

How to Use the Conditional Overlays

1. Place the overlay on top of the card, aligning the imperfection on the card and the overlay tool markings. The overlay can be moved to where the imperfection is on the card, and does not need to line up with the edges
2. Line up the overlay at the beginning of the imperfection, with the lowest severity at the start of the imperfection. The top part of the overlay identifies what imperfection is allowed at what severity for each condition.
3. Once you have identified the imperfection and its severity, use the TCGplayer Card Conditioning Standard to determine the condition of the card.

Printing Instructions

Measurements

When printed, the rectangle on each printing should measure exactly 3.66" width by 8" length. The interior of the black border should be just touching the outer edge of the trading card.

We recommend checking these measurements after printing a test copy of each overlay, starting with the Grid Overlay, to ensure that printer settings did not scale the images during the process.

Additional Tips

To ensure the best possible printing for your overlays, we recommend the following:

- Change printer paper settings to match your film type.
- Ensure the paper weight is supported by your printer type.
- Use the highest available resolution (e.g., 1440 dpi).
- After printing, allow the overlays to sit for a minimum of 2 minutes to let the ink set.
- Cut along the dashed lines.
- Hole-punch on the "X" symbol to use with a keyring for easy storage.
- When not in use, store the overlays in a clean, dry environment.

Transparency

We recommend transparencies of 5-8mm thickness.

Printer Type

We recommend the following specifications for each printer type:

Laser Printers (Laser-Specific Film only)

- Color: Transparent
- Thickness: 5-8mm
- Material: Polyester (Mylar)
- Paper Finish: Matte
- Sheet Size: 8.5x11"

Inkjet Printers

- Color: Transparent
- Film: Waterproof
- Ink: UV Blocking
- Thickness: 5-8mm
- Material: Polyester
- Paper Finish: Smooth
- Sheet Size: 8.5x11"

Overlay Descriptions

This section includes usage instructions and information for each overlay.

Scratch Overlay

- Line up the overlay with the edge of the scratch, starting from slight severity.
- Severity is determined by how long the scratch goes along the arrows. If the scratch curves, follow the arrows along the curvature.

Edgewear Overlay

Line up the overlay with the card and use the arrows to measure how far the edgewear goes.

- If the edgewear exceeds 0.5mm from the outside of the card inward, it is considered surface wear.
- **Dull Cuts** can appear as edgewear. If material is removed, treat this as edgewear. Extra material that changes the shape of the card is considered Damaged.

Surface Wear Overlay

- Line up the overlay with the card and determine which square the imperfection best fits to determine severity.

Grid Overlay

- The grid overlay is used to determine if an imperfection is considered as one or multiple instances. If two instances of the same imperfection are in the same grid space, they are considered one imperfection.
- If an imperfection is an odd shape, count the grid squares to determine severity.

Indentation Overlay

Line up the overlay with the indentation. If the indentation fits within one of the squares, then that is its severity. If the indentation can be seen on the other side of the card, the condition of the card can't be higher than Moderately Played.

For linear indentation, measure severity using the Grid Overlay:

- Minor: 4 grid squares
- Moderate: 10 grid squares

Additional Indentations

- Yu-Gi-Oh! OTS Tournament Pack Ultimate Rares
 - As these cards are commonly found with the art image visibly imprinted on the back of the card, they can be conditioned as normal, ignoring the defect.

Gem Indentations

- Magic: The Gathering and Yu-Gi-Oh! cards have authentication identifiers that can cause an indent through the other side of the card that is widely accepted throughout the community. These affect the condition of the card:
 - If the indent can be seen, but not felt, the card condition remains the same.
 - If the indent can be felt, the card condition can't be higher than Moderately Played.
 - If the indent can be felt through a sleeve or impacts the integrity of the card, the card is considered Damaged.

