

Mythic Championship VII Qualifier Weekend

Event Information

Last Updated: September 25, 2019

Overview

The *Magic: The Gathering Arena* Mythic Championship Qualifier Weekend is an event that takes place over the course of two days in which the top players at the end of the two-day event will receive invitations to compete in the next Mythic Championship that features *Magic: The Gathering Arena*.

Mythic Championship VII Qualifier Weekend takes place October 26-27, 2019. This event awards invitations to Mythic Championship VII, which takes place December 6-8, 2019.

Qualification to Compete

Mythic Championship Qualifier Weekends are invitation-only events. Eligible players will be granted the role of Challenger prior to the Mythic Championship Qualifier Weekend taking place. Players with the role of Challenger are granted one entry into the Mythic Championship Qualifier Weekend Day One event.

Players can see if they have the role of Challenger by selecting Profile once logged in. The Challenger role will be displayed adjacent to the Season Rewards button on that screen.

Players can earn the Challenger role by finishing in the Top 1200* of either Constructed or Limited ranked play at the end of one of the ranked seasons that are tied to a Mythic Championship Qualifier Weekend.

*This was updated in August 2019 following the 2020 Magic Esports announcement

For the Mythic Championship Qualifier Weekend that feeds Mythic Championship VII, the following ranked seasons are used for determining player eligibility:

- Core Set 2020 Season 1 (July 31, 2019 at 12:05 PT – August 31, 2019 at 12:00 PT)
- Core Set 2020 Season 2 (August 31, 2019 at 12:05 PT – September 30, 2019 at 12:00 PT)

Additional means of receiving the role of Challenger for a Mythic Championship Qualifier Weekend is at the sole discretion of the Magic Pro League.

Day 1

Day 1 of the Mythic Championship Qualifier Weekend takes place as a special event in *Magic: The Gathering Arena*. Players who are eligible will see the event and will be eligible to enter the event once during the day.

Day 1 Tournament Information

Day 1 of Mythic Championship Qualifier Weekend for Mythic Championship VII will be available to enter starting Saturday, October 26, 2019 at 6 a.m. PT. The event will be visible to eligible competitors on Thursday, October 24 before the event begins; players who do not see the event but have the Mythic Qualifier role granted to them under their profile page should contact customer service for assistance. Players will be able to join the event no earlier than October 26 at 6 a.m. PT and no later than 8 a.m. PT.

The gameplay format for Day 1's in-game event is Traditional Best-of-Three Standard. Players can participate in the event either until they have earned 10 wins or 2 losses.

Once the event has begun, eligible players may join and choose their deck for the event. The deck they choose once they start the event is the deck they must use until they have completed the event.

Due to the nature of this event being available only to a limited number of participants, competitors are strongly encouraged to complete all of their games as soon as possible. As the event nears its completion, matchmaking times may take longer than normal.

All players who reach 7 match wins in Day 1 of the Mythic Championship Qualifier Weekend event on Saturday will be invited to participate in Day 2, and will receive an email from esports@wizards.com once the event concludes with more information. Players are strongly encouraged to continue playing, as their Day 1 record will be important for potential tiebreakers on Day 2.

Day 1 Prizes

All participants in Day 1 will receive an event-exclusive card sleeve at the conclusion of their events.

Players will receive 200 gems for every win they earn in Day 1. Gems will be awarded once a player completes their event.

Day 2

Day 2 will be a Direct Challenge tournament hosted on ESL Play.

All players who reach at least 7 match wins at the end of Day 1's event will receive an invitation to compete in Day 2 of the Mythic Championship Qualifier Weekend. All players with at least 7 match wins will receive an email from esports@wizards.com after the completion of Day 1 with details on how to participate in Day 2.

Day 2 players will be expected to provide the following to participate in Day 2:

- Full Name
- Direct Challenge ID
- ESL Play account username (players can create an account at the [ESL Play](#) page)
- A link to a streaming channel (Twitch, YouTube, etc) if the player chooses to stream their matches

Day 2 players must follow the instructions sent to them and submit what is requested by no later than 3 a.m. PT.

