

Page 1: Introduction

Welcome to the Card Counting Challenge 10 - Common draws - Pauper

Goal

This is a workshop to test your skills at re-building a game state when players have a question.

Players call you because they have an issue. You have about 10 minutes to find as many relevant elements as possible to resolve the situation.

When you think you have resolved the situation, you will be needed to answer to some questions about this scenario. These questions are meant to evaluate your performance and provide a guide to an efficient methodology in card counting.

Roles

You need two persons: the Judge and the Monitor:

The Judge: You are a Floor Judge.

The Monitor: You will have a list of answers to the questions the Judge might ask to the players.

The situation

A Magic game has been prepared and laid out on the table. This is a match in a **Pauper** side event of a MagicFest. The non-active player (**NAP**) called you because they believe that the active player (**AP**) has **already drawn** a card out of their **Ponder**. AP pretends they did not draw a card yet.

Who is right?

The monitor is here to answer the judge's questions, as if they were representing the players. If the answer to a question is "I do not know", it either means that the answer is not relevant, or that there is another way to deduce it.

After having played the workshop, please reset the board state for the next couple of judges, so that everyone can enjoy this workshop!

This document is separated in 4 Pages:

1. Introduction (this page)
2. Monitor's Godbook
3. Post-counting Quiz
4. Board Resetting

To start the workshop, the Monitor will have to take Page 2, reveal the board and then start the chronometer.

Page 2: Monitor's Godbook

If an answer does not appear here, it means that the players do not know the answer or they cannot remember.

Who played first?

NAP.

Did a player mulligan?

AP kept 7 cards. They do not remember for NAP.

What turn is it?

They don't remember.

Did **AP** play a **land** each turn? Did AP play a land this turn?

They believe that yes. Yes.

Did **NAP** play a **land** each turn?

They are not sure.

What did **NAP** play on turn 1?

Island, Preordain.

What did **Daze** counter?

Nivix Cyclops.

Did AP return a land to pay **Daze**?

Yes.

When was **Delver of Secrets** played?

On turn 2.

What was revealed with **Delver of Secrets**?

Lightning Bolt.

What did **Dispel** counter?

Inside Out.

When was **Gitaxian Probe** played?

On turn 1.

What are the notes on AP's **lifepad**?

Cards revealed with Gitaxian Probe.

How did **Nivix Cyclops** die?

Countered with Daze.

Did AP shuffle with **Ponder**?

Yes.

Did AP discard some cards to **Tireless Tribe**?

No.

If the Judge struggles to move on, tell them that there is a way to know NAP's starting hand size. If they need more information, point AP's lifepad.

At the end, use page 3 to ask questions and double check the answers.

Page 3: Post-counting Quizz

Main question:

1. Has AP drawn a card with Ponder?
No.

Counting questions:

2. Did NAP mulligan?
Yes, to 6. AP noted 5 cards on their lifepad, corresponding to NAP's hand after their turn 1.
3. Which cards did influence the count, and how?

Card	AP	NAP
Gitaxian Probe	-1	
Brainstorm	-1	
Ash Barren	-1	
Inside out (countered)	0	
Evolving Wilds	-1	
Ponder (not drawn yet)	0	
Preordain		-1

4. What turn is it?
AP's turn 5.

For Starting Player (NAP), the formula is: Turn number = number of cards – starting hand size + 1

$$5 \qquad (11-1) \qquad 6$$

For Drawing Player (AP), the formula is: Turn number = number of cards – starting hand size

$$5 \qquad (16-4) \qquad 7$$

Page 4: Board Resetting

Zone	AP	NAP
Hand	Plains Gush Shadow Rift Daze	Apostle's Blessing Lightning Bolt Mutagenic Growth
Lands	3 Island (<i>one tapped</i>) 1 Plains	2 Island 2 Mountains
Battlefield	Tireless Tribe	Insectile Aberration
Graveyard (bottom to top)	Gitaxian Probe Brainstorm Ash Barrens Inside Out Daze Evolving Wilds Ponder	Preordain Nivix Cyclops Dispel
Library	2 "Library" cards	2 "Library" cards

You can find the proxies to print for the seminar [here](#). You also need 4 "Library cards" (a blank paper with Library written on it is enough).

The life totals are:

AP: 20 - 18 - 15 - 12

NAP: 20 - 19

On AP lifepads are written: Mountain, Island, Nivix Cyclops, Mutagenic Growth, Apostle's Blessing.

This scenario has been created after a call at a Pauper tournament in GP Copenhagen.