

# Deck Problems

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- What is a Deck Problem?
- What is the penalty?
- How do we fix it?
- When do we upgrade?
- Examples!
- Questions?

## Deck Problems

- “The contents of a deck or sideboard do not match the decklist registered and the decklist represents what the player wanted to play.”  
-IPG 3.5

## What is a Deck Problem?

- “The contents of a deck or sideboard do not match the decklist registered and the decklist represents what the player wanted to play.”  
-IPG 3.5
- This could be:
  - Failing to de-sideboard
  - Extra cards with the deck box
  - Missing cards
  - An opponent's cards in the deck

## What is a Deck Problem?

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**What is the Penalty?**

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- By default, the penalty is a Warning
- There are many situations which warrant an Upgrade to Game Loss
- Game Losses must be approved by HJ or designate (L3s at GPs)

## What is the Penalty?

- Remove incorrect cards from the deck
- Locate cards missing from the deck and shuffle them back into the deck

**How do we fix it?**



- Remove incorrect cards from the deck
- Locate cards missing from the deck and shuffle them back into the deck
- If discovered in opening hand, instruct player to mulligan
- If discovered during a game, do not replace draws or scries

**How do we fix it?**

- Tournament Error - 2<sup>nd</sup> instance is Game Loss
- If discovered by a judge (deck check)
- If opponent discovers during presentation, and missing cards not in opponent's deck
- If incorrect card becomes visible to opponent
- If more copies of main deck card than on decklist, and game has begun

## When do we upgrade?

- Note: all examples were actual calls
- Assume no cheating
- Active player's name starts with A, non-active player's name starts with N
- In a real situation, investigate!

# Examples!

- In game 1, Andrew casts Thought Scour, targeting Nancy. As Nancy pulls the top 2 cards of her deck to put them in the graveyard, she sees a Wurmcoil Engine, a sideboard card.

**Examples!**

- In game 1, Andrew casts Thought Scour, targeting Nancy. As Nancy pulls the top 2 cards of her deck to put them in the graveyard, she sees a Wurmcoil Engine, a sideboard card.
- Nancy receives a Game Loss, as this card was about to be revealed to her opponent.

# Examples!

- In Game 1, Nick casts Opt. He sees The Scarab God, which is not part of his 75. He informs you that this card belongs to his previous round opponent, Angela. When asked why he has this card, he informs you that it was exiled by a Cast Out.

**Examples!**

- In Game 1, Nick casts Opt. He sees The Scarab God, which is not part of his 75. He informs you that this card belongs to his previous round opponent, Angela. When asked why he has this card, he informs you that it was exiled by a Cast Out.
- Nick receives a Warning. Return The Scarab God to Angela's deck. Angela receives a Warning unless she hadn't presented her deck.
- Do not replace Nick's scry with a new card.

## Examples!

- Amy casts Summoner's Pact. While searching, she sees a Thragtusk, a sideboard card, in her deck. When she calls you over, she informs you this is the only copy in her 75.

**Examples!**



- Amy casts Summoner's Pact. While searching, she sees a Thragtusk, a sideboard card, in her deck. When she calls you over, she informs you this is the only copy in her 75.
- Amy receives a Warning. Correct her deck. Instruct her to finish searching.

**Examples!**

- In game 1, Ash draws their third copy of Magma Spray. They inform you that there should be two in the main deck, plus one in the sideboard.

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- In game 1, Ash draws their third copy of Magma Spray. They inform you that there should be two in the main deck, plus one in the sideboard.
- Ash receives a Game Loss for having too many copies of a main deck card.

# Examples!

- Alex is playing Rakdos Burn in Modern. In his opening hand for Game 1, he draws two copies of Rakdos Charm. When he calls you over, he informs you that only one should be in his main deck.

**Examples!**

- Alex is playing Rakdos Burn in Modern. In his opening hand for Game 1, he draws two copies of Rakdos Charm. When he calls you over, he informs you that only one should be in his main deck.
- Alex receives a Warning. Correct the failure to desideboard. Instruct Alex to mulligan. This is not a Game Loss, as the game has not yet begun.

# Examples!

- Any questions about Deck Problems?
- Feedback?

**Questions?**