

MTG JUDGE MAGIC TOURNAMENT RULES (MTR) LEVEL 1 PRACTICE EXAM (SAMPLE) STUDY GUIDE



Prepare with structure. Pass with confidence



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Introduction

Preparing for a certification exam can feel overwhelming, but with the right tools, it becomes an opportunity to build confidence, sharpen your skills, and move one step closer to your goals. At Examzify, we believe that effective exam preparation isn't just about memorization, it's about understanding the material, identifying knowledge gaps, and building the test-taking strategies that lead to success.

This guide was designed to help you do exactly that.

Whether you're preparing for a licensing exam, professional certification, or entry-level qualification, this book offers structured practice to reinforce key concepts. You'll find a wide range of multiple-choice questions, each followed by clear explanations to help you understand not just the right answer, but why it's correct.

The content in this guide is based on real-world exam objectives and aligned with the types of questions and topics commonly found on official tests. It's ideal for learners who want to:

- Practice answering questions under realistic conditions,
- Improve accuracy and speed,
- Review explanations to strengthen weak areas, and
- Approach the exam with greater confidence.

We recommend using this book not as a stand-alone study tool, but alongside other resources like flashcards, textbooks, or hands-on training. For best results, we recommend working through each question, reflecting on the explanation provided, and revisiting the topics that challenge you most.

Remember: successful test preparation isn't about getting every question right the first time, it's about learning from your mistakes and improving over time. Stay focused, trust the process, and know that every page you turn brings you closer to success.

Let's begin.

How to Use This Guide

This guide is designed to help you study more effectively and approach your exam with confidence. Whether you're reviewing for the first time or doing a final refresh, here's how to get the most out of your Examzify study guide:

1. Start with a Diagnostic Review

Skim through the questions to get a sense of what you know and what you need to focus on. Your goal is to identify knowledge gaps early.

2. Study in Short, Focused Sessions

Break your study time into manageable blocks (e.g. 30 – 45 minutes). Review a handful of questions, reflect on the explanations.

3. Learn from the Explanations

After answering a question, always read the explanation, even if you got it right. It reinforces key points, corrects misunderstandings, and teaches subtle distinctions between similar answers.

4. Track Your Progress

Use bookmarks or notes (if reading digitally) to mark difficult questions. Revisit these regularly and track improvements over time.

5. Simulate the Real Exam

Once you're comfortable, try taking a full set of questions without pausing. Set a timer and simulate test-day conditions to build confidence and time management skills.

6. Repeat and Review

Don't just study once, repetition builds retention. Re-attempt questions after a few days and revisit explanations to reinforce learning. Pair this guide with other Examzify tools like flashcards, and digital practice tests to strengthen your preparation across formats.

There's no single right way to study, but consistent, thoughtful effort always wins. Use this guide flexibly, adapt the tips above to fit your pace and learning style. You've got this!

Questions

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- 1. What is the primary responsibility of the Head Judge during a tournament?**
 - A. To play in the tournament
 - B. To oversee the tournament and make final rulings
 - C. To enforce player adherence to deck restrictions
 - D. To track players' life totals and game states
- 2. How many minutes are allocated for deck construction in a Booster Draft?**
 - A. 15 minutes
 - B. 20 minutes
 - C. 30 minutes
 - D. 40 minutes
- 3. How is a tournament's structure generally defined?**
 - A. By the number of players
 - B. By the venue size
 - C. By a set timeline for rounds and breaks
 - D. By player rankings
- 4. Which aspect is NOT part of the game state?**
 - A. Players' life totals
 - B. Cards in hand
 - C. Decks shuffled and ready for play
 - D. Permanents on the battlefield
- 5. In what circumstances can players draw additional cards during their turn?**
 - A. When they exceed their hand limit
 - B. If a card effect specifically allows them to do so
 - C. During a specific phase of the game
 - D. Only when attacking an opponent
- 6. How is the tiebreaker determined in Swiss-format tournaments?**
 - A. Based on total points earned in a tournament
 - B. By random selection from tied players
 - C. Based on match win percentage and opponents' match win percentage
 - D. By the number of games won during the tournament

7. What is the role of a Head Judge in tournaments?

- A. To enforce the rules and resolve disputes
- B. To assist players with gameplay questions
- C. To track match results and standings
- D. To provide commentary during matches

8. In a tournament, what factor does a "Constructed" format primarily involve?

- A. Building decks from a limited pool of cards
- B. Using only sealed packs to create decks
- C. Players using decks built prior to the tournament
- D. Pairing teams against each other

9. Can a judge change tournament rules mid-event?

- A. Only if players request it
- B. Yes, if they believe it will improve gameplay
- C. No, unless an error is discovered requiring fairness adjustments
- D. Judges can change rules at any time if problems arise

10. When can notes be made regarding a player's draft?

- A. Before the draft starts
- B. Only after deck construction
- C. During the drafting process
- D. Any time during the event

Answers

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1. B
2. C
3. C
4. C
5. B
6. C
7. A
8. C
9. C
10. B

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Explanations

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1. What is the primary responsibility of the Head Judge during a tournament?

