FREE TABLE-SIDE CHEAT SHEET

Commander Cove commandercove.com

Commander Brackets Cheat Sheet

Find your deck's bracket in two minutes, then say it in one sentence before the first shuffle.

The five brackets at a glance

BRACKET	GAME USUALLY LASTS	GAME CHANGERS	MASS LAND DENIAL	EXTRA TURNS	2-CARD INFINITE COMBOS
1 Exhibition Theme first. Flavor and fun.	9+ turns	None	No	No	No
2 Core Fair and focused. Many precons.	8+ turns	None	No	A few, unchained	No
3 Upgraded Tuned synergy, strong cards.	6+ turns	Up to 3	No	A few, unchained	Late game only
4 Optimized Max power at a casual table.	4+ turns	Unlimited	Allowed	Allowed	Allowed
5 cEDH Competitive and metagame aware.	Any turn	Unlimited	Allowed	Allowed	Allowed

Which bracket is my deck?

1. **Count your Game Changers** (list on page 2). **0** = Bracket 1 or 2. **1 to 3** = Bracket 3 at least. **4+** = Bracket 4.
2. **Any mass land denial?** Cards that destroy, lock or stop most lands, like Armageddon or Winter Orb. **Yes** = Bracket 4.
3. **Any two-card infinite combo** you can assemble early? **Yes** = Bracket 4.
4. **Do you chain or loop extra turns?** **Yes** = Bracket 4.
5. **When does it usually win or lock the game?** Compare with the "game usually lasts" column. Faster than your bracket? **Bracket up.**
6. **Is it tuned against a competitive metagame?** **Yes** = Bracket 5.
7. **Theme over winning, and nothing above applies?** Bracket 1. Otherwise Bracket 2.

Say it before you shuffle

The 10-second pitch

"Bracket 3, two Game Changers. It wins through combat, usually around turn eight."

Bracket, Game Changer count, how it wins, and roughly when. That covers most surprises.

Quick definitions

Game Changer: one of 53 cards Wizards flags as warping games on their own. Tutors count only if they are on the list.

Two-card combo: two cards that win or loop forever with nothing else, like Thassa's Oracle plus Demonic Consultation.

Intent beats the checklist: if your deck plays stronger than its list suggests, call the higher bracket.

Not sure? Let us count for you.
Paste your list into the free Deck Checker for a bracket estimate, Game Changer count and combos.

commandercove.com/deck-checker

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The 53 Game Changers

WHITE 7

- [ ] Drannith Magistrate
- [ ] Enlightened Tutor
- [ ] Farewell
- [ ] Humility
- [ ] Serra's Sanctum
- [ ] Smothering Tithe
- [ ] Teferi's Protection

BLUE 10

- [ ] Consecrated Sphinx
- [ ] Cyclonic Rift
- [ ] Fierce Guardianship
- [ ] Force of Will
- [ ] Gifts Ungiven
- [ ] Intuition
- [ ] Mystical Tutor
- [ ] Narset, Parter of Veils
- [ ] Rhystic Study
- [ ] Thassa's Oracle

BLACK 10

- [ ] Ad Nauseam
- [ ] Bolas's Citadel
- [ ] Braids, Cabal Minion
- [ ] Demonic Tutor
- [ ] Imperial Seal
- [ ] Necropotence
- [ ] Opposition Agent
- [ ] Orcish Bowmasters
- [ ] Tergrid, God of Fright
- [ ] Vampiric Tutor

RED 3

- [ ] Gamble
- [ ] Jeska's Will
- [ ] Underworld Breach

GREEN 7

- [ ] Biorhythm
- [ ] Crop Rotation
- [ ] Gaea's Cradle
- [ ] Natural Order
- [ ] Seedborn Muse
- [ ] Survival of the Fittest
- [ ] Worldly Tutor

MULTICOLOR 4

- [ ] Aura Shards
- [ ] Coalition Victory
- [ ] Grand Arbiter Augustin IV
- [ ] Notion Thief

COLORLESS AND LANDS 12

- [ ] Ancient Tomb
- [ ] Chrome Mox
- [ ] Field of the Dead
- [ ] Glacial Chasm
- [ ] Grim Monolith
- [ ] Lion's Eye Diamond
- [ ] Mana Vault
- [ ] Mishra's Workshop
- [ ] Mox Diamond
- [ ] Panoptic Mirror
- [ ] The One Ring
- [ ] The Tabernacle at Pendrell Vale

0
Game Changers fit Brackets 1 and 2

1 to 3
Game Changers is the Bracket 3 limit

4 or more
Game Changers means Bracket 4 or 5

My deck: _____ Game Changers: ___ Bracket: ___

The list changes now and then.
We keep the current Game Changers, bracket guides and precon upgrades on the site.

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