



During the 2016-2017 tournament season, we will begin awarding points to players who play in any of our TLG Events. The below chart gives the point amounts that will be awarded based on each event and that event's attendance level.

	Circuit Open	State Open	Regional Invite	Championship Invite
Winner	250	500	1000	2000
Finalist	200	400	800	1600
Top 4	150	300	600	1200
Top 8	100	200	400	800
Participant	50	100	200	400

Depending on if Top Cut is required for the event you attend or not will determine the points awarded to players in attendance. For instance, if a player attends an event in which there are enough players to warrant using Top 4 Cut then the top four players will get the specified points listed and everyone else will get Participant points. A player will only be awarded the highest points they qualify for in forfeiture of all other points they could qualify for. For instance, a tournament Winner would also qualify as a Finalist and a Top 4 but will only receive Winner points. So why do points matter?

Top Player in Each Category

At the end of the tournament season, whoever has accumulated the most points in each category of play for the year will receive a box of the set of their choice.

Overall Player of the Year

At the end of the tournament season, whoever has accumulated the most points overall throughout the year and among all categories will receive three boxes of the set(s) of their choice.

Earned Byes at Invite Level Events

Any player with 1500 or more points in an individual category will earn the privilege of taking a bye in the first round of that category in any Invite level events they participate in that tournament season. Additionally, anyone who has 2500 or more points in an individual category will earn the privilege of taking a bye in the first two rounds of that category in any Invite level events they participate in that tournament season. It is worth saying again that players are only eligible for the highest bye level for which they are qualified for. A player may choose to not take any and all byes they are eligible for, but once they are forfeited, they may not be used later in the event for that category. For reference, a bye is scored as a full win with a zero lost soul differential.