

Magic: The Gathering Premier Event Invitation Policy

2007 DCI Tournament Season

Updated 2/1/2007

INTRODUCTION

This document covers the invitation and eligibility criteria for Premier **Magic: The Gathering**® tournaments for the 2007 season and the qualifier tournaments that feed them. This document does not cover tournaments that take place during the 2008 season or later. The most recent version of this document can be found at thedci.com/docs.

This document is published in multiple languages. If a discrepancy exists between the English version and a non-English version of this document, tournament participants must refer to the English version to settle disputes concerning this policy.

Wizards of the Coast reserves the right, at its sole discretion, to change this document at anytime without notice.

1 TOURNAMENT SEASON

Each **Magic**™ tournament season begins the day after the previous World Championships and ends on the final day of the following World Championships. All tournaments included in that time period make up a tournament season.

Example

The 2007 tournament season begins the day after the 2006 World Championships and ends on the final day of the 2007 World Championships. If a tournament takes place on the same weekend as the 2007 World Championships, it is considered part of the 2007 tournament season.

2 TOURNAMENT ELIGIBILITY

Players under DCI™ suspension are not eligible to compete in DCI-sanctioned tournaments or receive ranking-based invitations to tournaments. If a player is suspended when DCI rankings are issued, that player will not be included in that set of rankings and will not receive a ranking-based invitation or bye to any tournaments based on those rankings.

Tournament invitation lists are published at wizards.com. Invitations will not be awarded until complete event results are received and reviewed. If a tournament official incorrectly or improperly issues an invitation for any reason, Wizards of the Coast and the DCI reserve the right, in their sole discretion, to withhold any and all invitations and prizes for an event. Invitations may be rescinded by the DCI upon investigation. Any such decisions are final and non-appealable.

Certain individuals may not be eligible to compete in DCI-sanctioned tournaments because of their employment status. Check the DCI Universal Tournament Rules for details.

Tournaments are classified as open or invitation-only. Any player may compete in an open tournament as long as he or she satisfies the appropriate geographical, age, or amateur-status requirements and any other restrictions as listed under the description for that open tournament.

3 PRIZE ELIGIBILITY

Premier Events and/or Pro Players Club Membership may offer prizes in the form of prize money or travel awards, each subject to the terms of this policy and any other policy or agreement as determined by Wizards.

If a player is awarded a travel award and the player subsequently is under DCI suspension before and during the tournament to which the player has been awarded the travel award, such player (1) is not eligible to compete in the tournament and (2) forfeits his or her travel award

A DCI Member is eligible for these prizes if he or she either:

- Has played in a particular event and has placed in the final standings where such a prize would be awarded according to the DCI tournament floor rules; or
- Is of sufficient level in the Pro Players Club to receive such a prize

Prize money or travel awards won at the following events are issued by the U.S. offices of Wizards of the Coast, Inc. Prize money is issued in U.S. dollars:

- Pro Tour and World Championship main events
- Grand Prix main events in North America, Latin America, and Japan
- Nationals main events in North America, Latin America, and Japan
- Pro Tour Qualifiers in North America, Latin America, and Japan

All prize money and travel awards based on membership in the Pro Players Club are issued by the U.S. offices of Wizards of the Coast, Inc. Prize money is issued in U.S. dollars.

Prize money or travel awards for events in the Europe or Asia Pacific regions (excluding Japan) are issued by the local Wizards of the Coast office. See appendix B for local office contact information.

A DCI member eligible for a prize award must claim his or her prize award within 1 year from the date of the event in which he or she won the prize or the prize award is forfeited. *Note: All prize award claims for events prior to February 6, 2006 must be made to Wizards of the Coast by February 6, 2007 or the prize award is forfeited.*

A DCI member eligible for a travel award must arrange that travel with Wizards of the Coast, Inc. or its designate at least 30 days prior to first day of the event for which he or she won such travel award. Any travel arrangements not made prior to this date will be forfeited.

