



COMMANDER SEALED LEAGUE

A Season-Long Magic the Gathering League Dedicated to Commander

Sealed League Commander Style

Commander Sealed League is an 11-session MTG Tournament. Players will start with 5 sealed packs and will add 2 additional packs each session.

Players will go from a 60 card minimum to a 100 card deck over the course of 20 weeks!

How It Works

Each session players will draft from one Commander Legends booster pack and also add one sealed booster pack (players choice of draft or set) to their kit.

For 10 sessions, players will accumulate points for wins. The Top 8 players will face off in the 11th Session Finals.

Each League Kit Includes:

- 3 Commander Legends Draft Boosters
- 2 Modern Horizons II Draft Boosters
- 1 Dragon Shield Matte 100ct Card Sleeves
- 1 D20 Countdown Die
- 1 Pack 100ct Penny Sleeves



League Party!
All players are welcome at the Finals! Food will be served, Commander will be played, and prizes will be awarded!

Program Itinerary

Session	Session Cost	Card Min	Multiples Limit	Draft Packs	Sealed Packs	Prior Schedule	Claremore Schedule
1	\$40	60	No Limit	—	3 x Commander Legends 2 x Modern Horizons 2	Friday May 6 6:30 PM Saturday May 7 2 PM	Sunday May 1 1 PM
2	\$12	70	No Limit	Commander Legends	Player's Choice Set or Draft Booster	Saturday May 21 2 PM	Sunday May 15 1 PM
3	\$12	80	No Limit	Commander Legends	Player's Choice Set or Draft Booster	Saturday June 4 2 PM	Sunday May 29 1 PM
4	\$12	80	Singles Only	Commander Legends	Player's Choice Set or Draft Booster	Saturday June 18 2 PM	Sunday June 12 1 PM
5	\$12	90	Singles Only	Baldur's Gate	Player's Choice Set or Draft Booster	Saturday July 2 2 PM	Sunday June 26 1 PM
6	\$12	100	Commander Deck	Baldur's Gate	Player's Choice Set or Draft Booster	Saturday July 16 2 PM	Sunday July 10 1 PM
7	\$12	100	Commander Deck	Baldur's Gate	Player's Choice Set or Draft Booster	Saturday July 30 2 PM	Sunday July 24 1 PM
8	\$12	100	Commander Deck	Baldur's Gate	Player's Choice Set or Draft Booster	Saturday Aug 13 2 PM	Sunday Aug 7 1 PM
9	\$12	100	Commander Deck	Baldur's Gate	Player's Choice Set or Draft Booster	Saturday Aug 27 2 PM	Sunday Aug 21 1 PM
10	\$25	100	Commander Deck	Baldur's Gate	Players Choice Collector Booster	Saturday Sept 10 2 PM	Sunday Sept 4 1 PM
11	\$25	100	Commander Deck	Baldur's Gate	Double Masters II	Saturday Sept 24 2 PM	Sunday Sept 18 1 PM

Points Structure

Points awarded each session depends on session attendance.

Pod Size	1st Place	2nd Place	3rd Place	4th Place
4 Players	4 points	3 points	2 points	1 point
3 Players	4 points	3 points	2 points	—
5 Players	4 points	4 points	3 points	2 points



FAQ

Can I join after the first session?

Yes, you may join at any time, as long as there are still spots available. Commander Sealed League is limited to 24 players. Sign-ups are available on a "first come, first served" basis.

What Happens if I miss a session?

If you miss a session you will be able to purchase the missed packs to add to your kit at the League price, but you will not be able to make up any points.

Can I take cards from my League Kit home before the finals?

The cards belong to you, so you may take any of them home, however, they cannot be put back into your kit after they have left the store.

What happens if there is a tie for Top 8?

If there is a tie for Top 8, the player who has attended the most sessions gets to advance to the Finals. If both players have attended the same number of sessions they will play each other to advance to the finals.

Can I pay my entry fees with store credit?

No, store credit may not be used for any in-store events.

Duel for Dual Prize Support

First Place:

Revised Edition Dual Land

Places 2 - 4:

Choose from, in order of ranking:

- 6 ft Play Mat
- Secret Lair
- 2 Collector Boosters

Top 8:

Custom Playmat & Gift Bag

Participation tickets awarded each session - drawing held at the Finals! ***

*Prices before all applicable sales tax, prices subject to change based on market demands
**Subject to change; contingent on product availability and release dates by Wizards of the Coast
*** Must be present to win at time of drawing; participants may not win multiple prizes.