Day 2 players will also be posted on mtgesports.com their match win record as well as their strongest mythic ranking from the end of one of the qualifying seasons for this event.

[ESL's Magic: The Gathering Discord channel](#) will be used for official event communication during Day 2. A channel for Day 2 of the Mythic Championship Qualifier Weekend will be managed by staff, and is where players should go for questions, communication with opponents in the event, or to report issues.

Day 2 Tournament Information

The gameplay format for Day 2 is Traditional Best-of-Three Standard Constructed. **The same decklist used during Day 1 must be used for Day 2.**

All decks will be published prior to the start of the tournament. Players may reference their opponent's decklist during all rounds of match play.

Players are expected to use the exact decklist they used for Day 1 for all rounds of Day 2. Wizards of the Coast will be verifying the correct decks are used each round; if a player uses a deck that is different than what they used on Day 1, they will be disqualified without prize from the tournament and an investigation will be conducted with regards to further disciplinary action to their *Magic: The Gathering Arena* account and their [Organized Play account](#). Additionally, decklists will be posted on the *Magic: The Gathering* website prior to the start of Round 1.

The ESL Play page will feature standings based on record. The ESL *Magic: The Gathering* Discord channel will be used to communicate round pairings.

The tournament format is six rounds of modified Swiss if 128 or fewer players participate in Day 2, and seven rounds if 129 or more players are participating in Day 2. In modified Swiss:

- Players may compete in all rounds of competition *until*:
 - A player has earned five wins
 - Players who have a record of five wins at the end of Round 5 and Round 6 will be dropped from the tournament and will receive invitations to Mythic Championship VII
 - A player has three losses
 - Any player that receives three losses in Day 2 is eliminated from competition

Tournament Process

In each round, players will be able to retrieve their opponent's Direct Challenge ID from the ESL Play page. Players can either enter in their opponent's Direct Challenge IDs via copy & paste or message their opponent in the ESL *Magic: The Gathering* Discord and use Discord's Direct Challenge integration to play against their opponent. Please note that Direct Challenge IDs are case sensitive.

Once a player resolves their match, both players will need to report their results in ESL Play.

In the event of a dispute, tournament admins in the ESL *Magic: The Gathering* Discord may contact you in regards to investigating the issue.

Players who are able to submit video evidence to settle disputes will be prioritized over those who are unable to provide video evidence in the event of an investigation.

Streaming

Streaming your matches on Day 2 is strongly encouraged, as video feeds may be submitted in disputes or issues to allow tournament officials to make the best decision with regards to integrity of the event.

Players who choose to stream and who send a link to their streaming channel to esports@wizards.com are also strongly encouraged to stream their matches on a 5-minute delay, or to stream with an overlay that obstructs their hand if they wish to stream with no delay.

In the event evidence of players watching their opponent's stream of match play surfaces during and/or after the event for the purposes of gaining an unfair advantage (known as "stream sniping"), an investigation will be conducted and may result in a player's forfeiture of prizes from the event and further disciplinary action on the offending player's *Magic: The Gathering Arena* account and their [Organized Play account](#).

Day 2 Prizes

All participants in Day 2 will receive 5 Mythic Points and a minimum 3,000 Gems for participation in Day 2. Players must have an eligible DCI number in order to receive their Mythic Points and will have an opportunity to submit one during registration for Day 2. If a player does not have a DCI number, they can get one by creating an [Organized Play account](#). Players who do not submit their DCI number during Day 2 registration may not receive Mythic Points.

Please note that players who qualify for Mythic Championship VII will have their Mythic Points from the Mythic Championship VII Qualifier Weekend overridden by Mythic Championship VII, as Mythic Championship VII's placement supersedes any Mythic Points earned through the Mythic Championship Qualifier Weekend for Mythic Championship VII.