Roller Marks

- A Roller Mark is a perfectly straight line that goes across the card in the form of a faint line or indent caused by a roller pressing the cards together during manufacturing. These affect the condition of the card:
 - If the mark is in a group of 3, the card condition can't be higher than Lightly Played.
 - If the mark can be felt, the card condition can't be higher than Moderately Played.
 - If the mark can be felt through a sleeve or impacts the integrity of the card, the card is considered Damaged.

Bend Overlay

- Line up the overlay with one end of the bend at the start of the arrows and measure it along the length of the bend to determine severity.
- If the bend makes a crease, the card condition can't be higher than Moderately Played.

Curling Overlay

- Place the card on a table, with the edge of the card against the edge of the table.
- Line up the overlay against the edge of the table, standing up with the arrow meeting the table.
- If the curve of the card goes above the end of the arrow, the condition of the card is Damaged.
 - Exceptions to this rule currently include the following Magic: The Gathering sets: Commander Legends, Kaldheim, Kaldheim Commander, and Secret Lair.
- If the curve is anywhere between the start and end of the arrow, the imperfection is considered Slight severity and accepted for all conditions.

Fault Overlay

- Line up the overlay with the squares centered over the fault on the card. If the fault is larger than either square, the card is considered Damaged.
- If a fault fits inside either square on the overlay, but impacts the integrity of the card, the card is considered Damaged.

Defect Overlay

- This overlay is only for defects that do not affect a card's integrity. If a defect impacts the integrity of a card, the card is considered Damaged.

Grime Overlay

- Line up the overlay with the grime centered in one of the squares. If the grime extends past the border of the square, check to see if it fits the next square to determine severity.
- Grime is material on the card from normal use and handling, not including foreign substances (e.g., soda, coffee, food residue).

Magic: The Gathering Authentication Gems

For chipped or obscured Authentication Gems on Magic: The Gathering cards the following applies:

- Near Mint condition allows up to 10% of the gem to be missing, and no more than the Slight Grime measurement.
- Lightly Played condition allows up to 25% of the gem to be missing, and no more than the Minor Indentation measurement.
- Any more than 25% of the gem missing and the card is considered Damaged.

FAQ

What cards can I use with the overlays?

The overlays were designed primarily with Magic: The Gathering, Pokémon, and Yu-Gi-Oh! cards in mind, but they were intended to be compatible with all trading card games.

Do the overlays need to align with the card edges?

No. The overlay only needs to align with the imperfection, not the edges of the card.

What types of imperfections can I measure with the overlays?

The overlays help identify common imperfections such as scratches, edgewear, surface wear, bends, indentations, curling, grime, and other defects.

How do I use the overlay to measure an imperfection?

Place the overlay on top of the card, line it up at the start of the imperfection, and measure along the marking to determine severity. Each overlay shows what level of imperfection is allowed for each condition. For more detail on the measuring specific imperfection types, see pages 2-3 of this PDF.

What if an imperfection is irregular or spans multiple areas?

The grid overlay can be used in addition to other overlays to measure the size and severity of an imperfection.

How do I determine the final condition after measuring?

Once you identify the imperfection type and severity, reference Page 7-8 in the [TCGplayer Card Conditioning Standard](#) to assign the card's condition.

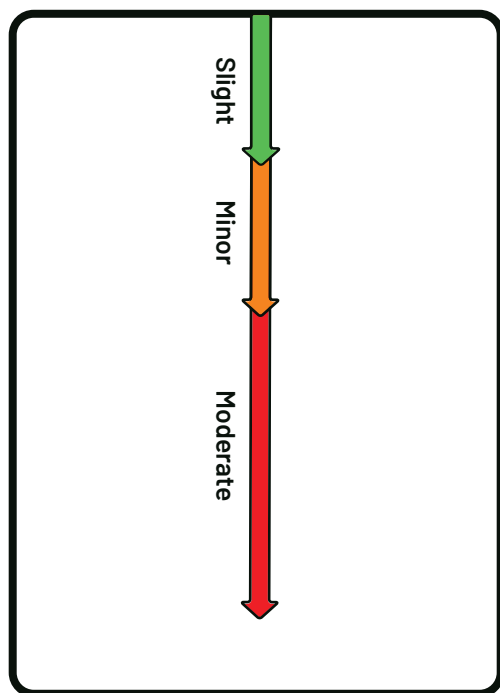
How do I know if my overlay printed at the correct size?