Information on how to collect your prize award or travel award based on Pro Players Club membership can be found at

<http://www.wizards.com/default.asp?x=protour/playersclub/guidelines>

Information on how to collect your travel award from a Pro Tour Qualifier in North America, Latin America, or Japan can be found at

<http://www.wizards.com/default.asp?x=protour/default/travelawardletter>

All other countries handle their travel awards differently. Please contact your local Wizards of the Coast office for specific details. Please see the website URLs below.

EUROPE: <http://www.wizards.com/default.asp?x=company/info/europe>

ASIA PACIFIC (exc. Japan): <http://www.wizards.com/default.asp?x=company/info/asia>

Wizards of the Coast, Inc. reserves the right, in its sole discretion, to modify any and all prize or award structures, and to substitute any prize or award for another prize or award in its sole discretion.

All travel awards are subject to the following additional terms and conditions:

- All awards are non-transferable, non-negotiable, and not redeemable for an alternative award except in Wizards' sole discretion.
- A player may only be awarded one travel prize per Pro Tour. If a player already possesses a travel prize to a Pro Tour, all further travel prizes won for that Pro Tour are forfeit.
- All taxes are the responsibility of the individual receiving the prize or award.
- Before being awarded any travel prize, the Pro Tour Qualifier winner must, among other things, submit to Wizards of the Coast, Inc. (i) a signed Consent and Release Agreement, (ii) the appropriate IRS tax form, (iii) provide proof of identification, and (iv) any other documentation designated by Wizards.
- An airfare award shall consist of one (1) roundtrip coach air ticket, on an airline chosen by Wizards or its designate, from the major airport nearest the recipient's home to the city in which the applicable tournament or championship will be held, during the time of such tournament or championship.
- The travel award winner agrees to adhere to all instructions provided by Wizards to assist Wizards or its designate in booking such air ticket.
- Wizards or its designate will only book such ticket to include the days of the applicable tournament or championship.
- Lodging, meals, gratuities, ground transportation, fees caused by changes to airline reservations, and any other fees, costs or expenses are the player's sole responsibility.
- Travel must be taken on dates designated by Wizards or the award will be forfeited.
- Individuals may not change airline ticket dates without Wizards prior written approval.
- Specific travel dates and arrangements are subject to availability.
- Minors (i.e. those under 18 years of age) who win a Pro Tour Qualifier are not eligible to be awarded the plane ticket travel award. Instead, minors will be awarded a "Cash Equivalent Award" equal to the cost of a round trip ticket to the Pro Tour in question, as determined by Wizards in its sole discretion. This award will be issued only if the player actually shows up to the Pro Tour in question on his or her own, and registers to play. Wizards will pay out this "Minor Qualifier Travel – Cash Equivalent Award" after the Pro Tour along with the rest of the Pro Tour payouts.

For additional information about travel awards, please go to <http://www.wizards.com/default.asp?x=protour/default/travelawardletter>

4 RANKINGS-BASED INVITATIONS

Some tournaments offer invitations based on DCI rankings. Those invitations are based on DCI rankings calculated six weeks before the tournament (exception: National Championships). The rankings used are the rankings that are published the most recent Wednesday that is at least six weeks prior to the final day of the tournament in question (exception: National Championships).

All invitation-only National Championships will offer ranking-based invitations based on the DCI rankings calculated on **June 25, 2007**, regardless of the date of each individual National Championship.

Examples

- 2007 Pro Tour–Geneva will be held February 9-11, 2007. The closest Wednesday that is at least six weeks previous to the last day of this event is December 25, 2006. The DCI rankings published on that date will be used to determine ranking-based invitations to 2007 Pro Tour–Geneva.
- One country's 2007 National Championships will be held Aug 18-19, 2007; another country's 2007 National Championships would be will September 15-16, 2007. The DCI ratings calculated on June 25, 2007 will be used to determine ranking-based invitations for both of these Championships.

5 INVITATION REGULATIONS

Invitations awarded by means described within this policy are officially awarded only upon verification of tournament results and reports provided by tournament organizers in the files and forms required by Wizards of the Coast, Inc.

Invitations described in this policy may not be passed down from one player or team to another except as explicitly described in this policy. Invitations must be used for tournaments to which they apply and may not be deferred to future events. The right to compete in any particular tournament is subject to the requirements stated in this policy, including without limitation that each player meet the eligibility requirements for that tournament and submit a signed competitor waiver. Wizards of the Coast reserves the right to award, restrict, or rescind any and all invitations at any time at its sole discretion.