16 players from Day 2 of Mythic Championship VII Qualifier Weekend will receive invitations to compete in Mythic Championship VII in Long Beach, California December 6-8:

- All players who earn five wins by the end of Round 5 and Round 6
- Players who achieve a 4-2 record after the conclusion of Round 6 (or a 5-2 record after Round 7) based on the final standings of the Swiss tournament until 16 players in total from Day 2 have received invitations, with tiebreakers based on the following order:
 - Day 1 record, where more match wins is better and—if at 10 wins—fewer match losses is better
 - Buchholz Tiebreakers, as displayed on the Rankings page for ESL Play and;
 - Strongest Mythic Ranking at the end of one of the two seasons that qualified players for this Mythic Championship Qualifier Weekend
 - In the event two players are tied in this metric, the second strongest Mythic Ranking will be used, and so on

Players must have an [Organized Play account](#) in good standing in order to receive an invitation to Mythic Championship VII.

In order to participate in Mythic Championship VII, players traveling from outside the United States must have a valid passport and the ability to travel to the United States.

Invitations to Mythic Championship VII cannot be deferred.

In the event a player cannot attend for any reason, that person's invitation will pass down to the next available player based on the final standings that will be posted after the event has concluded.

Players receive 2,000 Gems for every match win they achieve on Day 2, in addition to the 3,000 Gems for participating in Day 2. Below lists the number of Gems awarded to each player in total based on their total match wins on Day 2.

5 Wins	13,000 Gems
4 Wins	11,000 Gems
3 Wins	9,000 Gems
2 Wins	7,000 Gems
1 Win	5,000 Gems
0 Wins (Participated in Day 2)	3,000 Gems

All Gem prizes will be awarded 3-5 business days following the event once results have been verified.

General Rules

Players are expected to compete under the implemented rules for *Magic: The Gathering Arena*.

Participation

Participation in Mythic Championship Qualifier Weekend, Mythic Championships, or any events supported by the Magic Pro League LLC is contingent on players having accounts that are in good standing for *Magic: The Gathering Arena* and competitive tabletop *Magic: The Gathering*. Players suspended from participation in *Magic: The Gathering Arena* or in sanctioned tabletop tournaments are ineligible for any prizes and subject to additional action.

Players in *Magic: The Gathering Arena* events are required to follow the Wizards [Terms and Conditions](#).

Connectivity and other Issues

Players should review [known issues](#) in *Magic: The Gathering Arena* prior to participation in the Mythic Championship Qualifier Weekend or Mythic Championship. Wizards is not responsible for impact on the game as a result of players experiencing known issues.

Wizards of the Coast is not responsible for the results of any disconnection or network problems experienced by players.

Prizes and Eligibility

Players who are already invited to participate in the Mythic Championship that a Mythic Championship Qualifier Weekend feeds are ineligible to participate in this Mythic Championship Qualifier Weekend.

All prizes are awarded “as is” and without warranty of any kind, expressed, or implied (including without limitation, any implied warranty or merchantability or fitness for a particular purpose). This is a contest of skill and, therefore, there are no odds of winning as is the case with a game of chance. All applicable taxes, fees, duties, tariffs, passport or visa costs, and any license, destination, entry, exit, and/or delivery charges are the sole responsibility of each player. Taxes on prizes

(including, without limitation, income taxes), if any, are the sole responsibility of any player winners.

Invitations to Mythic Championships from the Mythic Championship Qualifier Weekend are contingent on signing a waiver and consent form. These documents will be provided to all competitors who will receive invitations to that they can sign and submit prior to attending the event.

Players may be disqualified from the Mythic Championship Qualifier Weekend or from participation in the Mythic Championship if they are suspended from *Magic: The Gathering Arena* or sanctioned *Magic: The Gathering* tabletop play for any reason, including without limitation, a violation of the *Magic: The Gathering Arena* End User License Agreement.

