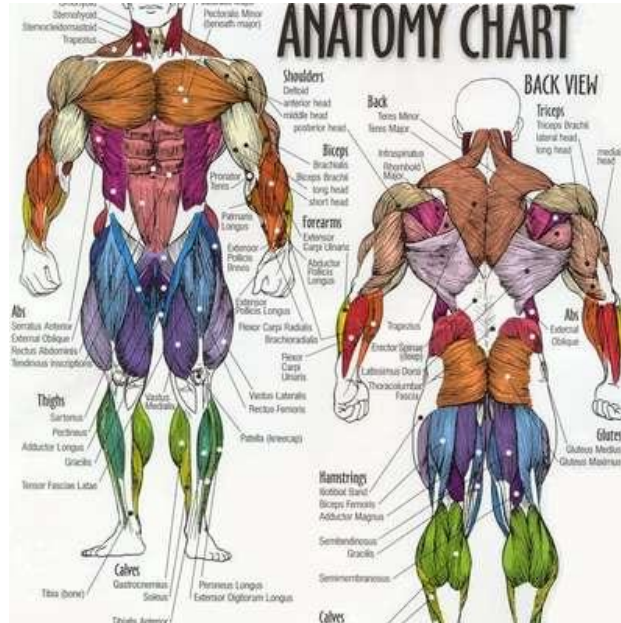


Anatomy Of A Judge Call

MAGIC JUDGE



The Judge Call Begins

What makes us start a judge call?

- 1) A player in the game calls “Judge!”
- 2) A player outside the game tells us there is a problem
- 3) We see a problem while watching a game

What Do You Need To Do First?

Now that we've seen the three main ways judge calls begin, what is the first thing we need to do?



Check The Time

Let's See a Call

Use this space for a live judge call!

- emphasize the basics
- what do we do when initiating a call with players?
- e.g. Dark Confidant Missed Trigger

Priorities During the Call

- Customer Service: Being a Magic Judge is a customer service position, and the call is one of our most visible interactions with players.
- Accuracy: We need to make sure we are giving the correct rulings. Our customers need to have confidence in our knowledge.
- Diplomacy: We need to make sure our soft skills are up to par so that even when we give a ruling against a player, they feel like we listened and were fair in our judgement.
- Impartiality: We need to make sure that we make our calls fairly and based on the rules, not by the board state and not based on who is involved in the ruling.

Listening and Verifying

We will hear many different stories at an event, often at the same match.

- Resist the urge to jump to any conclusion or assume we know the full story.
- The second player's story might provide small details that make a huge difference.