6 PRO POINTS

Pro points are awarded to players based on their finishes at Pro Tour, Grand Prix, and World Championship events. Pro points are used to determine the Player of the Year Standing (see section 7 – Player of the Year Standing).

Pro points are officially awarded on the final day of appropriate tournaments after the final standings have been determined, but before invitations are passed down, when applicable. Only players who actually compete in the appropriate tournaments will receive pro points for those tournaments.

Pro points are awarded based on the following chart. For 3-person team or two-headed giant-format tournaments, each team member receives the amount of pro points listed.

Grand Prix

Place	Individual	Two-headed Giant
1	8	6
2	6	5
3-4	5	4
5-8	4	3
9-16	3	2
17-32	2	1
33-64	1	—

Pro Tour - Individual

Place	Points
1	25
2	20
3-4	16
5-8	12
9-12	8
13-16	8
17-24	7
25-32	6
33-48	5
49-64	5
65-100	4
101-200	3
201+	2

Pro Tour – Two-headed Giant

Place	Points
1	20
2	16
3-4	12
5-8	8
9-15	7
16-25	6
26-40	5
41-60	4
61-100	3
101+	2

World Championships - Individual

Place	Points
1	25
2	20
3-4	16
5-8	12
9-12	8
13-16	8
17-24	7
25-32	6
33-48	5
49-64	5
65-100	4
101-200	3
201+	2

World Championships - Team

The Pro Points awarded for the Team portion of the World Championships will be determined at a later date and published in this document no later than February 28, 2007.

7 PLAYER OF THE YEAR STANDING

Following each Grand Prix, Pro Tour and Worlds event, players are ranked according to pro points accumulated from all Grand Prix and Pro Tour events (up to and including the World Championships) for the beginning of the current season. This ranking is called the *Player of the Year Standing*.

The Player of the Year Standing is used to determine the Pro Tour Player of the Year, Pro Tour Rookie of the Year, and membership level in the Pro Tour Players Club.

Membership level in the Pro Tour Players Club is used to determine invitations or byes for certain events. In such cases, players receive the invitation or bye based on their Pro Tour Players Club level on the first day of the event.

Pro Tour Players Club information can be found at www.wizards.com/protour

8 PRO TOUR PLAYER OF THE YEAR

The player with the most pro points over the course of a season is identified as the Pro Tour Player of the Year. In the event that two players tie, the Pro Tour Player of the Year will be determined by a single-match playoff.

9 PRO TOUR ROOKIE OF THE YEAR

The player with the most pro points at the end of a tournament season that has not participated in a Pro Tour or World Championship tournament in any previous season is identified as the Pro Tour Rookie of the Year. In the event that two players tie, the Pro Tour Rookie of the Year will be determined by a single-match playoff.

10 APPEALS

If a player believes an error in his or her match history has caused a tournament invitation or Grand Prix bye to be withheld, he or she may file a formal appeal with the DCI.

Ratings-based appeals

Appeals for invitations or byes based on **ratings** must be received in writing no later than **four weeks** prior to the start date of the tournament in question.

To file a ratings-based appeal:

Visit <https://webapp.wizards.com/login.aspx?target=personal>. After logging in, click the “Appeals” link and fill out the form (or email the player coordinator in their region for translation purposes - see *Appendix A* for contact information).

Pro Tour Players Club level appeals

Appeals for invitations or byes based on **Pro Tour Players Club level** must be received in writing no later than **ten days** prior to the start date of the tournament in question.

To file an appeal based on Pro Tour Players Club level:

Visit <https://webapp.wizards.com/login.aspx?target=personal>. After logging in, click the “Appeals” link and fill out the form (or email the player coordinator in their region for translation purposes - see *Appendix A* for contact information).

Appeals may not be based on tournaments that were not correctly submitted to the DCI in time to be included in the applicable ratings run.

Complete information regarding match history appeals can be found at <http://www.wizards.com/default.asp?x=dc/appeals>.

