



## UDE Hobby League Operating Instructions

Thank you for choosing to run the Upper Deck Entertainment Hobby League! We know that league play will increase traffic and sales as well as help support organized play in your store. If you have questions about league events, please email [hobbyleague@upperdeck.com](mailto:hobbyleague@upperdeck.com).

### League Kit Contents

- 1 large poster for League branding
- 2 small posters for in-store League promotion
- 25 extended art *Drain Essence* cards for attendance awards
- 8 extended art *Magneto, Black Lord* cards for 1<sup>st</sup> and 2<sup>nd</sup> place finishers
- 8 extended art *Gambit, Ragin' Cajun* cards for 3<sup>rd</sup> and 4<sup>th</sup> place finishers
- 1 Booster Draft instructions document
- 1 Player Data Record master (*for photocopying*)
- 1 **Vs. System**<sup>™</sup> t-shirts for the league champion or sportsmanship award

### League Overview

- Each league kit supports 25 players for one month.
- Stores should operate at least one league session per week or four league sessions per month.
- Hobby League is intended as a month-long, cumulative league, giving prizes at the end of the month. A Player Data Record is provided to track wins and losses throughout the month.
- You *may* run Hobby League as a series of weekly events, awarding prizes at the end of each weekly session. If you are a certified UDE Tournament Organizer, you may sanction these weekly Hobby League events, but must follow the official UDE Tournament Policy and Vs. System Policy documents which can be found at [www.ude.com/policy](http://www.ude.com/policy). The online Tournament Organizer test can be found at [www.ude.com/judge](http://www.ude.com/judge).
- If you choose to run month-long, cumulative leagues, prizes should be awarded as follows: 1<sup>st</sup> & 2<sup>nd</sup> place should receive 4 cards of their choice. 3<sup>rd</sup> & 4<sup>th</sup> place choose from what's left over after 1<sup>st</sup> & 2<sup>nd</sup> make their choices. Participation cards should be given out to everyone as directed.

### How to Operate the League

- Choose a format for this month's League—it's best to get player input when doing this. Make sure everyone understands this month's chosen format
- Advertise at least one week in advance. Your kit should arrive about 1 week prior to the 1<sup>st</sup> Saturday of the month they are to be used.
- Distribute participation awards to all who show up at each session.
- For month-long, cumulative leagues, a player may play as many opponents as he or she wants, but may not play the same opponent more than *twice* during any given session.
- For month-long, cumulative leagues, use a new player data record each session, awarding 3 points for every match win and 1 point for every match loss to each player after each league session. *Example: A player with three match wins and two match losses will have 11 points (9+2).*
- At the end of each month-long League, total each player's points to determine the League standings. Award prizes to the Top 4 players with the most points that month.