Although players may have multiple accounts qualified for the Mythic Championship Qualifier Weekend, players are not permitted to have more than one of their accounts entered in any single event at one time. Players are not permitted to have any accounts entered in events played by other players for any reason. If a player is discovered to have more than one account playing in the Mythic Championship Qualifier Weekend before, during, or after the event, Wizards may take action against that player's account(s), up to and including disqualification, suspension of the offending account(s), and/or termination of the offending account(s). Using an account other than your own, allowing any other player to use your account, selling your account, and other similar actions are all violations of the *Magic: The Gathering Arena* User Agreement.

Wizards of the Coast reserves the right to reschedule and/or restart tournaments, matches, extend timers and/or games as needed.

To be eligible to participate in Mythic Championship Qualifier Weekend and Mythic Championship VII, the following requirements must be met:

- All players must be at least thirteen years of age or older. A player between the ages of thirteen and eighteen will be required to get a parent or guardian's signature on the required waiver and consent forms as explained above.
- Players must have Internet access.
- Players must have access to a personal computer.

Players must be [Organized Play Account](#) holders in good standing and in compliance with the Wizards [Terms and Conditions](#).

Legal Information

Release

By entering (or consenting to the entry of a person under the age of eighteen) the Mythic Championship Qualifier Weekend or Mythic Championship, each participant (or the participant's parent or legal guardian, if the participant is under the age of eighteen) and the invited players (or the invited player's parent or legal guardian, if the invited player is under the age of eighteen) thereby release Wizards, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, employees, and agencies from any liability whatsoever and waive any and all causes of action related to any claims, costs, injuries, losses, or damages of any kind arising

out of or in connection with the Mythic Championship Qualifier Weekend and Mythic Championship or delivery, misdelivery, acceptance, possession, or use of or inability to use any prize (including, without limitation to, claims, costs, injuries, losses, and damages related to personal injuries, death, damage to or destruction of property, rights of publicity or privacy, defamation, or portrayal in a false light, whether intentional or unintentional), whether under a theory of contract, tort (including negligence), warranty, or other theory. Except where prohibited, you agree that any and all disputes, claims, and causes of action arising out of or connected with this contest or any prize awarded shall be resolved under the laws of the State of Washington, without respect to any conflict of law issues, and participants agree that such shall be resolved properly, without resort to any form of class action, and exclusively by the US Federal and State Courts of King County, Washington, USA. All of Sponsor's decisions regarding the application and interpretation of the Rules are final.

Disclaimer of Liability; Certain Risks

Wizards, Hasbro, and each of their respective parent companies, subsidiaries, affiliates, directors, officers, professional advisors, employees, and agencies will not be responsible for: (a) any late, lost, misrouted, garbled, distorted, or damaged transmissions or entries; (b) telephone, electronic, hardware, software, network, Internet, or other computer- or communications-related malfunctions or failures; (c) any event disruptions, losses, or damages caused by events beyond the control of Sponsors; or (d) any printing or typographical errors in any materials associated with the Mythic Championship Qualifier Weekend and Mythic Championship.

Wizards of the Coast reserves the right to modify, reschedule, and/or delete any tournament for any reason, including without limitation, if in its sole judgment that tournament's integrity has been compromised by an unforeseen technical issue and/or error in that tournament's administration.

Participation in Mythic Championship Qualifier Weekend and the Mythic Championship is void where restricted, taxed, or prohibited by law.

The invited players to the Mythic Championship and the Day 2 participants of the Mythic Championship Qualifier Weekend will be posted on <http://www.mtgesports.com>.

Data Transfers

Participation in Mythic Championship Qualifier Weekend Wizards' disclosure of certain information to the ESL and Discord. By participating in the Mythic Championship Qualifier Weekend, you express acknowledge and agree that Wizards may share the following information with the ESL and Discord solely for the purpose of facilitating the Mythic Championship Qualifier Weekend:

- Your Full Name
- Direct Challenge ID
- Decklist for Traditional Best-of-Three Standard Constructed
- ESL Play account username
- Link to Your Streaming Channel

