



“Whatchu’ Talkin’ Bout?”

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Topics.

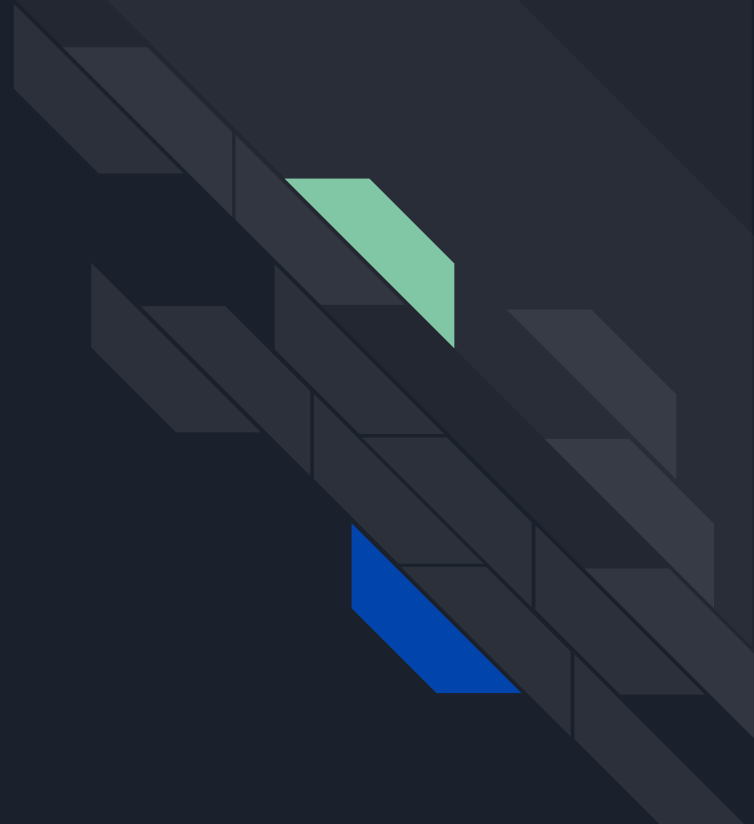
- ❖ Clear Communications Tips and Tricks!


- Judge to Player.
- Player to Player.

- ❖ CPV

- What is it?
- What to do about it?

What Is Clear Communication?





Why Is Clear Communication Important?

- Player To Player.
- Judge To Player.
- Judge To Judge.



The Table Approach.

- ❖ What's The First Thing We Say?
 - “Hello / Hi / Hey”
 - Avoid Gendered Pronouns.
 - “Hey Guys” “What’s up dude?”
 - Avoid All Together - “Hey There, How Can I Help?”



First Impressions Are Key.

- ❖ Why Is It Important?
 - Sets The Tone For The Rest Of The Call.
 - Maintain Professionalism.
 - Maintain Authority.