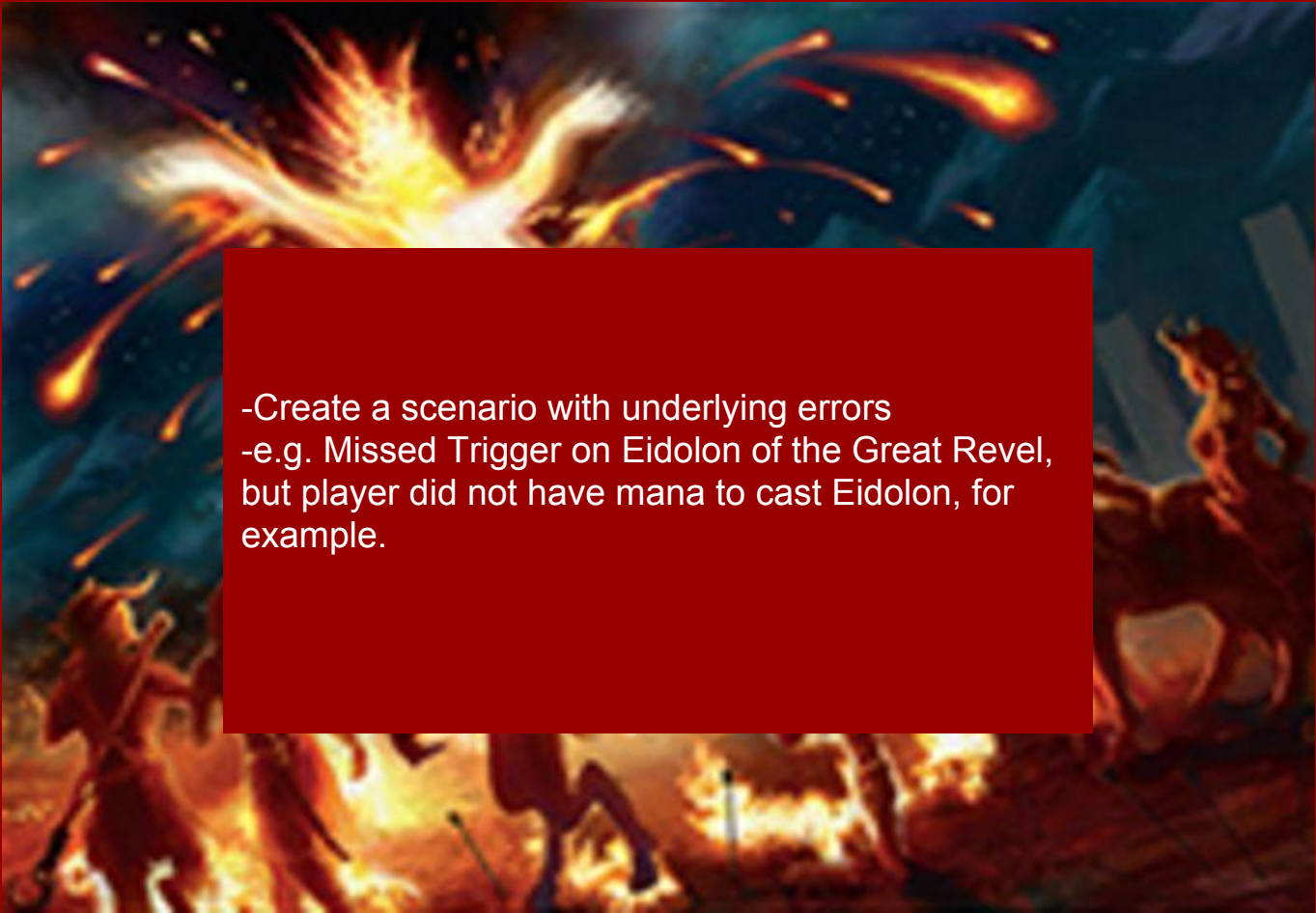


Look For Clues

- Give the board a once over.
- We want to answer the call, but often there are underlying errors as well.
- We want to leave the game as close to a proper game state as possible, so:
 - Check cards are in the correct zones
 - Look at mana used to cast spells
 - Check life totals
 - Ensure you know the turn, the phase, and who has priority



Let's See Another Call



-Create a scenario with underlying errors
-e.g. Missed Trigger on Eidolon of the Great Revel,
but player did not have mana to cast Eidolon, for
example.

Assessing and Investigating

- We are acting as the front line on these calls
- We need to determine what likely happened and how to get it on track, with as little fuss as is possible.
- Ask a few questions to get a feel for the history of the match
- Do not linger on something if you don't get the feeling it is off.
- If an investigation is necessary, get a senior judge involved

