discuss the few new mechanics in Aether Revolt accompanied by quiz questions to implement them. This was followed by a discussion on how to prepare for a tournament (requested by Harm) where everybody gave some good input.

The final discussion (provided by Richard) was the best one. We called it: Schrödingers Bribery. A player just made an ID in the last round of Swiss. While waiting on the other matches, the player shouts: "Whoever I play in the finals, I offer 100 euros for a concession!" Did the player just commit bribery or only when the player makes it to the finals? I'm not spoiling your mind

with a consensus, but instead I encourage you to participate in a discussion on JudgeApps.

The Belgian dinner was rounded out by a selection of ice cream flavours accompanied by some Commander games while at the Dutch dinner the evening was topped off by playing a round of Judge Tower that Toby brought along. Everybody had a lot of fun, mostly at Anniek's expense, who never recovered from **Manifold Insights**.



On both sides of the border, food and fun went hand in hand and we're already looking forward to the upcoming editions of our dinners. A final thank you to the organisers and all participants. I'm sure they would love you to join in on the fun next time.

Jonas Drieghe and Mark Dragstra



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

NEWSLETTER

2016
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