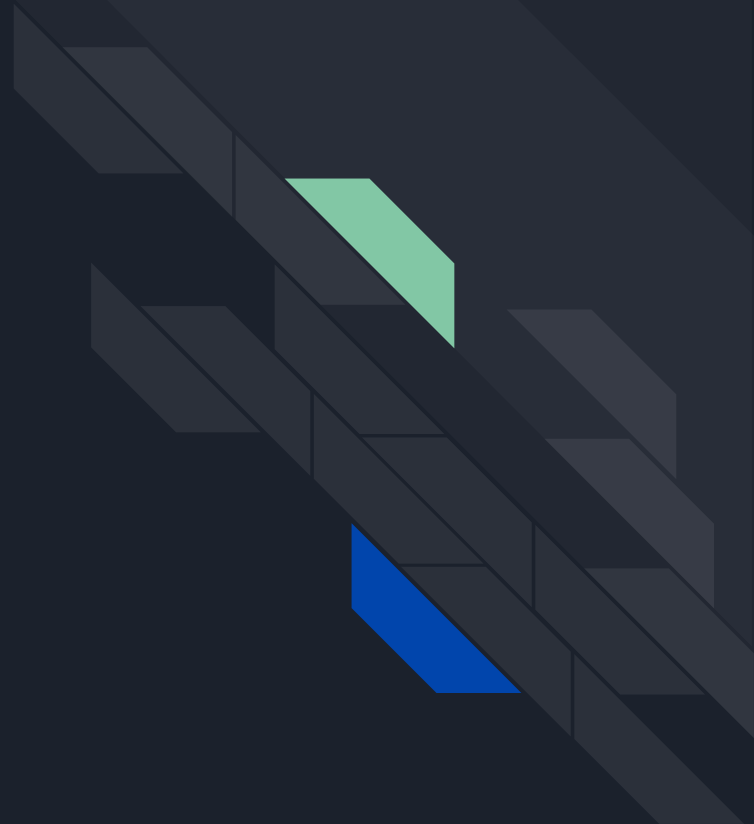
What They Say

VS

What They Mean.

- ❖ Unclear With Their Questions.
- ❖ Decipher What They Are Asking.
- ❖ Important For Giving The Correct Rulings.
- ❖ Don't Be Afraid To Ask Questions.

How To
Communicate
Clearly.





Ask Clarifying Questions.

- ❖ What Is a Clarifying Question?


- Examples:

- “What Phase Is It?”
 - “Who’s Turn Is It?”
 - “Who has Priority?”
 - “What Else Has Happened This Turn?”
 - “What Are You Trying To Do?”



Confirming Information With Players.

- ❖ Make Sure Each Player Explains The Situation.
 - Repeat Statements To Confirm Information.
 - Do Not Make Assumptions About Information.
 - Sometimes You Need To Direct The Questions.



Confidence Is Key.

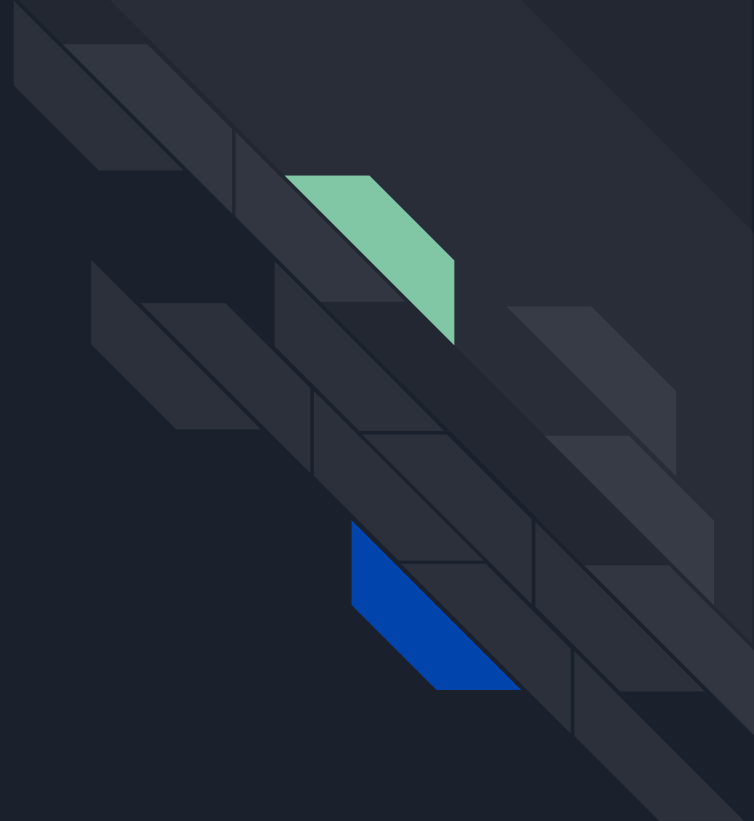
- ❖ Professionalism.
- ❖ Credibility.
- ❖ Do Not Be Afraid To Not Know Something



Ways To Alter Your Communications.