- A. To play in the tournament
- B. To oversee the tournament and make final rulings**
- C. To enforce player adherence to deck restrictions
- D. To track players' life totals and game states

The primary responsibility of the Head Judge during a tournament is to oversee the tournament and make final rulings. This role is crucial because the Head Judge ensures that the event runs smoothly and fairly, maintaining the integrity of the competition. They are the highest authority present and are responsible for resolving disputes and making decisions on rule interpretations. Their overarching oversight includes ensuring that all judges are performing their duties effectively, that the tournament is conducted according to the rules, and that players are treated fairly. While enforcing player adherence to deck restrictions and tracking players' life totals are important tasks, they typically fall under the responsibilities of other judges or tournament staff rather than the Head Judge. The Head Judge focuses on the overall management and rulings, stepping in to handle complex situations and make judgment calls as needed to maintain the tournament's flow and fairness.

2. How many minutes are allocated for deck construction in a Booster Draft?

- A. 15 minutes
- B. 20 minutes
- C. 30 minutes**
- D. 40 minutes

In a Booster Draft, players are typically given 30 minutes to construct their decks. This time allocation is designed to ensure that participants have adequate time to review the cards they have selected, make strategic choices about their deck composition, and consider their mana curve and synergies within the cards they have available. The 30-minute window allows for thoughtful deck-building, considering both the strengths and weaknesses of the available cards, as well as the potential strategies they might employ during gameplay. This duration aligns with the competitive nature of Booster Drafts, where efficiency and preparation can significantly impact the outcome of a match. Players need this amount of time to ensure that their decks are well-rounded and compliant with the tournament's rules and regulations.

3. How is a tournament's structure generally defined?

- A. By the number of players
- B. By the venue size
- C. By a set timeline for rounds and breaks**
- D. By player rankings

A tournament's structure is generally defined by a set timeline for rounds and breaks. This is crucial because it establishes how the event will progress throughout the day, detailing when rounds begin and end, as well as when participants will take breaks. Tournament organizers use this structure to ensure that all players have a fair opportunity to compete and that the event runs smoothly and efficiently. The timeline affects the overall flow of the tournament, including how long players have between matches to rest or prepare for their next games. It also helps in scheduling additional rounds if necessary and ensuring that all players are informed of when they need to be present and ready to play. This organization is essential for maintaining a professional and enjoyable environment for both players and judges. In contrast, while the number of players, venue size, and player rankings can influence various aspects of a tournament, they do not fundamentally define its structure in the same way that the timeline for rounds and breaks does.

4. Which aspect is NOT part of the game state?

- A. Players' life totals
- B. Cards in hand
- C. Decks shuffled and ready for play**
- D. Permanents on the battlefield

The aspect that is not considered part of the game state is when decks are shuffled and ready for play. The game state refers to the current status of the game at any moment, and it specifically includes information about players and game elements that are actively influencing the gameplay. Players' life totals, cards in hand, and permanents on the battlefield are all key components of the game state. They directly impact the game's progression and the players' strategies. Life totals provide information on how close a player is to winning or losing. Cards in hand can determine what actions a player can take on their turn. Permanents on the battlefield influence interactions and effects that can happen during play. In contrast, the condition of decks being shuffled and ready for play pertains to the setup phase before the game actively starts or during a shuffle process, and it does not affect the ongoing game state during play. Thus, this is why it is not included in the game state itself.

5. In what circumstances can players draw additional cards during their turn?

- A. When they exceed their hand limit
- B. If a card effect specifically allows them to do so**
- C. During a specific phase of the game
- D. Only when attacking an opponent

Players can draw additional cards during their turn when a card effect specifically allows them to do so. This refers to instances where a spell or ability explicitly states that the player may draw cards, such as in the case of certain effects that trigger when certain conditions are met or when specific cards are played. For example, a card might say, "Whenever you gain life, draw a card." In such cases, the effect grants the player permission to draw cards beyond the normal card-drawing rules at the beginning of their turn. These triggered or activated abilities allow for flexibility in the game and often enable players to build strategies that take advantage of drawing extra cards. In contrast, exceeding a hand limit does not provide a player with an opportunity to draw cards; instead, it requires them to discard down to that limit. The phases of the game do not inherently grant extra card draws unless specified by a card effect, and drawing cards is not limited to attacking an opponent; combat does not influence drawing cards outside of specific card effects. Thus, the only scenario that guarantees drawing additional cards is through specific card abilities.