Wizards’ decisions regarding any appeal are final non-appealable.

11 AMATEUR STATUS

A player is considered to have Amateur status if he or she has never participated in a Pro Tour or World Championship event. If a player has ever participated in a Pro Tour or World Championship event, that player no longer has Amateur status, may not participate in those tournaments which are limited to those with amateur status, and is not eligible for Amateur awards at tournaments which offer such awards. The top finishing players with Amateur status at the beginning of the tournament are eligible to receive these prizes.

A team is considered to have Amateur status if all of the individual members of the team have Amateur status (i.e., all members of the team have never participated in a Pro Tour or World Championship event).

Note: Players who had previously lost their amateur status due to having Pro Points earned only at Grand Prix events will have their amateur status reinstated.

12 WORLD CHAMPIONSHIPS

The World Championships is the highest-level **Magic: The Gathering** event and occurs at the end of each tournament season. This is an invitation-only tournament.

Invitation Criteria

Each World Championships invitation list comprises the following:

- The current World Champion.
- The Top 8 finishers from the previous World Championship.
- The current Pro Tour Player of the Year.
- For countries that hold an invitation-only National Championship, the 4 members of each national team. (see "National Team Composition" below).
- For countries that hold an open National Championship, the winner of that National Championship (see "Open Nationals Invitations to Worlds" below).
- Players with Pro Tour Players Club level 3 or higher.
- The Top 50 DCI Composite-ranked players from the APAC region.
- The Top 50 DCI Composite-ranked players from the Europe region.
- The Top 50 DCI Composite-ranked players from the Latin America region.
- The Top 50 DCI Composite-ranked players from the North America region.

A list of countries that constitute each region can be found in *Appendix B*.

National Team Composition

Each country that holds an invitation-only National Championship may field a national team. Members of a country's national team will receive invitations to the World Championships. The default method for determining team members is to award national team membership to the Top 4 finishers from each country's National Championship.

Under special circumstances and in the DCI's sole discretion, an exception to the above default policy may be granted by the DCI. Under this exception, a national team may be composed of alternative players who finished lower than fourth place. Players who finish lower than fourth place are eligible to become part of the national team only if the sponsoring body of the National Championship in question provides written documentation indicating the invitation was offered, in order, to those players finishing ahead of any invitee who finished lower than fourth. This written documentation must include signed statements from players who give up their spots on the national team. The sponsoring body may go as

deep in the finishing order as necessary to field a complete national team. All written refusals of invitations must be submitted to the appropriate player coordinator no later than three weeks before the first day of registration for Worlds (November 12, 2007).

In the event that less than 4 members of a National Team register at Worlds, the DCI will form a complete team composed of the people with the four highest finishes at their Nationals who are also qualified for Worlds (people who didn't play in their country's Nationals count as tied for last in their Nationals with ties broken by pro points). Players designated by the DCI as members of a National team in this manner are eligible for prize awards and pro points from the national team portion of the World Championships.

Players who give up their memberships on a national team are not eligible to compete at the World Championships for that year. The four members of each national team will earn points toward the team competition at the World Championships and are eligible to play as a four-person team during the Two-headed Giant national team portion of the World Championships. Only the four national team members are eligible for pro points and prize money from the national team portion of the World Championships.

In the event a country wishes to field a national team whose membership is arranged in a method different from the default method outlined above, that country's National Championship sponsoring body must petition the DCI for approval of its intention no later than three weeks before the World Championships.

Open Nationals Invitations to Worlds

Unlike invitational-only National Championships, open National Championships only award invitations to the winner of the National Championship.

If the winner of an open National Championship chooses not to attend the World Championships, the invitation will **not** pass down to lower-placed finishers

Each country that holds an open National Championships is not eligible to participate in the National Team competition of the World Championships.

13 NATIONAL CHAMPIONSHIPS

National Championships are the highest-level events for individual countries. National Championships determine national teams, which are invited to the World Championships. Most National Championships are invitation-only tournaments; a few are open tournaments.

Eligibility

Each National Championship is open only to those DCI members who are citizens or have been residents of that country since January 1 of the year of the National Championship.