When printed, the rectangle on each overlay should measure exactly 3.66" by 8". The inside of the black border should just touch the outer edge of a trading card.

X

SCRATCH

Near Mint - Minor
Lightly Played - Minor
Moderately Played - Moderate
Heavily Played - Major



TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

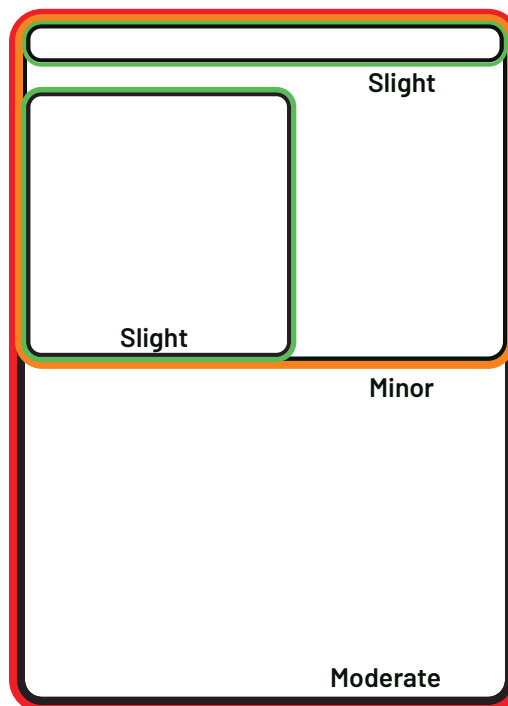
X

SCUFFING

Near Mint - Slight
Lightly Played - Minor
Moderately Played - Moderate
Heavily Played - Major

*front
and back

Total = No 5x5 mm square that is free of scuffing.



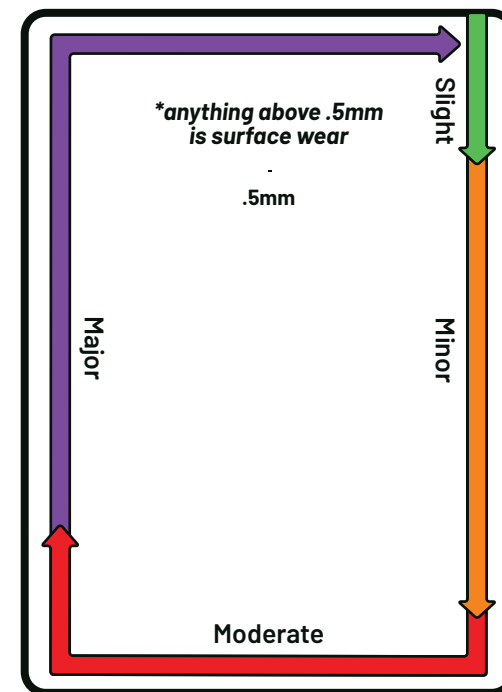
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

EDGEWEAR

Near Mint - Slight
Lightly Played - Minor
Moderately Played - Moderate
Heavily Played - Major



TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

INDENTATION

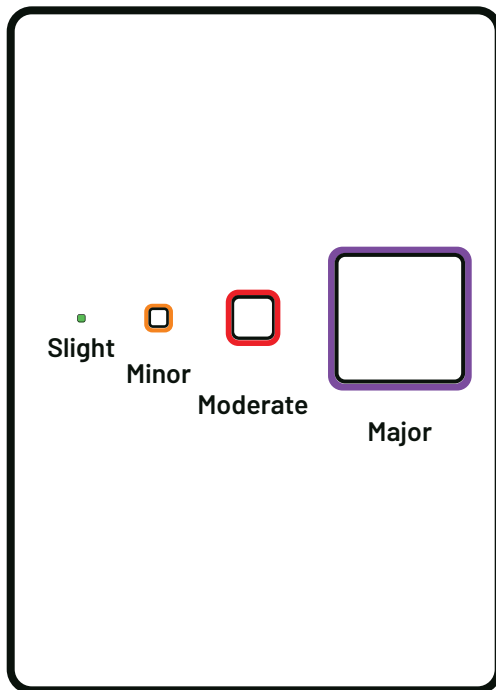
Near Mint - Slight *

Lightly Played - Minor *

Moderately Played - Moderate

Heavily Played - Major

**cannot show through other side*



TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

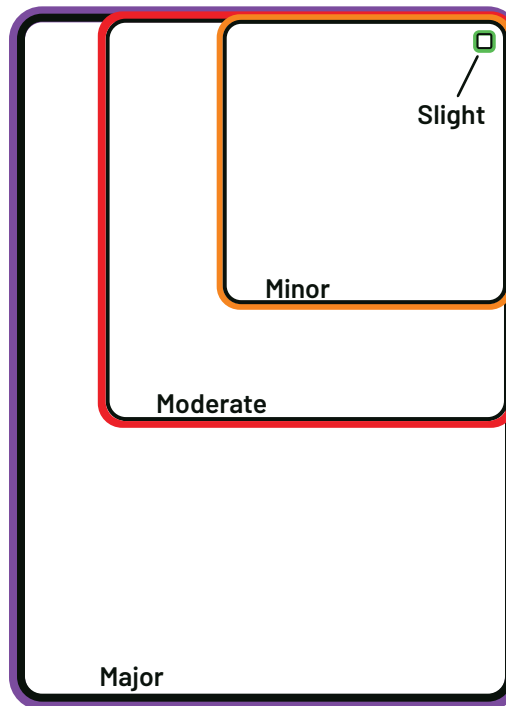
GRIME

Near Mint - None

Lightly Played - Slight

Moderately Played - Moderate

Heavily Played - Major



TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

BEND

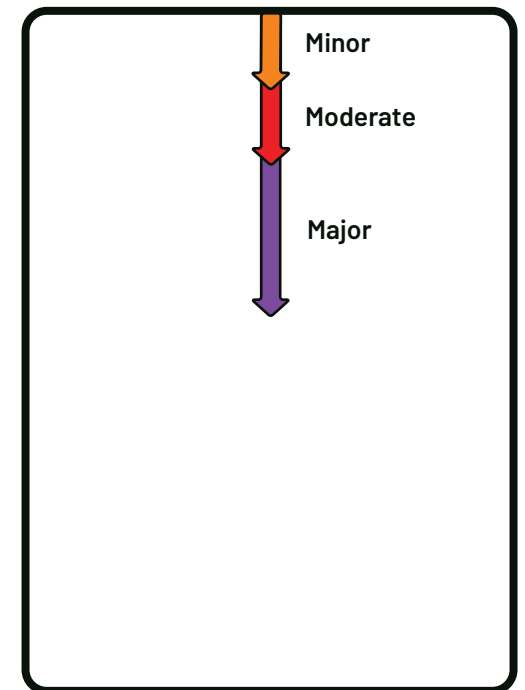
Near Mint - None

Lightly Played - Minor

Moderately Played - Moderate

Heavily Played - Major

**a crease starts at MP*



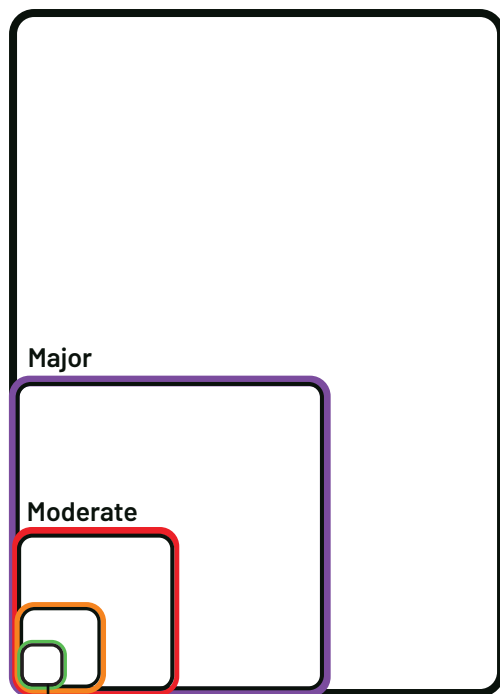
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

