

## Submitting Judge Center Content

- I. Intro to DCIX: The Judge Center is a resource for players, judges and tournament organizers to communicate and go to for information. It also provides the ability to review others (to help aid training and providing feedback) and tests to assess knowledge.
- II. Why submit content? Helps the DCI in better identifying individuals with knowledge necessary to be judges, who can assist players by answering their questions. Also helps take advantage of most recent sets and cards, which are more accessible to players and candidates.
- III. Submission process: (<http://judge.wizards.com/content.aspx>)
  1. “Instruction” screen contains information helpful for anyone submitting content. Be sure to review it before your first submission, and even to refresh yourself.
  2. “Create” screen consists of the following:
    - a. Question box
    - b. Five answer boxes and associated check boxes, which indicate which answer is correct or not. Correct answers should be listed first.
    - c. Explanation box.
    - d. Comment box.
    - e. Language selector.
    - f. Game system selector.
    - g. Type selector (Single answer or Multi answer).
    - h. Category selection (Rules or Policy).
  3. Review and editing: All content is screened by reviewers, then editors to ensure the content is accurate and conforms to appropriate conventions for testing purposes.
  4. Approval and assignment: After editing, content is examined by a content manager and assigned to an appropriate test.
  5. Why is my submission being returned? A submission may be returned if it doesn’t conform to appropriate conventions, answers are incorrect, or if something isn’t clear to the reviewer. The reviewer will clearly explain why it is being returned and what corrections are necessary. Some content may be subsequently archived, if it duplicates existing content.
- IV. Coming up with questions:
  1. Practical questions from the floor: Good questions come from players during sanctioned events, since it is a practical application of various rules.
  2. Slow generation, not forced: Take time with submissions to ensure that various pieces aren’t missing, the question is fully framed and understandable to a reviewer or editor. This helps assist the review and editing process.
  3. MTG-Rules and other sources: Some online forums can be used as a source for possible content.
  4. Watch for copyright: Questions taken from private websites or certain sources may not be used, since all submissions to the Judge Center become property of the DCI and Wizards of the Coast.
  5. Questions not to submit:
    - a. Corner cases of the rules, which may not be adequately explainable or utilize a ruling that cannot be cited in one of the appropriate documents.
    - b. Situations involving judgment calls, as different facts could be evaluated differently (this is true for policy questions).

- c. “So-and-so said this...”. While the person may be an official source, a candidate may not have access to the forum where this was covered. Candidates are expected to have read official documents in order to answer questions.
- d. Things that can be covered in interviews. Since testing is only part of the process of certifying a judge, some things are better left to the interview. Especially while reviewing the candidate’s test results.

V. Coming up with wrong answers:

- 1. Swap the order of the various steps of playing a spell or ability. Same is possible with the resolution of the spell or ability.
- 2. Use rules governing APNAP. This can be inappropriately applied to a situation which doesn’t use APNAP order, or the actual order can be reversed.
- 3. State-based effects:
  - a. Checked at the wrong time, such as during the resolution of a spell or ability.
  - b. Incorrect wording of state-based effect, such as token creatures being removed from the game as opposed to ceasing to exist.
  - c. Citing something as a state-based effect, when it really isn’t.

VI. Recommended practices (<http://judge.wizards.com/info.aspx?topic=Content+Formatting>)

- 1. Use AP and NAP tags whenever possible:
  - a. Normally written <AP/> or <NAP/>.
  - b. Don’t rely on mark-ups for whose turn it is, state which player’s step or phase it is if necessary.
  - c. Use appropriate tags for pronouns, such as <AP he/>, <AP his/>, and <AP him/> (and <AP him/>self).
  - d. Make sure to capitalize if necessary (<AP He/> versus <AP he/>).
  - e. AP1, AP2, NAP1 and NAP2 can be used if more than one player is involved (such as Two-Headed Giant).
- 2. Card tags should always be used, so the candidate has access to the most recent Oracle text:
  - a. Basic format is <card>Card name</card>.
  - b. More advanced wording can be done with <card title=“Card name” inline=“Appearance in question”></card>, especially for multiples of the same card (e.g., Glory Seeker versus Glory Seekers).
  - c. Split cards can be formatted as <card title=“Split // Card” inline=“Half being played”></card>, to display the whole card’s Oracle text. But only the half being played is in the question itself.
- 3. Keep number of cards involved less than six: This ensures that the candidate doesn’t have to process a large amount of information. It also helps keep translations manageable.
- 4. Ensure that explanations include appropriate Rules/Policy citations:
  - a. Identifying which rule(s) or policy is appropriate to the question.
  - b. All citations appear at the end of the sentence they support. For example, “Blah plays Foo, targeting Boo. [CR XXX.XX]”
  - c. Multiple rules/policies can be referenced in a single citation box, just use a semi-colon to split references. For example, “Blah plays Foo, but Foo is countered by Argle. [CR XXX.XX; YYY.YY]”

- d. If an explanation cites different documents, ensure that the references are split up in different sentences for each document. “Blah plays Foo, but this is an illegal play. [CR XXX.XX] Able receives a Warning for the Game Rule Violation. [PG YYY]”
5. Be aware of grammatical conventions and standards:
  - a. Numerals are used for converted mana cost, damage, life totals, power and toughness.
  - b. Number words are used for counters, cards, and creatures.
  - c. Capitalized all card names and player names.
  - d. Don't capitalized phases, steps, and abilities.
  - e. Always spell out card names. This helps with translations and ensures that the candidate doesn't get confused.
  - f. Don't “verbalize” cards (i.e., “Able Terrors Foo.”). Keep the language technical, as this helps with translations and is more technically accurate.
  - g. If a spell refers to X as part of the cost or effect, write “X = 1” if the player chooses 1 for the value of X.
6. Benchmarking and searching:
  - a. Use the Orb of Insight to search for cards or citations from documents. This can help identify how many questions utilize the same card or citation, and if there may be too much duplication.
  - b. Practice exams are useful in seeing how current content is worded, as well as the expected level of difficulty for submissions.
7. Multi answer versus Single answer:
  - a. Single answer questions are good for scenarios with specific answer/outcome. Best when used to describe a specific series of plays.
  - b. Multi answer questions are good for scenarios involving choices and/or multiple outcomes. Whether a choice during playing a spell or ability (such as a legal target), or a choice during resolution of a spell or ability (what to find via a source). Could also identify possible outcomes for applying multiple replacement abilities.
  - c. Try not to force a question into a particular format.
8. Use token creatures, vanilla creatures and vanilla spells when possible:
  - a. Token creatures are excellent in keeping the number of cards in a question down.
  - b. An X/X creature versus X/Y creature is often better than needing to involve an extra card (such as Giant Growth).
  - c. Vanilla creatures are preferable whenever possible, unless there's a specific interaction being tested involving that creature's rules text.
  - d. Cards from the core set should be used unless otherwise necessary. A card such as Shock is better than Glacial Ray if the only concern is the amount of damage dealt.

## List of Vanilla Creatures

Blind Phantasm

Coral Eel

Craw Wurm

Eager Cadet

Elvish Warrior

Fomori Nomad

Fugitive Wizard

Giant Cockroach

Giant Octopus

Glory Seeker

Goblin Piker

Hill Giant

Horned Turtle

Krovikan Scoundrel

Nessian Courser

Norwood Ranger

Trained Armodon