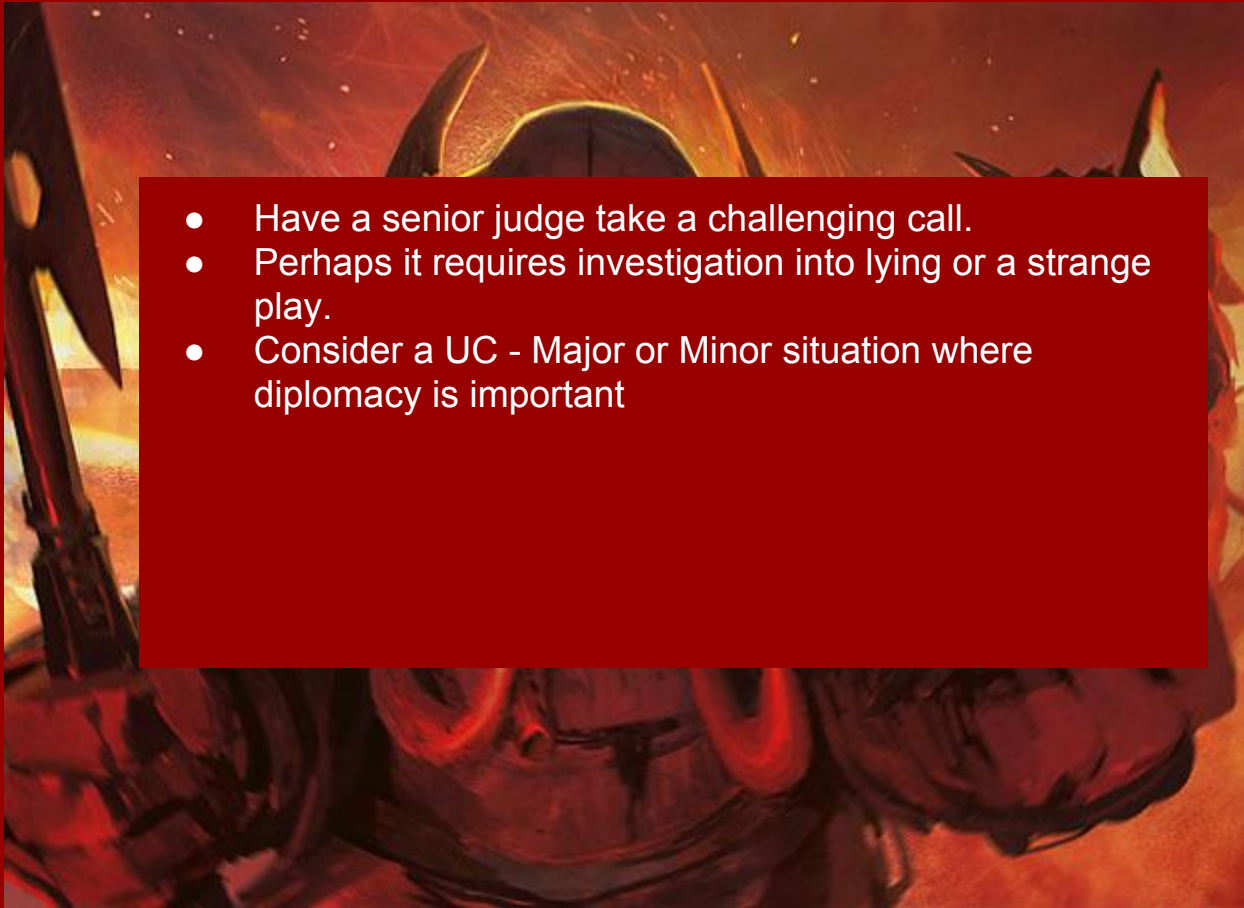


Diplomacy

- Our goal is to ensure both players are satisfied (though not necessarily “happy”) with our call
- Poor diplomacy can mean that one or both player feels slighted.
- When we makes players feel we did not treat them with respect it can cause many issues
- Negative interactions lead to complaints on site, or worse, on the internet!



Let's Try Another One

- 
- Have a senior judge take a challenging call.
 - Perhaps it requires investigation into lying or a strange play.
 - Consider a UC - Major or Minor situation where diplomacy is important

Outcomes of the Call

- We need to document the call if it has taken any real time from players.
 - We may need to issue a penalty.
 - Recognize the time cost by issuing an extension

If your tournament is using WER the proper method for writing a penalty is:
Your Name (First, Last) Player Name (Last, First) Infraction, Penalty, Comment.

If your tournament is using WLTR then the way to write the penalty is:
Table Number, Player 1 or Player 2, Your Name, Infraction, Penalty, Description

Final Steps

When giving a time extension to the match:

- Make a note of the table, and the time extension you have applied.
- Depending on the time extension length and tournament size:
 - make sure the End of Round team has that information
 - or keep an eye on the match yourself so a judge is there when time is called