Players may compete in only one National Championship per season. If a player competes in a City Championship Final or Regional tournament (such as a Regional Championship, National Qualifier, open tournament, or other tournament offering an invitation to a National Championship) in one country, he or she may not compete in City Championship Final, Regional tournaments or National Championships for another country until the following season.

Invitation Criteria (Open National Championships)

- In those countries that hold an open National Championship, all players that meet the eligibility requirements (listed above) for a National Championship may compete.

Invitation Criteria (Invitation-Only National Championships)

In countries that hold an invitation-only National Championship, that country's invitation list comprises the following:

- That country's current National Champion.
- Members of that country's current national team (including alternate)
- The current World Champion (if residing in that country).
- The current Pro Tour Player of the Year (if residing in that country).
- Players (from that country) with Pro Tour Players Club level 2 or higher.
- Winners of invitations through City Championship tournaments (for those countries that have them).
- Winners of invitations through Regional tournaments such as Regional Championships, National Qualifiers, open tournaments, and so on.
- That country's Top 20, 35, 75, or 100 DCI Composite-ranked players. The number of players invited in this manner (20, 35, 75, or 100) depends on the size of the **Magic**-playing population in the country (see below).

Ranking-Based Invitations

- The following countries invite 100 players based on DCI Composite ranking: France, Germany, Great Britain, Italy, Japan, and the United States.
- The following countries invite 75 players based on DCI Composite ranking: Argentina, Australia, Brazil, Canada, Chile, China, Chinese Taipei, Colombia, Hong Kong, Malaysia, Mexico, Netherlands, New Zealand, Philippines, Poland, Portugal, Russian Federation, Singapore, South Korea, Spain, and Thailand.
- The following countries invite 35 players based on DCI Composite ranking: Austria, Belgium, Bolivia, Costa Rica, Croatia, Czech Republic, Denmark, Dominican Republic, Finland, Greece, Hungary, Norway, Panama, Peru, Slovak Republic, South Africa, Sweden, Switzerland, Ukraine, and Venezuela.
- The following countries invite 20 players based on DCI Composite ranking: Bulgaria, Estonia, Ireland, Israel, Lithuania, Macedonia, Serbia, and Turkey.

Countries not listed above either have an open National Championship (no ratings-based invitations awarded), or do not have a DCI-sanctioned National Championship.

14 REGIONAL TOURNAMENTS

"Regional Tournament" is a general term that describes any tournament that offers invitations to National Championships. They are open tournaments.

The most common types of Regional Tournaments are Regional Championships and National Qualifiers. Other types include open tournaments and Last Chance Qualifier tournaments. See specific eligibility rules for these types below.

General Eligibility Requirements (applies to all types)

Players may compete in only one country's system of Regional Tournaments per season. Each country's Regional Tournaments are open only to those DCI members who are citizens or have been residents of that country since January 1 of that year. If a player competes in a Regional Tournament in one country, he or she may not compete in a Regional tournament, City Championship Final, or National Championship of another country until the following season.

Players who already hold invitations to a National Championship may not compete in a Regional tournament that feed into that National Championship.

Regional Championship Eligibility

In countries that run Regional Championships, players may only compete in one Regional Championship per season. Some Country's Regional Championships also have regional or other residency restrictions.

National Qualifier Eligibility

In countries that run National Qualifiers, players may compete in any number of National Qualifiers per season (subject to the General Eligibility Requirements for Regional Tournaments above).

Regional Byes

In countries that hold City Championships, players may earn byes at Regional Championship based on their finish at the finals at each City Championship Final. Players may earn up to a two-round bye for Regional Championship at City Championship Finals.

Byes may not be passed down for any reason and are not transferable. Players who accumulate multiple byes to Regional Championships receive only the bye for the greatest number of rounds. Byes earned at City Championships Finals may not be deferred from one year to the next. Byes earned at City Championships Finals may be used at any Regional Championship held in the same season and in the same country where the byes were earned. Byes earned at a City Championship Final may not be used for a Regional Championship in a different country from which they were earned.

If a player receives a bye, he or she is considered to have earned 3 points for each of those rounds. Byes are not counted toward a player's opponent's match win percentage. Players with byes will usually have an advantage in tiebreakers over players who do not have byes.

