

Level Definition - The Multi-Competency System:

Each focus area of expertise in Judging has its own level. Levels are advanced in the same way as the old level system, but split up into individual competencies (Rules 1-3, Policy 1-3, Event Management 1-3).

The advantages of this system are that a Judge who is well versed in the rules can show that, and be recognised for their skill set, without also having to lead teams or study policy. This system allows remote Judges who don't have access to many events to still be recognised for their ongoing skill improvements in rules and policy.

The Level 1 Rules & Policy exams are online and open book, to allow Judges in remote regions to certify with fewer barriers. The Level 2-3 Rules & Policy exams are proctored in-person (with remote testing available in exceptional circumstances) and closed book, to ensure quality and knowledge for those levels. For all closed-book exams, a single-sided A4 page of notes made before the exam will be allowed.

Judges may represent themselves to TOs as a "Level 1 Rules, Level 2 Policy" Judge, or as a "Level X Judge" where X is the highest common level of competency across all competencies they have achieved among the 3 available competencies. For example, a Judge with Rules 2, Policy 3, and Event Management 2 would be able to call themselves an L2 Judge.

The Oceanic Judge Association will only be administering Level 1 to 3. Levels 4 and 5 will be available through a partnership with Judge Foundry.

Each of these descriptions are the baseline requirement for that competency level. Judges that reach those competency levels will continue to grow within that level.

Magic Rules Competency

Overview

This focus area is to show competency in rules knowledge from the CR and application of that knowledge. A deeper level of rules understanding might mean being able to understand complex rulings and interactions or being able to cite where rulings are found in the CR.

Level 1 (R1)

Description:

A level 1 rules competent Judge will have sufficient knowledge of the CR to assist at a casual tournament. R1 Judges are not tested on more complex sections of the CR. They will have passed the level 1 rules competency exam.

The R1 exam covers basic interactions and game mechanics likely to arise at FNM, casual commander games or prerelease events. It includes general game concepts, turn structure, and a basic understanding of replacement effects and casting a spell. It will also cover multiplayer or casual variants, such as Two-Headed Giant.

Requirements:

- Be a member of the Oceanic Judge Association in good standing
- Pass the online open book Rules exam with an 80% pass rate

Maintenance:

- A 5-10 question open book rules update quiz per year

Level 2 (R2)

Description:

A level 2 rules competent Judge will have a solid knowledge of the CR. R2 Judges are tested on more complex sections of the CR. They will have passed the level 2 rules competency exam.

The R2 exam covers more complex interactions between multiple cards in formats with larger card pools such as Legacy, Commander, and Highlander. It includes layers, replacement effects, steps and phases of a turn, and the interactions of 3-4 cards simultaneously.

Requirements:

- Magic Rules Competency 1
- An in-person proctored closed book Rules exam with an 80% pass rate, with remote testing options available in exceptional circumstances

Maintenance:

- A 5-10 question open book rules update quiz per year

Level 3 (R3)

Description:

A level 3 rules competent Judge will have a specific and deep understanding of CR. They will demonstrate a solid understanding of the rules and be able to convey their understanding with confidence to both players and Judges. They will be capable of deriving the answer to most rules questions from the CR. They will have passed the level 3 rules competency exam.

The R3 exam covers dependencies, complex rules and interactions with up to 5 cards simultaneously.

R3 exams will be equivalent to the L4 exams from Judge Foundry.

Requirements:

- Magic Rules Competency 2
- An in-person proctored closed book Rules exam with an 80% pass rate

Maintenance:

- A 5-10 question open book rules update quiz per year

Magic Policy Competency

Overview

This focus area is to show competency in understanding the policy documents (JAR, MTR, and IPG) and application of that knowledge. A deeper level of policy understanding means being able to explain the reasoning behind tournament and infraction philosophy.

Level 1 (P1)

Description:

A level 1 policy competent Judge will have sufficient knowledge of the JAR and MTR to Judge a casual or regular REL tournament. They will have passed the level 1 policy competency exam. They will be able to explain Serious Problems.

The P1 exam covers the Judging at Regular Document in full, as well as MTR sections detailing Tournament Structure and Sanctioning Rules.

