



2004 English National Championship Players' FAQ

1. Who is organising the 2004 English National Championship?

The 2004 English National Championship is being organised by The Place for Games Ltd and The Games Club on behalf of Wizards of the Coast UK (a subsidiary of Hasbro UK).

Contact details for The Place for Games Ltd and The Games Club and can be found in the appendices.

2. When is the 2004 English National Championship?

The 2004 English National Championship will be held on Saturday, 26th & Sunday 27th June 2004, with additional ancillary events, including Last Chance Qualifiers on Friday, 25th June 2004.

3. Where is the venue for the 2004 English National Championship & how do I get there?

The 2004 English National Championship venue is Thinktank at Millennium Point, Curzon Street, Birmingham, B4 7XG.

Overnight events and all ancillary events held on Friday, 25th June 2004, including the Last Chance Qualifiers, will be run at the Britannia Hotel, New Street, Birmingham, B2 4RX.

The directions for both venues can be found in the Appendices

4. Am I eligible to play in the 2004 English National Championship?

Each National Championship is open only to those DCI members who are citizens or have been residents of that country since Thursday, 1st January 2004.

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

5. How do I get invited to participate in the 2004 English National Championship?

The 2004 English National Championship invitation list comprises the following:

- The current National Champion.
- Members of that country's current national team.

- The Top 4 finishers from the 2003 English National Championship.
- Winners of invitations through National Qualifier tournaments such as Regional Championships, city championships, open tournaments, and so on. One invitation for every 8 players that enter the tournament.
- The Top 50 DCI Composite-ranked players who were previously uninvited. These invitations are based on DCI ratings calculated six weeks before the tournament. The ratings that are used are the ratings as of the most recent Wednesday that is at least six weeks prior to the final day of the tournament in question, in this case those produced on Wednesday, 12th May 2004.
- Players with 20 or more pro points as of the most recent pro standing preceding that country's National Championship by at least six weeks.
- There will also be last chance qualifiers on Friday 25th of June, held at the Britannia Hotel, New Street, Birmingham, B2 4RX.

6. When, where and who are the organisers of the National Qualifier tournaments?

<u>Date</u>	<u>Location</u>	<u>Tournament Organiser</u>
03/04/2004	Bath	Jim Grimmett
03/04/2004	Peterborough	Christine Griffin
04/04/2004	Plymouth	Phil Alexander
04/04/2004	Manchester	Altrincham Gamers
10/04/2004	Canterbury	Graham Hopkins
11/04/2004	Doncaster	UKG Tournaments
11/04/2004	High Wycombe	The Place for Games Ltd.
17/04/2004	Nottingham	David Sissons
18/04/2004	Birmingham	Stephen Avann
18/04/2004	Portsmouth	Squirrel Games
18/04/2004	Newcastle	Nigel Jefferson
24/04/2004	Colchester	The Place for Games Ltd.
24/04/2004	Bradford	Ben Martin
25/04/2004	Bristol	Claire Williams
01/05/2004	London	The Games Club
05/06/2004	Torquay	The Place for Games Ltd.

The contact details for the organisers of the National Qualifier tournaments can be found in the Appendices.

7. What is the structure and format for the National Qualifiers?

The structure for the National Qualifier tournaments will be modified-Swiss style.

The format for the National Qualifier tournaments is Standard. The following card sets are permitted in Standard for the National Qualifier tournaments:

- 8th Edition
- Onslaught
- Legions
- Scourge
- Mirrodin
- Darksteel

8. What is the structure and format for the 2004 English National Championship?

The structure for the 2004 English National Championship will be modified-Swiss style, with the Top 8 players playing in a single-elimination format for prizes and invitations.

The format for the 2004 English National Championship is Standard. The following card sets are permitted in Standard for the 2004 English National Championship:

- 8th Edition

- Onslaught
- Legions
- Scourge
- Mirrodin
- Darksteel
- Fifth Dawn

The format for the Nationals will be 6 rounds of Standard (Fifth Dawn is legal), and 6 rounds of Mirrodin block booster draft.