15 CITY CHAMPIONSHIP TOURNAMENTS

City Championships are a series of store-based tournaments held in some countries. City Championships are held over the course of a City Championship season. Each designated city culminates with a City Championship Final.

Top finishers at City Championship Finals may earn byes to Regional Championships or Invitations to National Championships.

General Eligibility Requirements

Players may compete in only one country's City Championship Finals per season. Each country's City Championship Finals are open only to those DCI members who are citizens or have been residents of that country since January 1 of that year. If a player competes in a City Championship Final in one country, he or she may not compete in a Regional tournament, City Championship Final, or National Championship of another country until the following season.

Players who already hold invitations to a National Championship may not compete in a City Championship Final that feeds into any National Championship.

16 PRO TOUR

The Pro Tour circuit is a series of high-level international **Magic** tournaments. They are invitation-only tournaments.

Invitation Criteria

Each individual-format Pro Tour invitation list comprises the following:

- The current World Champion.
- The current Pro Tour Player of the Year.
- The Top 50 players from the previous individual-format Pro Tour event.
- The Top 50 players from Worlds (only for the first individual-format Pro Tour event following Worlds).
- Players from the 4 top teams (including alternate) from the World Championships (only for the first individual-format Pro Tour event following the World Championships).
- Players on the Top 17 teams from the previous 3-person team-format Pro Tour event (only for the first individual-format Pro Tour event following the 3-person team-format Pro Tour event).
- Players on the Top 25 teams from the previous two-headed giant-format Pro Tour event (only for the first individual-format Pro Tour event following the two-headed giant-format Pro Tour event).
- Players with Pro Tour Players Club level 3 or higher.
- The Top 16 finishers of each Grand Prix tournament that feeds the appropriate Pro Tour event.
- Players who earn invitations through appropriate Qualifier tournaments.
- The Top 100 DCI-ranked players in the format that corresponds to the format of the Pro Tour event (either Constructed or Limited).
- The participants of the **Magic** Invitational (only for the first individual-format Pro Tour event following the **Magic** Invitational).

Each two-headed giant-format Pro Tour invitation list comprises the following:

- Any team of two players whose member's Pro Tour Player Club levels equal 5 or greater. Teams formed in this manner must be announced at player registration before the tournament.
- The Top 50 DCI-ranked players in the format that corresponds to the format of the Pro Tour event (either Two-headed Giant - Constructed or Two-headed Giant - Limited). The Top 50 invited players select a team mate of their choice.
- The Top 8 finishing teams of each Grand Prix tournament that feeds the appropriate Pro Tour event.
- Teams (who were previously uninvited) who earn invitations through appropriate Qualifier tournaments.

Each 3-person team-format Pro Tour invitation list comprises the following:

- Any team of three players whose member's Pro Player Club levels equal 7 or greater. Teams formed in this manner must be announced at player registration before the tournament.
- Any team of three players whose member's appropriate DCI Individual Team rating (Constructed or Limited) average is 1750 or higher.
- The Top 8 finishing teams of each Grand Prix tournament that feeds the appropriate Pro Tour event.
- Teams (who were previously uninvited) who earn invitations through appropriate Qualifier tournaments.

Renouncing Invitations

Invitations to individual-format Pro Tour events may not be renounced.

During a Pro Tour Qualifier tournament that grants invitations to a 3-person team or two-headed giant-format Pro Tour event, teams may renounce an invitation they earn from the event. The only time a team invitation may be renounced is at the event where the invitation is earned. Invitations may be renounced any time from the start of the event until five minutes after the end of the final of the tournament. Any one member of the team may renounce the entire team's invitation by signing the appropriate form, which is available from the head judge. If a team rescinds its invitation, the invitation will pass down to the next appropriate team.

A team is considered to already possess an invitation if the players on the team participating at a 3-person team-format Pro Tour Qualifier event have Pro Player Club membership levels totaling 7 or greater, or if the players on the team participating at a 2-headed giant-format Pro Tour Qualifier event have Pro Player Club membership levels totaling 5 or greater. Teams may have also earned invitations through previous Grand Prix or Qualifier tournaments.