Requirements:

- Be a member of the Oceanic Judge Association in good standing
- Pass the open book Policy exam with an 80% pass rate

Maintenance:

- A 5-10 question open book policy update quiz per year

Level 2 (P2)

Description:

A level 2 policy competent Judge will have a solid knowledge of the JAR, IPG, and MTR. They are expected to demonstrate an understanding of the philosophy behind the MTR and IPG and be able to discuss it with other Judges. They will have passed the level 2 policy competency exam. They will be able to explain Major and Minor Unsporting Conduct, and the difference between the two infractions.

The P2 exam covers more complex JAR questions, the IPG in full, and the MTR in full. The exam includes questions on sanctioning requirements, player communication, sideboard and construction rules, and tournament shortcuts.

Requirements:

- Magic Policy Competency 1
- An in-person proctored closed book Policy exam with an 80% pass rate, with remote testing options available in exceptional circumstances

Maintenance:

- A 5-10 question open book policy update quiz per year

Level 3 (P3)

Description:

A level 3 policy competent Judge will have a complex knowledge of the JAR, IPG, and MTR. They need to demonstrate a solid understanding of the philosophy behind the policy and be able to explain this to other Judges and players clearly. They will be able to explain the differences between penalties in the IPG and the upgrade paths and their reasonings. They will have passed the level three policy competency exam.

The P3 exam covers a deep knowledge of the IPG along with an understanding of policy philosophy.

P3 exams will be equivalent to the L4 exams from Judge Foundry.

Requirements:

- Magic Policy Competency 2
- An in-person proctored closed book Policy exam with an 80% pass rate

Maintenance:

- A 5-10 question open book policy update quiz per year

Event Management Competency

Overview

This focus area is to show competency in running events. Running events allows Judges to hone a diverse set of skills, including project management, communication, and problem-solving; fostering a well-rounded skill set.

The Oceanic Judge Association has different requirements for events in the region compared to other programs. As such, the EM competency is significantly different and acutely addresses the region's needs.

Level 1 (EM1)

Description:

A level 1 Event Management competent Judge is expected to be able to organise basic tournament logistics by themselves. They demonstrate proficient knowledge of event software and are able to run a draft, sealed, or constructed event. They understand and competently demonstrate the customer service skills required. They are able to explain the disqualification process.

An EM1 Judge is the Head Judge at local store-level events, or the Floor Judge at RCQs, CommandFests, or RCs.

Requirements:

- Be a member of the Oceanic Judge Association in good standing

- An endorsement from a Judge with EM2 competency. The endorsement must include an evaluation of your abilities to run an event, use event software, distribute product, take Judge calls, and ensure that you have values and a level of maturity in line with our code of conduct.
- Run at least one limited event
- Run at least one constructed event

Maintenance:

- Judge one sanctioned event per year

Level 2 (EM2)

Description:

A level two Event Management competent Judge should be able to organise intermediate tournament logistics by themselves. They should demonstrate a proficient knowledge of event software and are able to run a draft, sealed, or constructed event unassisted. They have a solid understanding of the roles of a large competitive tournament. They will be capable of leading a small team of 2-3 Judges and providing support and guidance to their team. They understand the customer service skills required and demonstrate strong ability in this area. EM2 Judges are leaders in the community, and may be responsible for proctoring exams.

An EM2 Judge is the Head Judge at local multi-Judge events, or a Team Lead at RCs.

Requirements:

- Team Lead or Head Judgean event with at least 2 Judges reporting to you
- Enter at least 4 reviews evaluating other Judges at events, providing detailed and actionable feedback to them.
- Pass an interview with a Judge with EM3 Competency, detailing your capabilities as a Team Lead.

Maintenance:

- HJ or Team Lead an event with at least 1 Judge reporting to you per year

Level 3 (EM3)

Description:

A level three Event Management competent Judge should be able to organise large tournament logistics by working effectively with a team as the Head Judge. They should demonstrate expert knowledge of event software and be able to run a draft, sealed, or constructed event of any size unassisted. They have expert understanding of and experience in all roles of a large competitive tournament. They will be capable of Head Judging events with 10+ Judges without supervision and providing support and guidance to their team. They understand the customer service skills required and demonstrate expert ability in this area.

An EM3 Judge is the Head Judge at RCs.

Requirements:

- Event Management Competency 2
- Head Judge an event with at least 10 Judges reporting to you
- Enter at least 6 reviews evaluating other Judges at events, providing detailed and actionable feedback to them. At least two of these reviews must be for Judges on a team you led.
- Pass an evaluation from a Judge with EM3, who will evaluate your abilities in Head Judging an event with at least 8 Judges reporting to you. This evaluation should include your abilities to take appeals, support your team, provide feedback to other Judges, and more.

