

Two-Headed Giant Booster Draft Procedure Pro Tour Qualifier and Grand Prix Trial Top 4

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After the Swiss rounds are complete, the top 4 teams will play a Two-Headed Giant, single-elimination Booster Draft. The 4 teams will be randomly seated at the table. After the draft, teams sitting across from each other will play the first round of the single-elimination rounds.

The draft proceeds like a normal Booster Draft (as outlined in the DCI Universal Tournament Rules, sections 70–74), with the following exceptions.

Teammates sit next to each other. A tournament official then distributes two identical sets of new booster packs to each team in the pod.

The players on a team may consult and talk freely during the draft, provided that they adhere to the time limits for card selection. Taking, giving, or receiving notes during drafting and deck construction is still disallowed.

The order in which packs are opened is the same as in Booster Draft, but each player's pack is opened separately. For example, in a *Time Spiral–Planar Chaos–Future Sight* draft, the order in which the packs are opened would be *Time Spiral–Time Spiral–Planar Chaos–Planar Chaos–Future Sight–Future Sight*.

After opening and counting the cards in their first pack, the team chooses two cards from the booster pack then passes the remaining cards face down to the team on its left. The cards chosen are not assigned to a particular player; they become part of a pool out of which both players will build their decks. The open packs are passed around the drafting pod—with each team taking two cards from each before passing—until all cards are drafted. Each team's last pick for each booster will consist of only one card.

For the second pack, the direction of drafting is reversed as usual, despite the fact that it is always the same type of booster pack as the first. Thus, the overall draft direction is left–right–left–right–left–right.

The time allotted for each pick is altered as follows:

Cards remaining in pack	Time allotted
15 cards	60 seconds
13 cards	50 seconds
11 cards	40 seconds
9 cards	30 seconds
7 cards	20 seconds
5 cards	10 seconds
3 cards	5 seconds
1 card	N/A

In addition, players receive 60 seconds to review their drafted cards in between booster packs.

Each team has 40 minutes to construct one deck for each player from its common pool of cards. All drafted cards not played in a main deck should be recorded as a common, shared sideboard.