

Grand Archive TCG – Store Championship Guide

1. What is a Store Championship?

In Grand Archive TCG, a Store Championship is meant to promote the competitive local scene. These are smaller events that most shops should be able to easily host in-store.

Store Championships are sanctioned Grand Archive TCG events. As always, our expectation for players is to uphold the highest standards of sportsmanship at any event, and it is their responsibility to ensure that they are properly prepared to compete.

2. How can I find and enter a Store Championship?

Store Championship events will be listed online on our website. There will be a “Listings” article that contains all events being hosted around the globe.

- Store address and region will be listed
 - For sign-up details, contact the store directly
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3. Entry Requirements & Capacity

Capacity is determined by each store based on their available space.

Minimum Requirements

- - Must be registered on Omnidex for at least 30 days prior to approval.
 - - Must be active (Hosted 2+ events in the past 4 weeks at the time the form closes)
 - - Must be in good standing with Weebs of the Shore.
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4. Event Procedures

Store Championships are one-day events. Players should come fully prepared with all required materials.

Player Requirements

Participants must:

- Have a **legal deck for the format**
- Be in **good standing**
- Understand official rules and penalties

Important:

- Suspended or banned players are **not eligible**

For full procedures, refer to the official Tournament Rules and Regulations.

5. Format

- Format: **Standard**
- Events must be **played in person**

Structure

- Swiss rounds → standings
- Optional Top Cut (single elimination)

Recommended Top Cut

| Player | Top Cut |
|--------|---------|
|--------|---------|

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|------|-------|
| 8–16 | Top 4 |
|------|-------|

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|-------|-------|
| 17–32 | Top 4 |
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| 33–64 | Top 8 |
|-------|-------|

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|-----|--------|
| 64+ | Top 16 |
|-----|--------|

- Matches are **Best of 3**
- **All Swiss rounds must be completed** (no early cuts)
- Prizes distributed **at the end of the event**

6. Decklists

- Required (To be submitted within Omnindex)
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7. Card Legality

Refer to the **Index (official card database)** for legality.

Allowed

- Altered cards - See Here for full guidelines
<https://trg.gatcg.com/card-legality>

Not Allowed

- Artist proofs
- Proxies

Final decisions regarding altered cards are made by the **Head Judge (Or tournament organizer if a head judge is not present)**.

8. Prize Distribution

- Prize support announced at the start of each season
- Additional prizes may be added by the organizer
- Entry cards are to be given out in full at the event, and not saved to be used as future prizing.

Champion Rewards

- Invitational card (PR)
 - Exclusive promotional playmat
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9. National Invite Distribution

Eligibility

- Only the **event winner** receives an invite

Details

- Invite is a **Promotional Rare (PR) card**

Important Notes

- Cards are:
 - Tradable
 - Not replaceable if lost/damaged

Additional Policies

- Photos of winners may be taken for promotional use
 - Invites do **not pass down** if already earned
 - Some regions issue **Wildcard invites** (usable at any Nationals)
 - Standard invites are **region-locked**
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10. Judges

- Judges operate on a **volunteer basis**
- Must be approved by the organizer

Requirements

- While a store is not required to have a judge, we strongly recommend having a judge on-site if the attendance is expected to be large.