Maintenance (one of the below per year):

- Team Lead or HJ a team of 5 or more Judges
- Shadow another Judge as they attempt to achieve EM3

Level 4 and Level 5

Some Judges in the Oceanic Judge Association may want to explore levels beyond what we offer, including advancing to the point that they could conceivably Judge at a Pro Tour. Unfortunately, we do not have the facility in our program to support this. As a consequence, we have partnered with Judge Foundry to facilitate Level Four and Level Five testing via Judge Foundry's requirements.

The Rules and Policy testing will be of a similar difficulty to our R3 and P3 exams, but there will be other requirements as outlined on Judge Foundry's website: www.judgefoundry.org

Costs may be associated, payable by the Judge, and international travel should be expected as part of this process.

Level 5 Emeritus

Any judge in good standing who has previously held the level of L3+ (under Judge Academy or the Judge Program) or L5 (via Judge Foundry's testing process) or equivalent levels in other regions, and does not wish to continue judging, may optionally have the choice to retire to Level 5 Emeritus status. These judges will have access to our forums, discussion channels, discord, and slack.

- These judges are not required to pay dues, but may choose to if they want to continue receiving the rights of a paying member.
- These judges do not have access to any exams that cost money.
- These judges will be available in an advisory capacity to any elected officials, available via a Leadership channel in Slack.
- These judges are not able to become elected to any position within the organisation, unless they choose to pay dues.
- These judges are not able to vote, unless they choose to pay dues.

Acronyms

JAR - Judging at Regular
REL - Rules Enforcement Level
MTR - Magic Tournament Rules
IPG - Infraction Procedure Guide
CR - Comprehensive Rules

Advancement & Proctoring

Proctoring:

In order to proctor an exam for another Judge Candidate, the proctoring Judge must have at minimum the EM2 certification. This is in order to ensure that exams are proctored in a fair way for all candidates.

All exams have an 80% pass rate.

Rules 1 And Policy 1:

- Be a member of the Oceanic Judge Association in good standing.
- Pass the relevant online open book exam.

Rules 2 And Policy 2:

- Hold Magic Rules/Policy Competency 1.
- Pass the relevant in-person proctored closed book exam, with remote testing options available in exceptional circumstances.

Rules 3 And Policy 3:

- Hold Magic Rules/Policy Competency 2.
- Pass the relevant in-person proctored closed book exam.

Event Management 1:

- Be a member of the Oceanic Judge Association in good standing.
- An endorsement from a Judge with EM2 competency. The endorsement must include an evaluation of your abilities to run an event, use event software, distribute product, take Judge calls, and ensure that you have values and a level of maturity in line with our code of conduct.
- Run at least one limited event.
- Run at least one constructed event.

Event Management 2:

- Hold Event Management Competency 1.
- Team Lead or Head Judge at an event, with at least 2 Judges reporting to you.
- Enter at least 4 reviews evaluating other Judges at events, providing detailed and actionable feedback to them.

- Pass an interview with a Judge with EM3 Competency, detailing your capabilities as a Team Lead.

Event Management 3:

- Hold Event Management Competency 2.
- Head Judge an event with at least 10 Judges reporting to you.
- Enter at least 6 reviews evaluating other Judges at events, providing detailed and actionable feedback to them. At least two of these reviews must be for Judges on a team you led.
- Pass an evaluation from a Judge with EM3, who will evaluate your abilities in Head Judging an event with at least 8 Judges reporting to you. This evaluation should include your abilities to take appeals, support your team, provide feedback to other Judges, and more.

Expedited Advancement & Transfer

The Oceanic Judge Association will honour all historical Judge levels from January 2019 onwards, including Judges who chose not to pay Judge Academy Dues. Advancement to the equivalent Oceanic Judge Association competencies will be available upon agreeing to the Code of Conduct and paying Dues. Competencies will be evaluated on a per-Judge basis by the committee, taking into account prior experience.

This expedited advancement will be available for a period of 6 months after the launch of the Oceanic Judge Association.

Any Judge who wishes to transfer from another region to the Oceanic Judge Association will have their levels reflected to the closest equivalent level of competency possible.

The Oceanic Judge Association will work with out of region TOs and partner judge associations to support judges who wish to operate in another region, helping to identify the level to which they correspond in other programs.