6. How is the tiebreaker determined in Swiss-format tournaments?

- A. Based on total points earned in a tournament
- B. By random selection from tied players
- C. Based on match win percentage and opponents' match win percentage**
- D. By the number of games won during the tournament

In Swiss-format tournaments, tiebreakers are determined primarily by match win percentage and the match win percentage of opponents faced. This method ensures that players are evaluated not just on their wins, but also on the strength of their competition. When players are tied in total points, using match win percentages gives a clearer picture of their performance relative to other participants. The match win percentage is calculated as the ratio of wins to total matches played, providing insight into how consistently a player has performed. Then, the opponents' match win percentage is used to adjust for the strength of the competition, ensuring that a player who faced tougher opponents may be favored in tiebreak scenarios. This approach is designed to reward players who not only perform well, but also those who do so against strong competition, creating a more balanced and fair tiebreaking system. Other methods, such as counting total points earned or number of games won, do not offer the same level of insight into performance relative to others and can lead to less precise rankings in the case of ties. Random selection, while entirely impartial, is not a fair measure of a player's skill or performance, which is why it is not utilized in determining tiebreakers in structured formats like Swiss.

7. What is the role of a Head Judge in tournaments?

- A. To enforce the rules and resolve disputes**
- B. To assist players with gameplay questions
- C. To track match results and standings
- D. To provide commentary during matches

The role of a Head Judge in tournaments is primarily focused on enforcing the rules and resolving disputes that may arise during the event. This individual is responsible for ensuring fair play and that the tournament runs smoothly according to the Official Rules and policies. The Head Judge makes critical decisions regarding game rules enforcement and handles any issues that players might encounter, such as disputes over card interactions or rulings about game states. While assisting players with gameplay questions, tracking match results, or providing commentary may be tasks assigned to other tournament staff, these do not fall under the core responsibilities of the Head Judge. Their main emphasis is on the integrity of the tournament, making impartial rulings, and maintaining order among participants. As such, the Head Judge plays a crucial role in upholding the standards of competition and ensuring that all players have a fair experience.

8. In a tournament, what factor does a "Constructed" format primarily involve?

- A. Building decks from a limited pool of cards
- B. Using only sealed packs to create decks
- C. Players using decks built prior to the tournament**
- D. Pairing teams against each other

In a Constructed format, the defining characteristic is that players compete using decks that they have built outside the tournament, prior to the event itself. Participants select cards from their entire collection or from a specified card pool based on the format's rules, such as Standard, Modern, or Legacy. This allows players to strategize and customize their decks to reflect their preferred playing style and tactics, making deckbuilding a crucial element of the experience. The focus of Constructed formats is on the player's ability to create a cohesive and effective deck, whereas the other options pertain to different aspects of gameplay or alternative formats. For example, building decks from a limited pool of cards is central to Limited formats, and sealed packs imply a gameplay scenario distinct from Constructed. Additionally, pairing teams against each other refers to match organization rather than the deck construction process. Therefore, the correct answer accurately captures the essence of what a Constructed format entails.

9. Can a judge change tournament rules mid-event?

- A. Only if players request it
- B. Yes, if they believe it will improve gameplay
- C. No, unless an error is discovered requiring fairness adjustments**
- D. Judges can change rules at any time if problems arise

The correct response aligns with the established protocol that judges must follow to maintain the integrity and fairness of a tournament. Judges are not permitted to unilaterally change tournament rules during an event unless they identify an error that necessitates adjustments to ensure a fair game environment. This approach is rooted in the principle of consistency; players join a tournament with an understanding of the rules in place, and any alterations could lead to confusion or dissatisfaction among players. For instance, if a rule unintentionally led to a situation where players were not able to compete fairly—such as a misinterpretation of a card's functionality—judges have the authority to correct that specific issue to restore balance. This action helps maintain order and fairness without undermining the established expectations of the tournament's framework. Meanwhile, options suggesting that changes could be made based solely on player requests or judges' discretion to improve gameplay do not align with the structured process put in place to govern competitive play, thereby emphasizing the importance of error correction over arbitrary changes.

10. When can notes be made regarding a player's draft?

- A. Before the draft starts
- B. Only after deck construction**
- C. During the drafting process
- D. Any time during the event

In the context of Magic: The Gathering draft events, players are generally allowed to make notes exclusively after the deck construction phase has been completed. This is to ensure fairness and prevent any potential disruption or advantage that could arise if players were taking notes during the drafting process. The drafting phase involves active decision-making as players select cards, and allowing notes at that time could influence strategic choices or give an indication of a player's card preferences to their opponents. After players have completed their drafts and moved into deck construction, they can then begin taking notes to help in building their decks or in preparing for their matches. This standard fosters a more equitable environment while maintaining the integrity of the drafting process.

Next Steps

Congratulations on reaching the final section of this guide. You've taken a meaningful step toward passing your certification exam and advancing your career.

As you continue preparing, remember that consistent practice, review, and self-reflection are key to success. Make time to revisit difficult topics, simulate exam conditions, and track your progress along the way.

If you need help, have suggestions, or want to share feedback, we'd love to hear from you. Reach out to our team at hello@examzify.com.

Or visit your dedicated course page for more study tools and resources:

<https://mtgjudgemtrlvl1.examzify.com>

We wish you the very best on your exam journey. You've got this!

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