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Regionals



US Regionals is this weekend!

Alex Shvartsman · Week In Review
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Regionals Primer

This was a slow week for **Magic** events. While nothing much happened around the world on the previous weekend, there will be no shortage of news next week as American players are gearing up for the [Regional championships](#) this coming Saturday.



Sixteen tournaments will be held across the continental United States, awarding eight invitations to Nationals each. Two more two-spot events will take place in Alaska and Puerto Rico. For most players, this is the largest and most competitive Standard tournament they will play in all year.

For those that need some catch-up, here's a very quick run-down of the top archetypes you are likely to face – or play – at Regionals.

1) Affinity

The most popular archetype of the day, you won't likely avoid facing this one in Regionals. Affinity decks are built almost exclusively out of *Mirrodin* and *Darksteel* cards and are set to abuse the artifact theme of these sets. Key cards for this deck are *Arcbound Ravager*, *Skullclamp* and *Disciple of the Vault*. Many deck lists have been adjusted to include anti-artifact hate in order to help defeat this archetype. While cards like *Shatter* and *Viridian Shaman* are helpful, often the most effective way to combat this deck is to utilize a global effect such as *Damping Matrix*.

Affinity		
Yuhi Kubota, winner, Tokyo Regionals #1		
Main Deck		Sideboard
60 cards		
3 Darksteel Citadel	3 Welding Jar	3 Stabilizer
4 Seat of the Synod	4 Skullclamp	2 Echoing Decay
4 Vault of Whispers	3 Shatter	1 Talisman of Indulgence
4 Great Furnace	3 Shrapnel Blast	4 Electrostatic Bolt
4 Glimmervoid	4 Mana Leak	1 Welding Jar
	4 Thoughtcast	4 Pyroclasm
19 land		
	21 other spells	15 sideboard cards
4 Myr Enforcer		
4 Disciple of the Vault		
4 Arcbound Ravager		

4 Frogmite
4 Arcbound Worker

20 creatures

2) Tooth and Nail

This may well be one of the top 2 or 3 decks in the field, though it is not often recognized as such. Tooth and Nail variants performed incredibly well at Japanese Regionals two weeks ago, and will definitely show up this weekend. This archetype is all about generating mana very quickly and staying alive long enough to cast **Tooth and Nail** with **Entwine**. At this point you will be able to either put a pair of huge creatures into play (think **Darksteel Colossus**), or drop a **Leonin Abunas** / **Platinum Angel** combo that most aggressive decks won't be able to deal with.

This deck cannot do much of anything unless it is able to generate a lot of mana, fast. Attacking its mana base with cards like **Stone Rain** or **Death Cloud** is often the most effective way to thwart its plans.

Tooth and Nail		
Takeshi Sekine, 4th place, Tokyo Regionals		
Main Deck		Sideboard
60 cards		
10 Forest	4 Skullclamp	4 Oxidize
6 Plains	4 Rampant Growth	2 Akroma's Vengeance
4 Windswept Heath	4 Wrath of God	4 Damping Matrix
2 Blinkmoth Nexus	2 Akroma's Vengeance	1 Leonin Abunas
22 land	3 Tooth and Nail	1 Platinum Angel
	17 other spells	2 Mindslaver
4 Birds of Paradise		1 Duplicant
4 Wood Elves		15 sideboard cards
4 Viridian Shaman		
4 Solemn Simulacrum		
1 Leonin Abunas		
1 Platinum Angel		
2 Darksteel Colossus		
1 Duplicant		
21 creatures		

3) Goblin Bidding

Goblin strategies used to have no late game. It was win quickly or lose the late game. Goblin Bidding variants come out almost as fast early on, but can also come back from a losing board position to win the game with a large **Patriarch's Bidding**. **Skullclamp** is very good at helping set up an even larger Bidding in the mid-game. **Circle of Protection: Red** and other sideboard spoilers are effective against this deck though it can still often overcome quality sideboard strategies due to its speed, consistency, and power level.

Goblin Bidding		
Heiwa Rengo Edo, 9th place, Tokyo Regionals #1		
Main Deck		Sideboard
60 cards		
11 Mountain	4 Skullclamp	2 Echoing Ruin
4 Swamp	1 Chrome Mox	4 Electrostatic Bolt

3 City of Brass	4 Death Cloud	4 Infest
12 Forest	3 Oversold Cemetery	4 Oxidize
8 Swamp	4 Skullclamp	3 Smother
23 land	11 other spells	1 Viridian Zealot
4 Bane of the Living		3 Withered Wretch
4 Birds of Paradise		15 sideboard cards
1 Elvish Aberration		
4 Ravenous Baloth		
4 Twisted Abomination		
3 Viridian Shaman		
2 Viridian Zealot		
4 Wirewood Herald		
26 creatures		

Magic Trivia

Last week's question:

What was GP DC winner Bill Stead's top individual finish?

Bill Stead won Grand Prix: New Orleans in 2001.

New Question:

What was the first cycling card ever designed?

(Please do not e-mail me the answers. The correct answer will be posted in next week's column.)

Play of the Week

Courtesy of Amy Derks

I have been playing **Magic** for about ten years. About nine years ago, I met a guy named Regi. One of our games went like this:

My first turn: lay Island

His first turn: lay Mountain, **Mox Ruby**, **Mox Emerald**, **Black Lotus**. He sacked the Lotus for three red mana and summoned a **Ball Lightning**. He then tapped Mountain and **Mox Ruby** to play **Blood Lust** on the **Ball Lightning** and **Mox Emerald** to **Berserk** it. He attacked for 20.

Me: tap Island, **Unsummon Ball Lightning!**

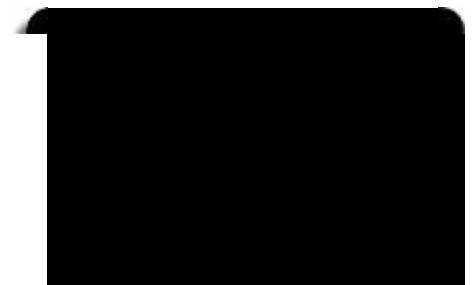
Needless to say, I burst his bubble. We still got married three years later when he finally forgave me.



Play of the Week #2

Courtesy of Scott Smith

I was watching two friends play each other in a weekly draft. One player was playing b/w and had out 3-4 creatures about to attack for the win the next turn. The other player was playing a 3 color deck (g/b/r) and had cast three spells. **Sylvan Scying**, a **Journey of Discovery** and a **Goblin Charbelcher**.



Needless to say, with lethal damage on the stack the guy had no other choice but to point the Charbelcher and pray. After the first 10 cards were turned over he only needed the mountain which was two cards away for the win. The funniest part was that he was splashing three mountains. One in play, one in his hand, and the other to double 12 damage to the dome =)



Bad Play of the Week

Courtesy of Vasily

This happened in Moscow during a draft. My teammate and member of Russian National Team Eugenius Idzikovsky played against someone in the 3rd round of swiss. He had **Disciple of the Vault** on the table and **Domineer** in his hand. Opponent was at 1 life and played **Bottle Gnomes** and **Frogmite** on his turn. The Gnomes weren't very helpful because if he sacrificed them he would die from Disciple damage before gaining life.

Eugenius thought hard and ... played **Domineer** on the Frogmite!

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