

Trainer Year Schedule And League Challenges

Season Schedule

Fortree Gym Season: June 22 - July 27

Mossdeep Gym Season: August 3 – September 7

Sootopolis Gym Season: September 14- October 19

If there are any changes we will let you know. Upon the start of a new season be sure to see the league leaders and get your scorecard set up. All players with a season scorecard will be first priority to prize support being given out.

League Challenges!

The following is a League Challenge schedule. **These dates are subject to change.**

August 15th

September 19th

November 21st

All league challenges registration starts at 930a through 1030a. The tournament will run all day. Prizes for the top cut in each division will be determined at the time of the tournament. All league challenge tournaments are free.



The Captain Hampton Memorial Pokémon League meets every Thursday from 5:30pm until 8:30pm. Watch the League Facebook page, League Website, Newsletters or League Update Flyers for updates.

Facebook:

<https://www.facebook.com/groups/EasleyPokemonGym/>

Website:

<http://easleypokemongym.wix.com/easleypokemongym> or
<http://easleypokemongym.tk>

Pika Ribbon Campaign

We will take some time to look at all the points of the Pika Ribbon Campaign (PRC) that encourages fair play among other qualities in our players. There are 7 points to the PRC that players can commit to as part of the program.

This month we are looking at point 1 of the Pika Ribbon Campaign, Play to Win. I see younger players giving up and leaving the game especially if they think the game will result in their losing the match.

Play to Win - *Winning is the object of playing any game.*

Never set out to lose. If you do not play to win, you are cheating your opponents, deceiving those who are watching, and also fooling yourself. Never give up against stronger opponents but never relent against weaker ones. It is an insult to any opponent to play at less than full strength.

Play the game to its end. One never knows really how the game will turn out or how the cards you draw can change the outcome of what you perceive it is.

Find more information on the Pika Ribbon Campaign check out our league website at <http://easleypokemongym.tk> or talk to a league leader.

Ancient Origins (TCG) And Pre-release Information

Ancient Origins is the seventh expansion of the XY Series. The set continues to feature Mega Evolution as powerful Pokémon-EX and centers around the Djinn Pokémon Hoopa. It will be released on August 12, 2015.

The expansion will feature a number of new Pokémon-EX. Currently known cards include Hoopa-EX, Lugia-EX, Kyurem-EX, Gardevoir, and Cottonee. The set will also introduce θ to the Ancient Traits.

Ancient Trait: θ Stop

Description: *This Pokémon cannot be affected by your*

continued on page 2

opponent's Pokémon's Abilities.

Effect: The Pokémon is unaffected by opposing Pokémon's Abilities.

Ancient Trait: 0 Double

Description: This Pokémon can have 2 Pokémon Tool cards attached to it.

Effect: An extra Pokémon Tool can be attached to the Pokémon.

Ancient Trait: 0 Max

Description: When 1 of your Pokémon becomes this Pokémon, heal all damage from it.

Effect: When the Pokémon evolves from a Pokémon in play, all damage counters are removed from it.

Pre-Release Information

August 1, 2015 we will have a pre-release event at the library in the main meeting room. Entry into the prerelease will be \$30 for the main event for eight packs and a promo card (while supplies last). Each player will get six booster packs from which to build a 40 card deck (deck building assistance and energy will be provided) and use that to play in the tournament. No trading is allowed during the event. At the end of the event every player will be given two additional booster packs.

At each prerelease we hope to host a draft side event after the main sealed event. Entry to the side event is \$20 and each player will get five packs from which to draft with one pack going into the prize pool. I'll also be throwing an additional three booster packs into the prize pool per 12 players in the event. Players ending in the top half will get additional packs. This event is intended for players who have participated in the main event. You will not be allowed to play if you did not play in the prerelease event. This event is limited by product available.

Come on out and play some Pokemon!

League Contact Info

League Contacts: Jeff, League Owner – 864-324-2369, Email: c5comcs@aol.com (Use "Pokemon" in the subject line when emailing.)

League Website:
<http://easleypokemongym.wix.com/easleypokemongym>

Player Basics

Want to play but do not know where to go?

You have cards, stacks of cards in fact. You could count them in the hundreds or more. Are you ready for Pokémon League? Maybe a tournament? To answer these questions, we need to see what you know about how to play.

***Does your deck have 60 cards?**

A Pokémon deck is 60 cards, no more or less. It is not a stack of cards or your entire collection. Looking at the stacks of cards you have, you could probably reduce the number down to 60 if asked at any time to play, but does that count as a deck? A Pokémon deck is a selection of 60 cards that work well with each other, not random cards.

***Does your deck have Basic Pokémon?**

A Pokémon deck must have at least one Basic Pokémon. Most Pokémon decks have several Basic Pokémon, sometimes as many as 15. The "Rule of 4" limits every deck to 4 copies of any card by name, so you cannot put 5 Eevee in your deck, even if each card is different.

***Do the Stage 1 Pokémon evolve from the Basic Pokémon in the deck? Do the Stage 2 Pokémon evolve from the Stage 1 Pokémon?**

For example, if you have a Charizard in your deck, you also need a Charmander and a Charmeleon. In battle, you have to wait a turn to evolve a Pokémon to its next stage. If your Charmander gets Knocked Out, you need another Charmander, or some way of getting a Pokémon from the discard pile, in order to evolve to Charmeleon, and then to Charizard.

***Does your deck use energy cards?**

Energy cards are not required for a Pokémon deck, but most Pokémon need energy cards attached to them to use an attack. Many Pokémon need specific types of energy cards attached to them, so the deck needs enough energy cards to help your Pokémon win the battle. Most Pokémon decks have 15 to 25 energy cards; some have even more or even less based on careful thought. The "Rule of 4" does not apply to basic energy cards.

***Do you play using damage counters and condition markers?**

Placing counters and markers helps both players agree on the progress of the game. Damage counters represent damage taken, not how much health a Pokémon has left. Condition markers remind players to check between turns for additional damage.

If the answer to any of these questions is "no," League is your next step to play the game. If the answer to all of these is "yes," you could try a tournament but we still recommend going to league first for practice. Get with a league leader to help you build a playable deck.

Pokémon Resources

- **Pokémon** – <http://pokemon.com>
- **League Facebook Page** -
<https://www.facebook.com/groups/EasleypokemonGym/>
- **Easley League Webpage** –
<http://easleypokemongym.tk>
- **How To Play – (Great for Parents)** -
<http://www.pokemontcg.com/tutorials>
- **Pokemon Database** -
<http://pokemondb.net/pokedex>

If you have questions please see our league leaders. We'll be happy to answer your questions.