

Friday 3:00 Emperor Commander

Regular REL | 1 round

Winning Team: Additional 150 tix
All players: 100 tix
All Players: Nonfoil Reliquary Tower

Number of Teams _____

Starting Table Number _____

Round 1 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event as well as 100 tix each. Then put 150 tix in the middle for the winning team. Remember to renumber your area for trios. Please review section 809 of the CR and be aware of range of influence rules (CR801). Note that range of influence only updates as turns begin, not during turns. Rounds are 120 minutes long, but if we have space feel free to run it untimed.

Friday 3:30 OTJ Sealed Challenge

Regular REL | 3 rounds | Swiss

9 Match Points: 500 Tix + 1 Springleaf Drum Foil
7 Match Points: 350 Tix + 1 Springleaf Drum Foil
6 Match Points: 200 Tix + 1 Springleaf Drum Foil
4 Match Points: 100 Tix
All Players: Nonfoil Springleaf Drum

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Each player gets 6 packs of Outlaws of Thunder Junction. Your players will be able to collect their prize tix at the prize wall.

Friday 4:00 Casual Commander King of the Hill

Regular REL | 3 rounds | Single Elimination

3 Wins: 1,000 Tix
2 Wins: 500 Tix
1 Win: 250 Tix
All Players: Nonfoil Reliquary Tower

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. Players are bringing their own Commander decks. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

Friday 5:15 EDH Chaos Sealed Challenge

Regular REL | 3 Rounds | 1v1

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

2 Battle for Baldur's Gate – Draft

1 Commander Masters – Draft

1 Commander Masters – Set

1 Murders at Karlov Manor – Play

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

1 Ravnica Remastered – Draft

1 Ravnica Remastered – Collector

1 Mystery Booster: Convention Edition

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Players are creating a 60 card commander deck out of the packs they are given. Players can have duplicates of cards in their deck but must follow color restriction rules. Players start at 40 life, all single-color and colorless legends count as having the “partner” ability, even if it’s not printed on the card. Players will have access to both Faceless One and Prismatic piper (please get some from me before the event begins). Your players will be able to collect their prize tix at the prize wall.

Friday 5:30 Commander Masters King of the Hill

Regular REL | 3 Rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Reliquary Tower

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules. All players receive 6CMM booster packs to build a sealed pool from. Players will be making 60 card commander decks. Players can have duplicates of cards in their deck but must follow color restriction rules. Players start at 40 life, all single-color and colorless legends count as having the “partner” ability, even if it’s not printed on the card. Players will have access to both Faceless One and Prismatic piper.

Friday 6:30 2HG Commander

Regular REL | 1 Round

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Winning Team: Additional 300 tix

All Players: 100tix

All Players: Nonfoil Reliquary Tower

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. Give 100 tix to each player and put 300 tix in the middle for the winning team. Players will be bringing their own decks. Each team starts with 60 life and it takes 15 poison counters to kill a team. Each player’s first mulligan is free but the starting team won’t draw a card. Rounds will be 120 minutes, but if we have space feel free to run it untimed.

Friday 7:00 Precon Commander King of the Hill

Regular REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Each player will receive a randomly distributed Commander precon. Players will have 10 minutes to trade precons with other players and sleeve. If the precon comes with packs, they may not use those to modify the decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Reliquary Tower

Saturday 10:30 OTJ Sealed Challenge

Regular REL | 3 rounds | Swiss

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo for participation. Each player gets 6 packs of Outlaws of Thunder Junction. Your players will be able to collect their prize tix at the prize wall.

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

Saturday 11:00 Casual EDH King of the Hill

Regular REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Players are bringing their own Commander decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Reliquary Tower

Saturday 11:30 Emperor Commander

Regular REL | 1 round

Winning Team: Additional 150 tix
All players: 100 tix
All Players: Nonfoil Reliquary Tower

Number of Teams _____

Starting Table Number _____

Round 1 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event as well as 100 tix each. Then put 150 tix in the middle for the winning team. Remember to renumber your area for trios. Please review section 809 of the CR and be aware of range of influence rules (CR801). Note that range of influence only updates as turns begin, not during turns. Rounds are 120 minutes long, but if we have space feel free to run it untimed.

