

# Damage Control

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Applying Additional  
Remedies

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# Why did we suggest Additional Remedies?

Players REALLY  
REALLY care that you  
choose correctly.

They're tricky to learn and  
they're on the L2 exam.

Abeed wanted a  
seminar on  
technical skills!



# Deck Problems and Decklist Problems

While searching their library, a player discovers that they're missing an Overgrown Tomb. They can't find it and can't find a replacement.

What's the infraction? What's the additional remedy?

*If the decklist contains illegal cards, remove them. Alter the decklist to match the deck the player is actually playing. If the deck/sideboard and decklist both violate a maximum cards restriction (usually too many cards in a sideboard or more than four of a card), remove cards starting from the bottom of the appropriate section of the list. If the deck contains too few cards, the player chooses to add any combination of cards named Plains, Island, Swamp, Mountain or Forest to reach the minimum number .*

*Alter the decklist to reflect this. These changes may be reverted without penalty if the player is subsequently able to locate identical replacements to legal original cards.*

# Deck Problems and Decklist Problems

During a Game 1 limited deckcheck, a player has presented a 40 card deck.  
Their decklist has 41 cards, with one card different.

What's the infraction? What's the additional remedy?

*Remove any incorrect cards from the deck, including any sideboard cards that could not yet legally have been added. Locate any cards missing from the deck and shuffle them into the randomized portion of the deck. 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. If the error is discovered during opening hands, instruct the player to mulligan. Otherwise, do not replace discovered erroneous cards in hands or other sets (such as a group of cards being scried or drawn).*

*If the missing card(s) were in a previous or current opponent's deck, issue penalties to both players.*

# Mulligan Procedure Error

Judge! I accidentally mulliganed to 7 instead of 6!



OR

(Player's  
choice)





# Hidden Card Error

Make sure it's a HCE! Many things are not!



# Hidden Card Error - Step 1 - Pre-Fix Backup

Did they do something after the error? Undo that, THEN keep fixing.



# Hidden Card Error - Step 2 - Is there a set left?

*If the set of cards that contained the problem no longer exists, there is no remedy to be applied.*





# Hidden Card Error - Step 3 - “Rummaging Rule”



*If the error put cards into a set prematurely and other operations involving cards in the set should have been performed first, the player reveals the set of cards that contains the excess and his or her opponent chooses a number of previously-unknown cards. Put those cards aside until the point at which they should have been legally added, then return them to the set.*

# Hidden Card Error - Step 4 - Fail to Reveal

If a player failed to reveal cards, reveal the set to their opponent. They choose that many cards, and then the player repeats the action on them.





# Hidden Card Error - Step 4 - Thoughtseize!

If there are too many cards in the set, Thoughtseize the excess away. Cards that go to the library are shuffled UNLESS the card was known.



# Hidden Card Error - Surprise Quiz!

Judge!

I set my hand down on the table, and accidentally picked up one of my morphs.





# Missed Trigger - Step 1 - No Expiry Date

*Triggers with default actions*



*ETB Triggers of auras that only affect the enchantee*



*Delayed triggered ability that changes the zone of one or more objects defined at that time*



# Missed Trigger - Step 2 - Is it too late?

*If the ability was missed prior to the current phase in the previous turn, instruct the players to continue playing. If the triggered ability created an effect whose duration has already expired, instruct the players to continue playing.*

*If the triggered ability isn't covered by the previous two paragraphs, the opponent chooses whether the triggered ability is added to the stack. If it is, it's inserted at the appropriate place on the stack if possible or on the bottom of the stack. No player may make choices involving objects that would not have been legal choices when the ability should have triggered. For example, if the ability instructs a player to sacrifice a creature, that player can't sacrifice a creature that wasn't on the battlefield when the ability should have triggered.*

# Game Rule Violation - Step 1 - K.I.S.S.

*“First, consider a simple backup (see section 1.4)”*





# Game Rule Violation - Step 2 - Partial Fixes

*Illegal choices for static effects OTB*



*Forgot to draw, discard, or return cards to hand*



*Required zone change missed or incorrect*





# Game Rule Violation - Step 2b - Partial Fixes

*Forgot to declare blocker  
order*



# Game Rule Violation - Step 3 - Backup or no?

*Decide if you want to*

*ent of the error.*



# LIGHTNING ROUND!

Looking at Extra Cards: *Shuffle any previously unknown cards into the random portion of the deck, then put any known cards back in their correct locations.*

Tardiness: *The players are given a time extension corresponding to the length of the tardiness.*

Slow Play: *Two additional turns are added to the number of additional turns played. This turn extension occurs before any end-of-match procedure can begin and after any time extensions that may have been issued. No additional turns are awarded if the match is already in additional turns.*



**Communication Policy Violation:** *A backup may be considered in cases where a player has clearly acted upon incorrect information provided to him or her by his or her opponent. The backup should be to the point of the action, not the erroneous communication.*

**Marked Cards:** *The player needs to replace the card(s) or sleeve(s) with an unmarked version or, if no sleeves are being used, use sleeves that conceal the markings. If the cards themselves have become marked through play in the tournament, the Head Judge may decide to issue a proxy. If the player is unable to find replacement cards, he or she may replace those cards with basic lands; this change may be reverted at a later point if replacements for marked cards are found.*



**Insufficient Shuffling:** *Shuffle the random portion of the deck thoroughly.*

**Unsporting Conduct - Various:** If the penalty is a Game Loss or Match Loss and it's the end of the match, you can apply it to the next match.

For Aggressive Behavior or Theft, in addition to the DQ, they should be asked to leave the venue.



# It's Over!

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