To even the weighting of the two formats we have decided to split the standard portion of the event, and to have both drafting portions and 4 rounds of the draft all on day one. This has been done this way so players who feel they have no chance of proceeding further in the tournament can have a lay in on Sunday and be refreshed for the £500 Limited event.

The tournament will commence with 3 rounds of Standard followed by 6 rounds of booster draft, followed by a further 3 rounds of Standard.

The top 8 players will then play Single Elimination Finals with their registered Standard decks to determine the winner, runner up, National Team Member, and National Team Alternate. Please note that 3rd and 4th positions will be determined by a play off.

9. What is the timetable if I have qualified?

Friday (Britannia Hotel)

4:00pm - 8:00pm Registration for the 2004 English National Championship

Saturday (Thinktank at Millennium Point)

8.45 am Last minute registration for the 2004 English National Championship

9.30 am Mandatory Players' Briefing
(Includes collection of Standard Deck Registration Sheets)

10.00 am Round 1 (Standard)

10.00 pm End of day 1

Sunday (Thinktank at Millennium Point)

8.45 am Mandatory Players' Briefing

9.00 am Round 8 (Booster Draft Decks)

2:30 pm Final Top 8 Single Elimination Playoff

7.30 pm Prize Giving

8.00 pm End of Day 2

10. What can I win at the Nationals?

There is \$10,000 to be won at the 2004 English National Championship, with the money distributed as follows:

<u>Place</u>	<u>Prize</u>	<u>Title</u>	<u>Worlds Invitation</u>
1 st	\$4000	National Champion	National Team Member
2 nd	\$2000		National Team Member

3 rd	\$1000	National Team Member
4 th	\$1000	National Team Alternate
5 th	\$500	
6 th	\$500	
7 th	\$500	
8 th	\$500	

Product prizes for the other positions are yet to be confirmed by Hasbro

11. What is the National Team?

National Team Composition

Each country recognized by the DCI 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 3 finishers from each country's National Championship, with the fourth-place finisher becoming the designated alternate and receiving an invitation to the World Championships. During the elimination finals of each National Championship, the two non-advancing semi-finalists must play off to determine the third- and fourth-place finishers.

Under special circumstances, 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 third place. Players who finish lower than third 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 third. 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.

In the event that less than 3 members of a National Team register at Worlds the DCI will form a complete team composed of the people with the three 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 pro points from the national team portion of the World Championships, but are not eligible for prize awards from the national team portion of the World Championships, unless the required written refusal-of-invitation letters are presented to the player coordinator within four weeks of the Monday following the last day of the World Championships (October 4, 2004).

Players who give up their memberships on a national team are not eligible to compete at the World Championships for that year. The three members of each national team will earn points toward the team competition at the World Championships and are eligible to play as a three-person team during the national team portion of the World Championships. Only the three national team members are eligible for pro points and prize money from the national team portion of the World Championships. The designated alternate does not receive pro points or prize money from the national team portion of the World Championships unless a national team member is removed from the tournament, in which case the alternate receives prize money and pro points from, and participates in, the national team portion of the tournament.

12. What if I don't qualify can I still come and what can I do?

There are plenty of events for those who don't qualify or are doing badly in the main event, a timetable is below. Also each player who finishes a qualifying tournament on the same points as the last player qualifying will get free entry into last chance qualifier on Friday.

Side event costs:
 8 player single elimination
 Drafts £7.50
 Sealed Deck £15.00
 Constructed £3.00

Friday (Britannia Hotel)

2.00pm - 8.00am 8 player single elimination events
 2.00pm - 8.00am Last Chance Qualifiers
 Structure: 32 player single-elimination format
 Format: Booster Draft
 Standard
 Sealed Deck
 TBC TBC

Saturday (Thinktank at Millennium Point)

9.00am - 8.00pm 8 player single elimination events
 11.00am Grand Prix Rimini Trial (Block Constructed)
 Structure: modified Swiss-style w/Top 8
 Format: Block (Mirrodin)
 Entrance Fee: £5.00
 Prizes: includes return flights for 1st place

Saturday (Britannia Hotel)