SURFACE WEAR

Near Mint - None
Lightly Played - Slight
Moderately Played - Minor
Heavily Played - Moderate



Slight

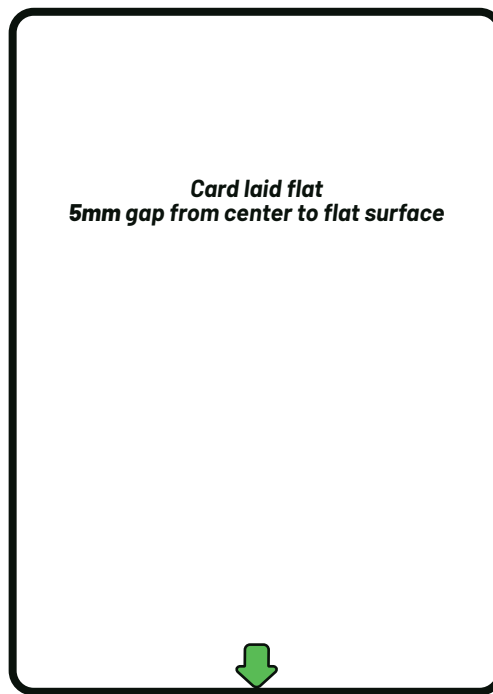
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

CURLING

Near Mint - Slight
Lightly Played - Slight
Moderately Played - Slight
Heavily Played - Slight



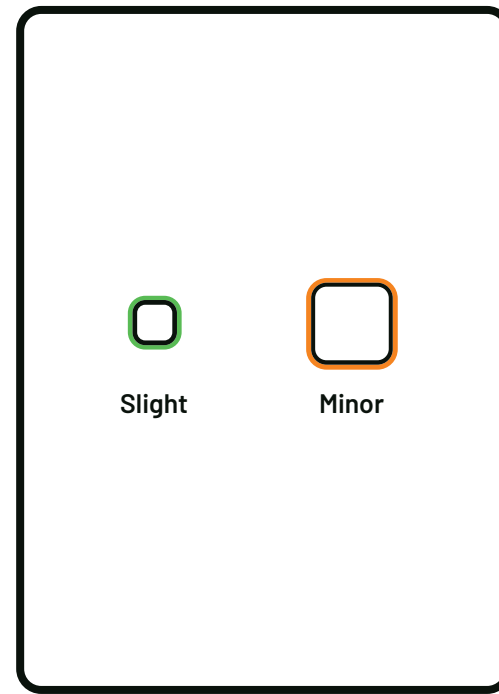
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

FAULT

Near Mint - None
Lightly Played - None
Moderately Played - Slight
Heavily Played - Minor



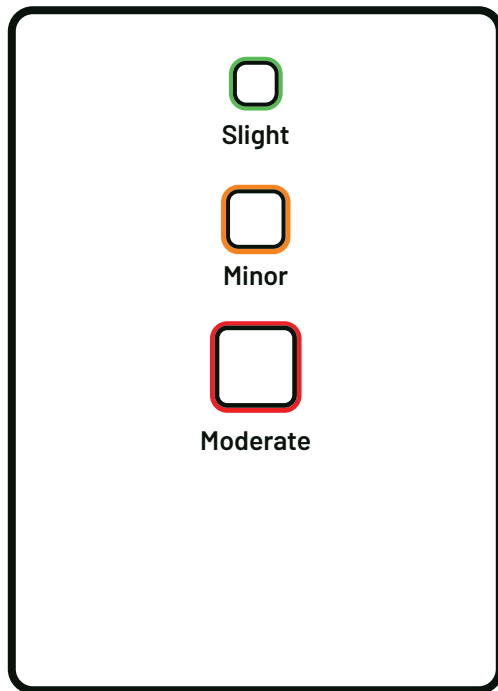
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