17 PRO TOUR QUALIFIERS

Each Pro Tour event is preceded by a series of tournaments known as Qualifier tournaments. Qualifier tournaments offer invitations to a specific Pro Tour event. They are open tournaments.

Qualifier Season

The period over which Qualifier tournaments are held for specific Pro Tour events is known as a Qualifier season. Grand Prix tournaments held during a Qualifier season usually offer invitations to the same Pro Tour event as the Qualifiers held during the same season.

Eligibility

Players who already hold invitations to a Pro Tour event may not compete in individual-format Qualifier tournaments that feed into that Pro Tour event. Any team (qualified or not) may play in any 3-person team or two-headed giant-format Qualifier.

Pro Tour Qualifier Eligibility and the Pro Player Club

Players with a Pro Tour Players Club level 3 or higher are not allowed to participate in Pro Tour Qualifiers. Exception is made for any qualifier which awards an invitation to a Pro Tour in a subsequent Tournament Season. In this case only players whose current Player of the Year standing is currently less than the level 3 requirement are eligible to participate in a Pro Tour Qualifier.

Example

During the 2007 season, a Level 4 Pro Tour Players Club member does not have enough points in the 2007 Player of the Year Standing to qualify for Pro Tour Players Club level 3 for the 2008 season. That player is eligible to play in a Pro Tour Qualifier for Pro Tour 2008 #1 that takes place in the 2007 Tournament Season (as Pro Tour 2008 #1 is held in the 2007 season.)

18 GRAND PRIX

A Grand Prix tournament is a high-level tournament that ranks between a Pro Tour event and a Qualifier tournament. Each Grand Prix tournament offers sixteen (16) invitations to an individual-format Pro Tour event or eight (8) invitations to a 3-person team or two-headed giant-format Pro Tour event. They are open tournaments.

Grand Prix Byes

Players or teams with high ratings or a specific Pro Tour Players Club level can earn byes for Grand Prix tournaments. Players can earn one-, two-, or three-round byes for individual-format Grand Prix tournaments. Teams can earn one- or two-round byes for 3-person team or two-headed giant-format Grand Prix tournaments. Byes are not cumulative within a given Grand Prix tournament or throughout the tournament season. Byes may not be passed down for any reason and are not transferable. Byes may not be deferred from one Grand Prix tournament to another and must be earned each time. Players who accumulate multiple byes to a Grand Prix tournament receive only the bye for the greatest number of rounds.

If a player (or team) receives a bye, he or she is considered to have earned 3 points for each of those rounds. Byes are not counted toward a player's (or team's) opponent's match win percentage. Players (or Teams) with byes will usually have an advantage in tiebreakers over players (or teams) who do not have byes.

Rating-based byes are based on the DCI ratings issued immediately prior to the first day of the Grand Prix tournament. They are issued based on the ratings category that corresponds with the format of the Grand Prix tournament. For individual format Grand Prix, this is either Constructed or Limited. For Two-headed Giant events, this is either Two-headed Giant – Limited or Two-headed Giant – Constructed. For 3-person Team events, this is either Team Constructed Trios or Team Limited Trios. Pro Tour Players Club byes are based on the current membership level of the player.

Grand Prix Byes (Based on DCI Ratings)

	Individual (DCI Rating)	Two-headed Giant (DCI Rating Average)	3-person Team (DCI Rating Average)
One-round bye	1800	1650	1900
Two-round bye	1900	1700	2000
Three-round bye	2000	n/a	n/a

Grand Prix Byes (Based on Pro Tour Players Club Level)

	Individual (Players Club Level)	Two-headed Giant (Combined Pro Club Levels)	3-person Team (Combined Pro Club Levels)
One-round bye	Level 1	3	4
Two-round bye	Level 2	6	8
Three-round bye	Level 3+	n/a	n/a

19 GRAND PRIX TRIALS

Each Grand Prix tournament may be preceded by a series of tournaments known as Grand Prix Trials. Grand Prix Trials for individual-format Grand Prix tournaments award at least one three-round bye to a specific Grand Prix tournament for one or more of the top-finishing competitors. Trials for 3-person team or two-headed giant-format Grand Prix tournaments award at least one two-round bye. They are open tournaments.