- ❖ Be Friendly.
- ❖ Change Some of Your Generalized Statements.
- ❖ Be Confident When You Speak.
- ❖ No “Ummm” or “ahhhh”.

Communication Policy Violation





Communications Policy Violation - CPV

What is CPV?

A player violates the Player Communication policy detailed in section 4.1** of the Magic Tournament Rules. This infraction only applies to violations of that policy and not to general communication confusion

Penalty Type - Warning

- ** They plan to include 4.2 of the MTR in a future update of the IPG to also cover Tournament Shortcuts

MTR - Section 4.1 and 4.2

4. Communication

4.1 Player Communication

Communication between players is essential to the successful play of any game that involves virtual objects or hidden information. While bluffing may be an aspect of games, there need to be clear lines as to what is, and is not, acceptable for players to say or otherwise represent. This will confirm expectations of both sporting and competitive players during a game.

A player should have an advantage due to better understanding of the options provided by the rules of the game, greater awareness of the interactions in the current game state, and superior tactical planning. Players are under no obligation to assist their opponents in playing the game. Regardless of anything else, players are expected to treat opponents politely and with respect. Failure to do so may lead to Unsporting Conduct penalties.

There are three categories of information: free, derived and private.

Free information is information to which all players are entitled access without contamination or omissions made by their opponents. If a player is ever unable or unwilling to provide free information to an opponent that has requested it, he or she should call a judge and explain the situation. Free information consists of:

- Details of current game actions and past game actions that still affect the game state.
- The name of any visible object.
- The number and type of any counter.
- The state (whether it's tapped, attached to another permanent, face down, etc.) and current zone of any object.
- Player life totals and the game score of the current match.
- The contents of each player's mana pool.
- The current step and/or phase and which player(s) are active.

Derived information is information to which all players are entitled access, but opponents are not obliged to assist in determining and may require some skill or calculation to determine. Derived information consists of:

- The number of any kind of objects present in any game zone that are not defined as free information.
- All characteristics of objects in public zones that are not defined as free information.
- Game Rules, Tournament Policy, Oracle content and any other official information pertaining to the current tournament. Cards are considered to have their Oracle text printed on them.

Private information is information to which players have access only if they are able to determine it from the current visual game state or their own record of previous game actions.

- Any information that is not free or derived is automatically private information.

The following rules govern player communication:

- Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- Players may not represent derived or free information incorrectly.
- Players must answer completely and honestly any specific questions pertaining to free information.
- At Regular Rules Enforcement Level, all derived information is instead considered free.

Judges are encouraged to help players in determining free information, but must avoid assisting players with derived information about the game state.

4.2 Tournament Shortcuts

A tournament shortcut is an action taken by players to skip parts of the technical play sequence without explicitly announcing them. Tournament shortcuts are essential for the smooth play of a game, as they allow players to play in a clear fashion without getting bogged down in the minutiae of the rules. Most tournament shortcuts involve skipping one or more priority passes to the mutual understanding of all players; if a player wishes to demonstrate or use a new tournament shortcut entailing any number of priority passes, he or she must be clear where the game state will end up as part of the request.

A player may interrupt a tournament shortcut by explaining how he or she is deviating from it or at which point in the middle he or she wishes to take an action. A player may interrupt his or her own shortcut in this manner. A player is not allowed to use a previously undeclared tournament shortcut, or to modify an in-use tournament shortcut without announcing the modification, in order to create ambiguity in the game.

A player may not request priority and take no action with it. If a player decides he or she does not wish to do anything, the request is nullified and priority is returned to the player that originally had it.

During the resolution of one of their spells or abilities, a player may not assume their opponent has taken a shortcut. They must seek confirmation that a choice with no visible impact was taken.

Certain conventional tournament shortcuts used in **Magic** are detailed below. They define a default communication; if a player wishes to deviate from these, he or she should be explicit about doing so. Note that some of these are exceptions to the policy above in that they do cause non-explicit priority passes.

