

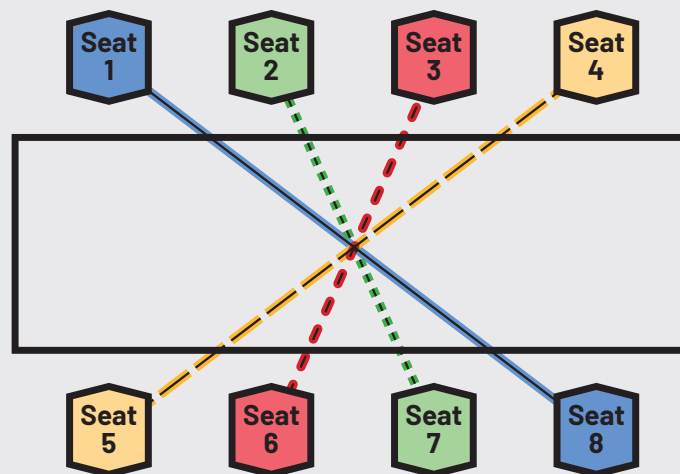
Single Elimination Booster Draft Process (In-Store)

After the Swiss rounds are completed, the top 8 players will be seated randomly at the table by the event software (Melee). The top 8 players should be paired manually in Melee to reflect the cross-pairing method pictured below.

Once the players are seated, the head judge will announce that each player should have nothing on the table. If a player needs to retrieve any items from their personal bag during this process, they must call for a judge.

Once all tournament announcements have been made, the staff will distribute the product and instruct players not to open any of it until given the go-ahead to draft. The entire process should take no longer than 60 minutes; however, time extensions can be granted at the judge's discretion.

Draft Seating Chart



Definitions

Set Checklist: The Set Checklist is a complete list of cards that appear in each expansion.

Card Pool: Refers to the set of cards available for a player to use in a specific format or event.

Verification: is the process of confirming that a player's card pool accurately accounts for all cards opened in a sealed deck or picked in a booster draft.

Registration: is the process by which players list each card used in their deck on a set checklist.

Draft: Booster Draft is a limited format where players build decks by selecting cards from booster packs

Detailed Breakdown

1. Drafting: 20 minutes

Top 8 Single elimination booster drafts are competitive events. Please follow the rules outlined in the Comprehensive Event Guide.

2. Post Draft: 2 minutes

After the completion of the **draft** process, players remain in their seats until they receive a Set Checklist and are assigned a table to build their deck. The cards drafted by each player are stacked face down and wrapped up using the **Set Checklist** supplied to each player.

3. Movement: 3 minutes

A judge will collect each player's card pool that is wrapped up securely in their **Set Checklist** and escort them to the assigned table for **verification** and deck construction.

4. Verification: 5 minutes

After each player is seated at their assigned building station, the **card pool** should be unwrapped and laid out in vertical columns by the card's cost so that each card is identifiable by a judge (complete this step before sleeving any cards). After a player completes this process, they should call for a judge who will snap photos of their card pool.

5. Deck Building & Registration: 30 minutes

Once the card pools have been verified, each player must enter their first and last name in the "Player Information" section of the **Set Checklist**. After that, players should construct their decks as usual and record the contents of their decks in the "Played" column of the **Set Checklist**. Each player is responsible for indicating not only the cards they played in their deck but also the **leader** and **base** they selected. Players have 30 minutes for **Deck Building and Registration**, though time extensions may be granted at the judge's discretion. The judge will collect the Set Checklists once each player has finished.