20 OTHER TOURNAMENTS

There are other Premier Level **Magic: The Gathering** tournaments, such as Amateur Championships, Vintage and Legacy Championships, Prerelease tournaments, and State (or other) Championships.

All other Premier Events do not offer invitations to any of the events described in this document.

APPENDIX A—REGIONAL CONTACTS FOR APPEALS

North America and Latin America

Wizards of the Coast, Head Office

P.O. Box 707

Renton WA 98057-0707

U.S.A.

Tel.: (425) 226-6500

Fax: (425) 204-5820

Email: <https://webapp.wizards.com/login.aspx?target=personal>. After logging in, click the “Appeals” link and fill out the form

Japan

Wizards of the Coast, Attn: Ron Foster

P.O. Box 707

Renton WA 98057-0707

U.S.A.

Tel.: (425) 687-2118

Fax: (425) 687-8287

Email: ron.foster@wizards.com

Australia and New Zealand

Wizards of the Coast, Australia

570 Blaxland Road

Eastwood 2122 NSW

Australia

Tel: +61 (0)2 9804 4122

Fax: +61 (0)2 9874 9731

Email: aitkend@hasbro.com

China

Room 203, No 10, Lane 259

Mudan Road, Pudong District

Shanghai, SH 201204

China

Tel: 21 5045 3058

Fax: 21 5045 3058

Email: cheng.lixue@wizards.com

All Other Asian Countries

Wizards of the Coast

c/o Hasbro Singapore

51, Newton Rd, #11-03

Goldhill Plaza, SG 308900

Singapore

Tel: +65-6351-9104

Fax: +65-6736-2477

Email: david.ong@wizards.com

France

Wizards of the Coast, France
c/o Hasbro France
Savoie Technolac C6
73382 Le Bourget du Lac
France
Tel: 0033 (0)4 79 96 48 48
Fax: 0033 (0)4 79 96 47 93
Email: **Damien.Guillemard@hasbro.fr**

Italy

Wizards of the Coast, Italy
Centro Direzionale Milanofiore
Strada 7 Palazzo R1
Rozzano (MI) 20089
Italia
Tel: +39.02.89216370
Fax: +39.02.8242150
Email: **Enrico.Boccabianca@hasbro.it**

U.K., Eire, and South Africa

Wizards of the Coast, U.K. Ltd.
2 Roundwood Avenue
Stockley Park
Uxbridge
Middx UB11 1AZ
England
Tel: 08457 125599 (within the U.K.)
Tel: +44-208-744-5833 (international calls)
Email: **dciuk@hasbro.co.uk**

All Other European Countries

Wizards of the Coast NCR & Export
p/a Hasbro Belgium
't Hofveld 6D
B-1702 Groot-Bijgaarden
Belgium
Tel: +32.70.233.277
Fax: +32.2.467.33.66
Email: **custserv@hasbro.co.uk**

APPENDIX B—COUNTRIES BY REGION

Asia Pacific (APAC)

Australia, China, Hong Kong, India, Indonesia, Japan, Macau, Malaysia, New Zealand, Philippines, Singapore, South Korea, Taiwan, Thailand

Europe

Austria, Belarus, Belgium, Bosnia and Herzegovina, Bulgaria, Croatia, Czech Republic, Denmark, Estonia, Finland, France, Germany, Great Britain, Greece, Hungary, Iceland, Iraq, Ireland, Israel, Italy, Kazakhstan, Latvia, Liechtenstein, Lithuania, Luxembourg, Macedonia, Malta, Namibia, Netherlands, Northern Ireland, Norway, Poland, Portugal, Romania, Russian Federation, Serbia and Montenegro, Slovak Republic, Slovenia, South Africa, Spain, Sweden, Switzerland, Turkey, Ukraine, United Arab Emirates

Latin America

Argentina, Bolivia, Brazil, Chile, Colombia, Costa Rica, Dominican Republic, Ecuador, El Salvador, Guatemala, Honduras, Mexico, Panama, Paraguay, Peru, Uruguay, Venezuela

North America

Canada, United States

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