- If the active player passes priority with an empty stack during their first main phase, the non-active player is assumed to be acting in beginning of combat unless they are affecting whether a beginning of combat ability triggers. However, if the non-active player takes no action, the active player has priority at the beginning of combat. Beginning of combat triggered abilities (even ones that target) may be announced after any non-active player action has resolved.
- If the active player passes priority with an empty stack during their second main phase, or uses a phrase such as "Go" or "Your Turn" at any time, the non-active player is assumed to be acting in the end step unless they are affecting how or whether an end of turn ability triggers. End of turn triggered abilities that do not target resolve after the non-active player passes priority.
- Whenever a player adds an object to the stack, he or she is assumed to be passing priority unless he or she explicitly announces that he or she intends to retain it. If he or she adds a group of objects to the stack without explicitly retaining priority and a player wishes to take an action at a point in the middle, the actions should be reversed up to that point.
- If a player casts a spell or activates an ability with X in its mana cost without specifying the value of X, it is assumed to be for all mana currently available in his or her pool.
- If a player casts a spell or activates an ability and announces choices for it that are not normally made until resolution, the player must adhere to those choices unless an opponent responds to that spell or ability. If an opponent inquires about choices made during resolution, that player is assumed to be passing priority and allowing that spell or ability to resolve.
- A player is assumed to have paid any cost of 0 unless he or she announces otherwise.
- A player who casts a spell or activates an ability that targets an object on the stack is assumed to target the legal spell closest to the top of the stack unless the player specifies otherwise.
- A player is assumed to be attacking another player with his or her creatures and not any planeswalkers that player may control unless the attacking player specifies otherwise.
- A player who chooses an opponent's planeswalker as the target of a spell or ability that cannot normally target a planeswalker is assumed to be targeting that opponent and redirecting the damage on resolution. The player must adhere to that choice unless an opponent responds.



CPV - Communication Policy Violation

- ❖ Players must answer all questions asked of them by a judge completely and honestly, regardless of the type of information requested. Players may request to do so away from the match.
- ❖ Players may not represent derived or free information incorrectly.
- ❖ Players must answer completely and honestly any specific questions pertaining to free information.



MTR - Section 4.1 - Types of Information.

- ❖ Free
- ❖ Derived
- ❖ Private



Free Information

- ❖ Details of current game actions and past game actions that still affect the game state.
- ❖ The name of any visible object.
- ❖ The number and type of any counter.
- ❖ The state and current zone of any object.
- ❖ Player life totals and the game score of the current match.
- ❖ The contents of each player's mana pool. •
- ❖ The current step and/or phase and which player(s) are active.



Derived Information

- ❖ The number of any kind of objects present in any game zone that are not defined as free information.
- ❖ All characteristics of objects in public zones that are not defined as free information.
- ❖ Game Rules, Tournament Policy, Oracle content and any other official information pertaining to the current tournament. Cards are considered to have their Oracle text printed on them.



Private Information

- ❖ Any information that is not free or derived is automatically private information.



MTR - Section 4.2 - Tournament Shortcuts

- ❖ What Is A Tournament Shortcut?
 - A tournament shortcut is an action taken by players to skip parts of the technical play sequence without explicitly announcing them.
 - It can be from the list of predetermined shortcuts or one established by the players for that game.



Common Tournament Shortcuts

- ❖ If the active player passes priority with an empty stack during their first main phase, the non-active player is assumed to be acting in beginning of combat unless they are affecting whether a beginning of combat ability triggers. However, if the non-active player takes no action, the active player has priority at the beginning of combat. Beginning of combat triggered abilities (even ones that target) may be announced after any non-active player action has resolved.



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Language Barriers

- ❖ Be Aware Of Potential Language Barriers
- ❖ A Few Extra Minutes Can Prevent Confusion
- ❖ Ask For Help If Need Be.

Questions?

