**Level 2 Modules**

**Advanced CR**

~~100-111 Game Concepts~~

~~112-122 Game Concepts~~

**200s Parts of a Card**

**300s Card Types**

**400s Zones**

**500s Turn Structure**

**601-608 Spells, Abilities**

~~609-616 Effects~~

**700s Additional Rules**

**800s+900s Multiplayer + Casual**

**Competitive REL**

**General Philosophy and the difference between RELs**

~~GPEs - MT,LEC,HCE~~

~~GPEs - MPE, GRV, FTMGSs~~

~~Backing up (or not)~~

**TEs - Tardiness, OA, Slow Play, InSh**

~~TEs - DP, DLP, LPV, CPV, MC~~

**UC - Minor/Major**

~~UC - IDW, BW, AG, Theft, Stalling, Cheating~~

**Event Management**

**Working with other Judges**

~~Dealing with Decklists~~

~~Deck Checks~~

**Basics of Leading at Events**

**Intermediate Investigations?**

**Appeals**

**Disqualifications**

**L2 Electives**

~~Calling a Draft~~

~~Mentoring in and out of events~~

~~Organizing a Conference~~

**Level 3 Modules**

**Leadership**

~~Leadership Vs Authority~~

**Presence**

~~Being Approachable~~

~~When Mistakes Happen~~

**DOJ**

**PCP**

~~Actionable Feedback~~

**Getting over first impressions**

**Being a Pillar in your Community**

**LTO**

~~Teams at a Large Event~~

~~Planning to Lead~~

~~Event Awareness~~

**Module 4 – TBD**

**SCM**

**Conflict Management**

~~Managing external conflicts (Players/Staff)~~

~~Working under pressure~~

**Module 4 – TBD**

**TDM**

**Leading by example**

**Supporting other Leads**

**Always "On"**

**Module 4 – TBD**

**PPP**

~~Deep Dive on IPG PPP~~

~~Explaining Philosophy~~

~~Taking a "back-up"~~

~~Philosophy of Deviations~~

**Investigations**

~~Card Counting~~

~~Looking for Incentives~~

**Diminishing Returns**

**Advanced Investigations**