DEFECT

- Near Mint - **Slight**
Lightly Played - **Minor**
Moderately Played - **Minor**
Heavily Played - **Moderate**

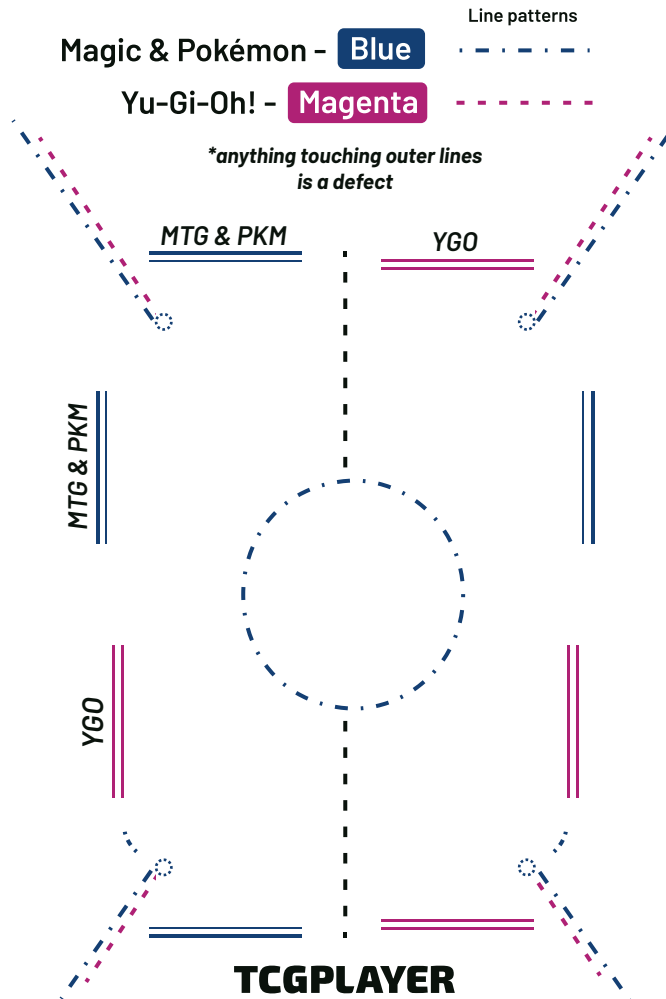


TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

CENTERING



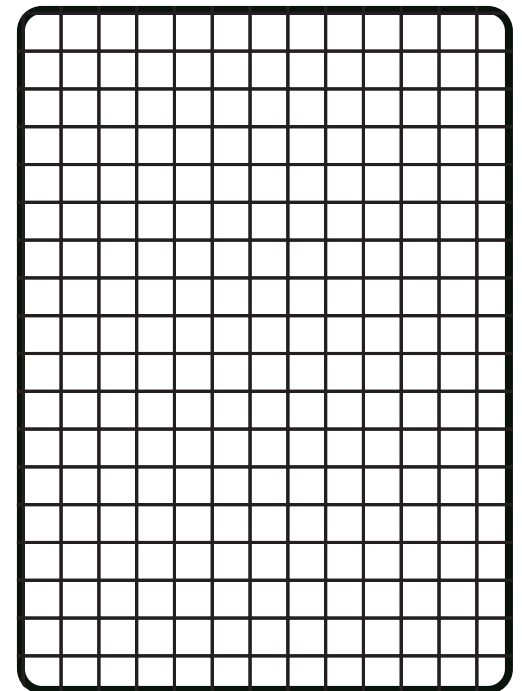
TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)

X

GRID

**each square is 5mm*



TCGPLAYER

All original content herein is Copyright @ 2026 TCGplayer.
All rights reserved.
(Patent pending)