

# **Pokémon Rochester Draft Format**

This document is used in conjunction with the **Pokémon Organized Play Floor Rules** document.

The suggested format for a **Pokémon** Rochester Draft is 6 boosters of Pokémon-e TCG: *EX Ruby and Sapphire*. Other expansion sets are allowed for draft purposes, as long as each player has the same number of boosters from the same expansions.

## ***Setting up a Rochester Draft Tournament***

The tournament organizer registers each player for the event, similar to a constructed tournament. Once registration is finished, the tournament organizer divides the players into separate drafting tables at random. Each drafting table should have an equal number of players. The judging staff then distributes the boosters being used for the draft.

## ***Starting the Draft***

Once the players have been seated and have their boosters, the judge chooses a player to start. That player starts by opening two of their boosters, and laying out all of the cards from those boosters, face-up. The players at that table then have 30 seconds to look at the cards before drafting begins.

Starting with the first player, that person chooses one card, placing it face-up in front of them. The player to his or her left becomes the next person to draft. That player chooses one of the remaining cards, placing it face up in front of them. The draft continues in this manner, until the last person at the table has chosen a card. That player chooses a second card, and then the person to the right drafts a second card from the cards remaining. Drafting proceeds back to the initial person, counter-clockwise. If there are cards remaining, the initial person drafts a third card, and drafting resumes to the left, clockwise.

After each booster pack has been completely drafted, each player may look at the cards he or she has drafted. At the judge's signal, players set aside their drafted cards, and prepare for the next set of boosters to be drafted. The next person to open their boosters is the person sitting to the left of the previous person opening the boosters.

## ***Player Etiquette for Rochester Draft***

During the drafting portion of the tournament, players should not be talking or offering other distractions. Once a player has chosen a card, it should go on top of their stack in front of that player, with the most recently drafted card face-up. After each round of boosters have been drafted, players may examine their own drafted cards.

During the draft, if a player touches a card during their turn to draft a card, they must draft the touched card. If they touch more than one card, that player drafts the first card touched. If the current player drafting takes too long to draft their card, the judge chooses the card that was placed first on the table, for that player. (If that card has already been drafted, the judge chooses the second one placed, and so on.)

### ***Finishing the Draft portion***

After players have finished drafting their cards, they will start building a 40-card deck. They may only use the cards they have drafted, and any basic Energy cards necessary to finish building the deck. Any drafted cards that are not used in their deck, are set aside for the remainder of the event. Tournament officials will announce at the beginning of the event if decklists are required for the event.

### ***Playing in a Draft Tournament***

The event works very similar to a constructed deck tournament. The only differences are that players use 40-card decks and put 4 Prize cards out for each game.