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 put 150 tix in the middle for the winning team. Rememb section 809 of the CR and be aware of range of influence updates as turns begin, not during turns. Rounds are 120 untimed.	er to renu e rules (Cì	Imber your area for trios. Please review R801). Note that range of influence only
Friday 3:30 OTJ Sealed Challenge		
Regular REL 3 rounds Swiss		Points: 500 Tix + 1 Springleaf Drum Foil Points: 350 Tix + 1 Springleaf Drum Foil
Number of Players Starting Table Number	6 Match 4 Match	Points: 200 Tix + 1 Springleaf Drum Foil Points: 100 Tix ers: Nonfoil Springleaf Drum
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 H	ill	2 Wine, 1 000 Tiv
Regular REL 3 rounds Single Elimination		3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix
Number of Players Starting Table Number		All Players: Nonfoil Reliquary Tower
Round 1 End Time Round 2 End Time Round 3 End Time		
Give each player a nonfoil Reliquary Tower promo at the own Commander decks. For rounds 1 & 2 put 250 prize ti	•	•

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	7 Match i 6 Match i 4 Match i	Points: 500 Tix + 1 Springleaf Drum Foil Points: 350 Tix + 1 Springleaf Drum Foil Points: 200 Tix + 1 Springleaf Drum Foil Points: 100 Tix rs: Nonfoil Springleaf Drum
Build End Time	Draft Set or — Play e beginning layers can O life, all si ne card. Pla	have duplicates of cards in their deck ingle-color and colorless legends count as ayers will have access to both Faceless One
Friday 5:30 Commander Masters King of the F 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 Cive each player a penfeil Policyary Tower prome at the		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.		
Fut day (.20.2HC Commanday		
Friday 6:30 2HG Commander Regular REL 1 Round Number of Players Storting Table Number		Winning Team: Additional 300 tix All Players: 100tix All Players: Nonfoil Reliquary Tower
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.

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Friday 7:00 Precon Commander King of the F	lill	3 Wins: 1,000 Tix
Regular REL 3 rounds Single Elimination		2 Wins: 500 Tix
		1 Win: 250 Tix
Nl 6 Dl		All Players: Nonfoil Reliquary Tower
Number of Players Starting Table Number		
Starting lable Number		
Round 1 End Time		
Round 2 End Time		
Round 3 End Time		
	hoginnin	g of the event Few younds 1 5 2 put 250
Give each player a nonfoil Reliquary Tower promo at the prize tix in the center of each match. For round 3 put 50		
recieve a randomly distributed Commander precon. Play		
players and sleeve. If the precon comes with packs, they		,
are 80 minutes and once AP finishes their turn there are		
elimination you will be using sudden death rules.	no dadin	ional farms. Recall that since this is single
ommunon you wan so using sudden death rules.		
Saturday 10:30 OTJ Sealed Challenge	9 Match	Points: 500 Tix + 1 Springleaf Drum Foil
Regular REL 3 rounds Swiss		Points: 350 Tix + 1 Springleaf Drum Foil
		Points: 200 Tix + 1 Springleaf Drum Foil
N I COL		Points: 100 Tix
Number of Players	All Playe	rs: Nonfoil Springleaf Drum
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 pa	articipatio	on. Each player gets 6 packs of Outlaws of
Thunder Junction. Your players will be able to collect the	•	, , ,
Catuaday 11.00 Casual FDII Ving of the Hill		
Saturday 11:00 Casual EDH King of the Hill		3 Wins: 1,000 Tix
Regular REL 3 rounds Single Elimination		2 Wins: 500 Tix
		1 Win: 250 Tix
N I COL		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	heginnin	g of the event For rounds 1 & 2 nut 250
prize tix in the center of each match. For round 3 put 50	_	<u> </u>
bringing their own Commander decks. Rounds are 80 mi		
O O		

additional turns. Recall that since this is single elimination you will be using sudden death rules.

