**Events**

Hey all. This was a year was an overall success and and improvement from years past as well.

We ran almost every Monday this year so far, with a total of 44 events to date.
These included 7 MTG drafts of Ravnica Remastered, Karlov Manor, Outlaws of Thunder Junction, Baldur’s Gate, Modern Horizons 3, Bloomburrow, and just last week Duskmourn, with attendance ranging from 10 to 32, median 25.

Our MTG Tournaments were Pauper, Canlander, Tiny Leaders, Oathbreaker, and 2 Headed Giant Legacy, with attendance ranging from 8 to 16.

Our non MTG Events were less successful with the YuGiOh, and Poker events with a much smaller turnout of 6 and 12 respectively, however this is mostly due to the majority of our regulars being MTG players.

Intro Nights have been great for newcomers, with the new addition of the Flesh and Blood Intro Night where we taught and gave out intro decks was hugely popular even if it didn’t produce any regular players, going forward this is something we would like to continue with different tcgs as well.

There was also 5 events held outside of our regular club room, two of which were the Tav events, which have been great, the other 3 where collabs with Curtin Tabletop, Curtin Games and Esports, and Curtin Biomedical Club.

And of course our reliable casual games nights have run (22 of so far), allowing all of us to just kick back and jam some card games, majority of which is MTG Commander.

The quality of our events have also improved, with tournaments and drafts making use of a better bracketing system, allowing for separate pod tournaments, as well as timers and our last self timing system we demo’d last week. Our experimentation of prizing and introduction of door prizes have also been great.

**Challenges**

But not all is perfect we did face some challenges, the main one being that of encouraging people to play in our events, which we have attempted to deal with via door prizing, which has been observed via the greater player retention throughout the night.

Another issue is that of running out of time for events, due to our later 6pm start time, some of our tournaments and drafts ran over time, which we tried to fix via more stringent timing, however our new timing system seems to have also fixed this issue, we will continue to try it for future events.

**Recommendations**

Convert Casual Game nights into promoting of other card games such as casual play or tournaments to encourage other players of other games to come round and become regulars, as of currently the appear to just be a commander night.

Hopefully this will curb the self reinforcing loop of people only playing