8.00pm - 8.00 am 8 player single elimination events
 9.00 pm Grand Prix New Jersey Trial (Block Constructed)
 NB: Prizes includes return flights for 1st place.
 Structure: modified Swiss-style w/Top 8
 Format: Block (Mirrodin)
 Entrance Fee: £5.00

Sunday (Thinktank at Millennium Point)

8.00am - 8.00pm 8 player single elimination events
 11.00 am Limited Format £500 cash prize event
 Entry fee: £20.00
 12.00 pm Junior Super Series Challenge
 NB: This event is restricted to under 16s.
 Structure: modified Swiss-style w/Top 8
 Format: Standard
 Entrance Fee: £3.00
 2.00 pm Side Event Finals
 NB: This event is invitation only. 8 lucky side event winners get a display of product to build a sealed deck, with the winner receiving a Factory set.
 Structure: TBC
 Format: Sealed Deck
 Entrance Fee: FREE

13. Did you say there are free events!

Each player who finishes a qualifying tournament on the same points as the lowest player to qualify, will get free entry into a last chance qualifier on Friday, the next 8 players who didn't qualify will get a free side event at the nationals. Also each time you play in a draft you will get a stamp on a reward card, once you have 4 stamps you can get a free draft.

14. Is the event 24 hours?

The event will run for 24 hours, with the main event happening at Thinktank, as will any of the events scheduled between 9am and 5 pm. From lunchtime Friday till 8 am Saturday and 8pm Saturday till 8am Sunday, all events, other than the main event, will take place in the conference room on the top floor of the Britannia Hotel, New Street, Birmingham, B2 4RX

15. Is food available on site?

Thinktank

There is food and drink available on site between 10am and 4pm, but at cafeteria prices. There is a Pub and café nearby (2 mins) and the city centre is 10 mins away. You can bring food and drink onsite, as long as the site is kept tidy.

The Britannia Hotel

The hotel is situated in the city centre so all the usual fast food establishments are nearby. The hotel can also supply food from its room service menu and there is a bar in the hotel.

16. Are there single card traders at the event?

There is space for 2 single card traders at the event. At present only House of Atredies has confirmed, details in the appendices.

17. Where can I stay?

There are many hotels within walking distance of Thinktank, but The Britannia Hotel, where the night events are taking place has many rooms, and also operates an overflow system, so they should be able to find you a room. Tel. 0121 631 3331

18. Can I sleep overnight at the site?

Thinktank will be closed overnight, and the side events will be moved to The Britannia Hotel. You will be able to play all night at the Britannia Hotel, but if you wish to sleep you will have to get a hotel room.

Appendices

I. Contact details for Hasbro UK, The Games Club and The Place for Games Ltd.

Hasbro UK

- Caswell Way
Reevesland Industrial Estate
Newport
NP19 4YH
- Website: <http://www.magicthegathering.com/>
- Email: dcuik@hasbro.co.uk
- Telephone: 08457 125 599

The Games Club

- 474 Green Wrythe Lane
Carshalton
SM5 1JP
- Website: <http://www.thegamesclub.co.uk/>
- Email: play@thegamesclub.co.uk
- Telephone: 07958 224 084

The Place for Games Ltd.

- Old School House
72 Station Road
Chinnor
OX39 4PZ
- Website: <http://www.theplaceforgames.com/>
- Email: events@theplaceforgames.com
- Telephone: 01844 355 730

II. National Qualifier Tournament Organisers' Contact Information

Altrincham Gamers

Website: <http://www.altrinchamgamers.supanet.com/>
Email: altrinchamgamers@supanet.com
Telephone: 0161 374 4698

Ben Martin

Website: -
Email: mrbunny@dial.pipex.com
Telephone: 07785 287 419

Christine Griffin

Website: <http://www.gnometrader.com/>
Email: chinmaker63@hotmail.com
Telephone: 07979 595 387

Claire Williams

Website: <http://www.magicsouthwest.org.uk/>
Email: clairewill@wyenet.co.uk
Telephone:

Dave Sissons

Website: -
Email: dibs_magic@yahoo.co.uk
Telephone: 07980 930 607

Jim Grimmett

Website: <http://www.curiosity-shoppe.com/>
Email: jim.grimmitt@curiosity-shoppe.com
Telephone: 07989 595 399