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	Winner: 1000 tix	
Regular REL	All players: 100 tix All Players: Nonfoil Reliquary Tower	
Number of Players Starting Table Number	All (layers: Nomon Kenquary Tower	
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	
Number of Players Starting Table Number	4 Match Points: 100 Tix All Players: Nonfoil Springleaf Drum	
Build End Time 2 Battle for Baldur's Gate – Draft 1 Commander Masters – Draft 1 Ravnica Remastered – Draft 1 Ravnica Remastered – Collector 1 Murders at Karlov Manor – Play 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	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	
Starting Table Number Build End Time Round 1 End Time Round 2 End Time Round 3 End Time		
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 Regular REL 3 rounds Single Elimination Number of Players	Hill 3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix All Players: Nonfoil Springleaf Drum	
Round 1 End Time		
Saturday 4:00 cEDH King of the Hill Comp REL 3 rounds Single Elimination Number of Players Starting Table Number	3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix All Players: Nonfoil Springleaf Drum	
Round 1 End Time		

Saturday 4:30 Commander Masters King of th Regular REL 3 Rounds Single Elimination Number of Players Starting Table Number	a Hill 3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix All Players: Nonfoil Springleaf Drum
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 prize tix in the center of each match. For round 3 put 50 80 minutes and once AP finishes their turn there are no elimination you will be using sudden death rules. All play pool from. Players will be making 60 card commander deck but must follow color restriction rules. Players start count as having the "partner" ability, even if it's not prin Faceless One and Prismatic piper.	O tix in the center of each match. Rounds are additional turns. Recall that since this is single yers receive 6CMM booster packs to build a sealed ecks. Players can have duplicates of cards in their at 40 life, all single-color and colorless legends
Saturday 5:30 2HG Commander	
Regular REL 1 Round	Winning Team: Additional 300 tix All Players: 100tix All Players: Nonfoil Reliquary Tower
Number of Players Starting Table Number	All (layers, Nomon Kenquary Tower
Round 1 End Time	
Give each player a nonfoil Reliquary Tower promo at the and put 300 tix in the middle for the winning team. Players and the collection of the middle for the winning team.	ers will be bringing their own decks. Each team starts
with 60 life and it takes 15 poison counters to kill a team team won't draw a card. Rounds will be 120 minutes, but	
Sunday 10:00 OTJ Sealed Challenge	ON (12) (500 m) (40 1 1 62
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
Number of Players Starting Table Number	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	

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.

Sunday 10.20 Canlandar Dauble Challenge		
Sunday 10:30 Canlander Double Challenge Regular REL 3 rounds Swiss	9 Match Points: 1.000 Tix + 1 Springleaf Drum Foil 7 Match Points: 700 Tix + 1 Springleaf Drum Foil	
Number of Players	6 Match Points: 400 Tix + 1 Springleaf Drum Foil 4 Match Points: 200 Tix All Players: Nonfoil Springleaf Drum	
Starting Table Number	All Players: Nonfoil Springleaf Drum	
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 collect their prize tix at the prize wall. Please be ready to	• • •	
Sunday 11:00 Casual EDH 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	Au (layers, nomon hendaar) Tower	
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.		
Sunday 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.		

Winner: 1000 tix All players: 100 tix All Players: Nonfoil Reliquary Tower		
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.		
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		
- Draft Draft 1 Ravnica Remastered - Draft Set 1 Ravnica Remastered - Collector or - Play 1 Mystery Booster: Convention Edition e beginning of the event. Players are creating a 60		

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_____

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

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.

Comp REL 3 rounds Single Elimination Number of Players Starting Table Number	3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix All Players: Nonfoil Springleaf Drum	
Round 1 End Time Round 2 End Time Round 3 End Time		
Give each player a nonfoil Springleaf Drum promo at the beginning 250 prize tix in the center of each match. For round 3 put 500 tix is bringing their own Commander decks. Rounds are 80 minutes and additional turns. Recall that since this is single elimination you will fixes from the Eminence cEDH documents. https://docs.google.com/OQEGqK4VM4M0BskGmuj6WY/edit	n the center of each match. Players are once AP finishes their turn there are no l be using sudden death rules. Please use	
Sunday 3:30 Precon Commander King of the Hill	3 Wins: 1,000 Tix	
Regular REL 3 rounds Single Elimination	2 Wins: 500 Tix	
Number of Players Starting Table Number	1 Win: 250 Tix All Players: Nonfoil Springleaf Drum	
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 recieve 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.		
Sunday 5:30 2HG Commander	NY 1 W 1111 1000 1	
Regular REL 1 Round	Winning Team: Additional 300 tix All Players: 100tix All Players: Nonfoil Reliquary Tower	
umber of Players tarting Table Number	All Flayers: Nomon Kenquary Tower	
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.

Sunday 2.30 cFDH King of the Hill

Friday 6:00 cEDH King of the Hill Comp REL 3 rounds Single Elimination Number of Players Starting Table Number	3 Wins: 1,000 Tix 2 Wins: 500 Tix 1 Win: 250 Tix All Players: Nonfoil Springleaf Drum	
Round 1 End Time		