## What’s Changing?

For convenience, the newest versions of the documents are linked in the headings below, but they may also be found in the document repository, <https://drive.google.com/drive/folders/1pQdZjfWR782z4LQZxDwP5eJIFLWtscmK?ths=true>

[**Tournament Floor Rules v3.10**](https://drive.google.com/file/d/1Gl43Fn2dJ8UzqON0L0bJbqqt5UDOXMKK/view?usp=sharing)

* Ban list changes as follows:

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| **Harmony**  **Core**  **Leaders** |

### Ban **Fluttershy, Growing Confidence** in Harmony, Core and Leaders Block

This shouldn’t come as much of a surprise to those who have been following the season up to this point, and in particular the results of Nontinentals/OnlineCon 5.0. This Mane in Yellow/Blue lists took 1st through 4th in both Swiss and in the top cut, and had a staggering match win percentage of almost 80%.

Suffice to say that these are clear signs that something is wrong. While Yellow has a lot of power, which is something both demonstrated by the tournament results and on our watchlist, Growing Confidence is an outlier. Those four decks’ performances were unquestionably fueled by her ability to turn Dilemmas into additional resources.

As much fun as Dilemma printers are to play with, they aren’t very much fun to play against; they have the capability to smash through control and often outrace opposing aggro that doesn’t have its own Dilemma printer. This particular deck style appears to be so dominant as to be meta-warping, and it dissuades players from confronting Problems due to the additional resources doing so will give their opponent.

That being said, Fluttershy does fill an interesting role in the current meta as a counter-aggro Mane; one that actively wants to be aggressive, but gains additional strength when facing another aggressive opponent. She’s also the flagship Yellow Mane for the first set of a new block, and plays an important role for anyone wishing to run Yellow.

Despite this, it has become clear that Growing Confidence’s design is too powerful to leave in the meta and - mea culpa from us collectively - for the reasons above, needs to be banned.

Because Fluttershy is part of a Print & Play set, we do intend to reform and reintroduce her if at all possible. We’re not ready to share details yet, but stay tuned...