Graham Hopkins

Website: <http://www.kentmagic.co.uk/>
Email: graham@kentmagic.co.uk
Telephone: - 07973 299 317

Nigel Jefferson

Website: -
Email: n.p.jefferson@ncl.ac.uk
Telephone: 07795 178 250

Phil Alexander

Website: <http://www.magicsouthwest.org.uk/>
Email: mtgplymouth@gamesinc.freeserve.co.uk
Telephone:

Squirrel Games

Website: <http://www.squirrelgames.com/>
Email: mikee@squirrelgames.com
Telephone: 02392 851 645

Stephen Avann

Website: -
Email: stephen.avann@synectics-solutions.com
Telephone: 07989 201 808

The Games Club

Website: <http://www.thegamesclub.co.uk/>
Email: play@thegamesclub.co.uk
Telephone: 07958 224 084

The Place for Games Ltd.

Website: <http://www.theplaceforgames.com>
Email: events@theplaceforgames.com
Telephone: 01844 355 730

UKG Tournaments

Website: <http://www.ukg-tournaments.co.uk/>
Email: kevins@uk-gamers.net
Telephone: 0845 644 1113

III. Traders contact information

House of Atredies

Website: <http://www.ccgs.co.uk/>
Email lawrenson@tesco.net
Telephone: 01277 633836

IV. Directions for Thinktank at Millennium Point

By foot

Thinktank is a 10-minute walk from the Rotunda. Millennium Point will be reached easily by foot following the blue-brick path, which begins in New Street adjacent to the front of Marks and Spencer.

By rail

Thinktank is a 15-minute walk from New Street station. Additional local services provided by Snow Hill Train and tram station and Moor Street station are a 10-minute walk away.

By road

Millennium Point is located three miles from Junction 6 of the M6, 9 miles from Junction 3 of the M5 and 11 miles from Junction 6 of the M42. Millennium Point will be signed from these junctions. Secure parking is available on site.

- From M6, Jct 6 (Aston Expressway) – 3 miles
Follow signs to City centre, on the A38(M). After the first exit follow signs for Ring Road and Convention centre. You immediately come to Dartmouth Circus Roundabout. Take the first exit (Dartmouth Middleway, A4540). At the next island (Junction 15) take the third exit (Jennens Road). Take the second left to Millennium Point's car park.
- From M5, Jct 3 (Hagley Road) – 9 miles
Follow A456 into Birmingham for approximately 6 miles, through the tunnel at Five Ways, onto Broad Street. Follow signs for A38 (Aston Expressway) onto Great Charles Street Queensway. Proceed under the tunnel at St Chads Queensway. Indicate left as you exit and go down to the island at the bottom. Take third exit onto James Watt Queensway. Take the second exit (Chapel Street) and follow the road round onto Bartholomew Street. Take a left onto the next junction at Albert Street, which becomes Curzon Street. The car park is accessed by turning left onto Cardigan Street, then turn left again onto Jennens Road, and take first left into car park.
- From M42, Jct 6 (Coventry Road) – 11 miles
Follow A45 City Centre approximately for 7 miles. You will then reach a large traffic island (Bordesley Circus). Follow signs for M6 into watery Lane Middleway. Continue to follow signs for the M6 through the first traffic island. At the next island, take the second exit. At the next island (Junction 15) take the first exit onto Jennens Road. Take the second left into Millennium Point's car park as signposted.

Car parking

There are 750 spaces for cars in Millennium Point's on-site car park. Please make sure you have your parking token validated at the machines situated by the front entrance on Level G2 and rear exit on Level G1 in Millennium Point before leaving the building.

- Daily rate : 7am - 5:30pm

1 hour	£1.00
2 hours	£1.90
3 hours	£2.80
4 hours	£3.50
5 hours	£4.00
5+ hours	£4.50

- Evening rate

5:30pm - 7am £1.00

- Sunday rate

All day £1.00

Coach parking

Although there is limited coach parking at Millennium Point, there are designated drop-off and pick up zones located on the south side of the building on Curzon Street (see map), with additional coach parking located at near by Masshouse Circus coach and car park.

V. Directions for Britannia Hotel