Saturday 12:00 Grand Melee

Regular REL

Winner: 1000 tix
All players: 100 tix
All Players: Nonfoil Reliquary Tower

Number of Players _____

Starting Table Number _____

Give all players 100 tix and a nonfoil Reliquary Tower promo. Please read section 807 in the CR thoroughly. Be aware of range of influence rules (CR801) Each player in grand melee has a range of influence of 1. Note that range of influence only updates as turns begin not during turns. Also recall that attack left is used and that there is one turn marker per four players. Turn markers should always be separated by three players. When a player leaves the game, the turn marker to that player's right is marked for removal.

Saturday 1:00 EDH Chaos Sealed Challenge

Regular REL | 3 Rounds | 1v1

9 Match Points: 500 Tix + 1 Springleaf Drum Foil
7 Match Points: 350 Tix + 1 Springleaf Drum Foil
6 Match Points: 200 Tix + 1 Springleaf Drum Foil
4 Match Points: 100 Tix
All Players: Nonfoil Springleaf Drum

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

2 Battle for Baldur's Gate – Draft

1 Commander Masters – Draft

1 Commander Masters – Set

1 Murders at Karlov Manor – Play

1 Ravnica Remastered – Draft

1 Ravnica Remastered – Collector

1 Mystery Booster: Convention Edition

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Players are creating a 60 card commander deck out of the packs they are given. Players can have duplicates of cards in their deck but must follow color restriction rules. Players start at 40 life, all single-color and colorless legends count as having the “partner” ability, even if it's not printed on the card. Players will have access to both Faceless One and Prismatic piper (please get some from me before the event begins). Your players will be able to collect their prize tix at the prize wall.

Saturday 1:30 Mystery Booster 2HG Challenge

Regular REL | 3 rounds | Swiss

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

All players will get a nonfoil Springleaf Drum promo. Teams will be building 2HG pools from 8 packs of Mystery Booster. Recall that teams start at 30 life and that each player's first mulligan is free but the starting team won't draw a card.

Saturday 3:30 Precon Commander King of the Hill

Regular REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Each player will receive a randomly distributed Commander precon. Players will have 10 minutes to trade precons with other players and sleeve. If the precon comes with packs, they may not use those to modify the decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

Saturday 4:00 cEDH King of the Hill

Comp REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Players are bringing their own Commander decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules. Please use fixes from the Eminence cEDH documents. <https://docs.google.com/document/d/1PKtzTqAJrqEKfMr3aCQapOQEGqK4VM4M0BskGmuj6WY/edit>

Saturday 4:30 Commander Masters King of the Hill

Regular REL | 3 Rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules. All players receive 6CMM booster packs to build a sealed pool from. Players will be making 60 card commander decks. Players can have duplicates of cards in their deck but must follow color restriction rules. Players start at 40 life, all single-color and colorless legends count as having the “partner” ability, even if it’s not printed on the card. Players will have access to both Faceless One and Prismatic piper.

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum

Saturday 5:30 2HG Commander

Regular REL | 1 Round

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. Give 100 tix to each player and put 300 tix in the middle for the winning team. Players will be bringing their own decks. Each team starts with 60 life and it takes 15 poison counters to kill a team. Each player’s first mulligan is free but the starting team won’t draw a card. Rounds will be 120 minutes, but if we have space feel free to run it untimed.

Winning Team: Additional 300 tix

All Players: 100tix

All Players: Nonfoil Reliquary Tower

Sunday 10:00 OTJ Sealed Challenge

Regular REL | 3 rounds | Swiss

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Each player gets 6 packs of Outlaws of Thunder Junction. Your players will be able to collect their prize tix at the prize wall.

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

Sunday 10:30 Canlander Double Challenge

Regular REL | 3 rounds | Swiss

Number of Players _____

Starting Table Number _____

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

9 Match Points: 1.000 Tix + 1 Springleaf Drum Foil

7 Match Points: 700 Tix + 1 Springleaf Drum Foil

6 Match Points: 400 Tix + 1 Springleaf Drum Foil

4 Match Points: 200 Tix

All Players: Nonfoil Springleaf Drum

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Your players will be able to collect their prize tix at the prize wall. Please be ready to review any rules at www.canadianhighlander.ca

Sunday 11:00 Casual EDH King of the Hill

Regular REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Reliquary Tower

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Players are bringing their own Commander decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

Sunday 11:30 Emperor Commander

Regular REL | 1 round

Number of Teams _____

Starting Table Number _____

Round 1 End Time _____

Winning Team: Additional 150 tix

All players: 100 tix

All Players: Nonfoil Reliquary Tower

Give each player a nonfoil Reliquary Tower promo at the beginning of the event as well as 100 tix each. Then put 150 tix in the middle for the winning team. Remember to renumber your area for trios. Please review section 809 of the CR and be aware of range of influence rules (CR801). Note that range of influence only updates as turns begin, not during turns. Rounds are 120 minutes long. but if we have space feel free to run it untimed.

Sunday 12:00 Grand Melee

Regular REL

Winner: 1000 tix

All players: 100 tix

All Players: Nonfoil Reliquary Tower

Number of Players _____

Starting Table Number _____

Give all players 100 tix and a nonfoil Reliquary Tower promo. Please read section 807 in the CR thoroughly. Be aware of range of influence rules (CR801) Each player in grand melee has a range of influence of 1. Note that range of influence only updates as turns begin not during turns. Also recall that attack left is used and that there is one turn marker per four players. Turn markers should always be separated by three players. When a player leaves the game, the turn marker to that player's right is marked for removal.

Sunday 1:00 EDH Chaos Sealed Challenge

Regular REL | 3 Rounds | 1v1

Number of Players _____

Starting Table Number _____

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

2 Battle for Baldur's Gate – Draft

1 Commander Masters – Draft

1 Commander Masters – Set

1 Murders at Karlov Manor – Play

1 Ravnica Remastered – Draft

1 Ravnica Remastered – Collector

1 Mystery Booster: Convention Edition

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Players are creating a 60 card commander deck out of the packs they are given. Players can have duplicates of cards in their deck but must follow color restriction rules. Players start at 40 life, all single-color and colorless legends count as having the “partner” ability, even if it's not printed on the card. Players will have access to both Faceless One and Prismatic piper (please get some from me before the event begins). Your players will be able to collect their prize tix at the prize wall.

Sunday 1:30 2HG Chaos Sealed

Regular REL | 3 rounds | Swiss

Number of Players _____

Starting Table Number _____

9 Match Points: 500 Tix + 1 Springleaf Drum Foil

7 Match Points: 350 Tix + 1 Springleaf Drum Foil

6 Match Points: 200 Tix + 1 Springleaf Drum Foil

4 Match Points: 100 Tix

All Players: Nonfoil Springleaf Drum

Build End Time _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

3 Mystery Booster: Convention Edition

1 Ravnica Remastered – Draft

1 Murders at Karlov Manor – Play

1 The Brothers' War – Draft

1 The Lord of the Rings: Tales of Middle-earth – Draft

1 Wilds of Eldraine – Draft

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. Each team starts with 30 life and it takes 15 poison counters to kill a team. Each player's first mulligan is free but the starting team won't draw a card.

Sunday 2:30 cEDH King of the Hill

Comp REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Players are bringing their own Commander decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules. Please use fixes from the Eminence cEDH documents. <https://docs.google.com/document/d/1PKtzTqAJrqEKfMr3aCQapOQEGqK4VM4M0BskGmuj6WY/edit>

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum

Sunday 3:30 Precon Commander King of the Hill

Regular REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Each player will receive a randomly distributed Commander precon. Players will have 10 minutes to trade precons with other players and sleeve. If the precon comes with packs, they may not use those to modify the decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules.

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum

Sunday 5:30 2HG Commander

Regular REL | 1 Round

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Give each player a nonfoil Reliquary Tower promo at the beginning of the event. Give 100 tix to each player and put 300 tix in the middle for the winning team. Players will be bringing their own decks. Each team starts with 60 life and it takes 15 poison counters to kill a team. Each player's first mulligan is free but the starting team won't draw a card. Rounds will be 120 minutes, but if we have space feel free to run it untimed.

Winning Team: Additional 300 tix

All Players: 100tix

All Players: Nonfoil Reliquary Tower

Friday 6:00 cEDH King of the Hill

Comp REL | 3 rounds | Single Elimination

Number of Players _____

Starting Table Number _____

Round 1 End Time _____

Round 2 End Time _____

Round 3 End Time _____

Give each player a nonfoil Springleaf Drum promo at the beginning of the event. For rounds 1 & 2 put 250 prize tix in the center of each match. For round 3 put 500 tix in the center of each match. Players are bringing their own Commander decks. Rounds are 80 minutes and once AP finishes their turn there are no additional turns. Recall that since this is single elimination you will be using sudden death rules. Please use fixes from the Eminence cEDH documents. <https://docs.google.com/document/d/1PKtzTqAJrqEKfMr3aCQapOQEGqK4VM4M0BskGmuj6WY/edit>

3 Wins: 1,000 Tix

2 Wins: 500 Tix

1 Win: 250 Tix

All Players: Nonfoil Springleaf Drum