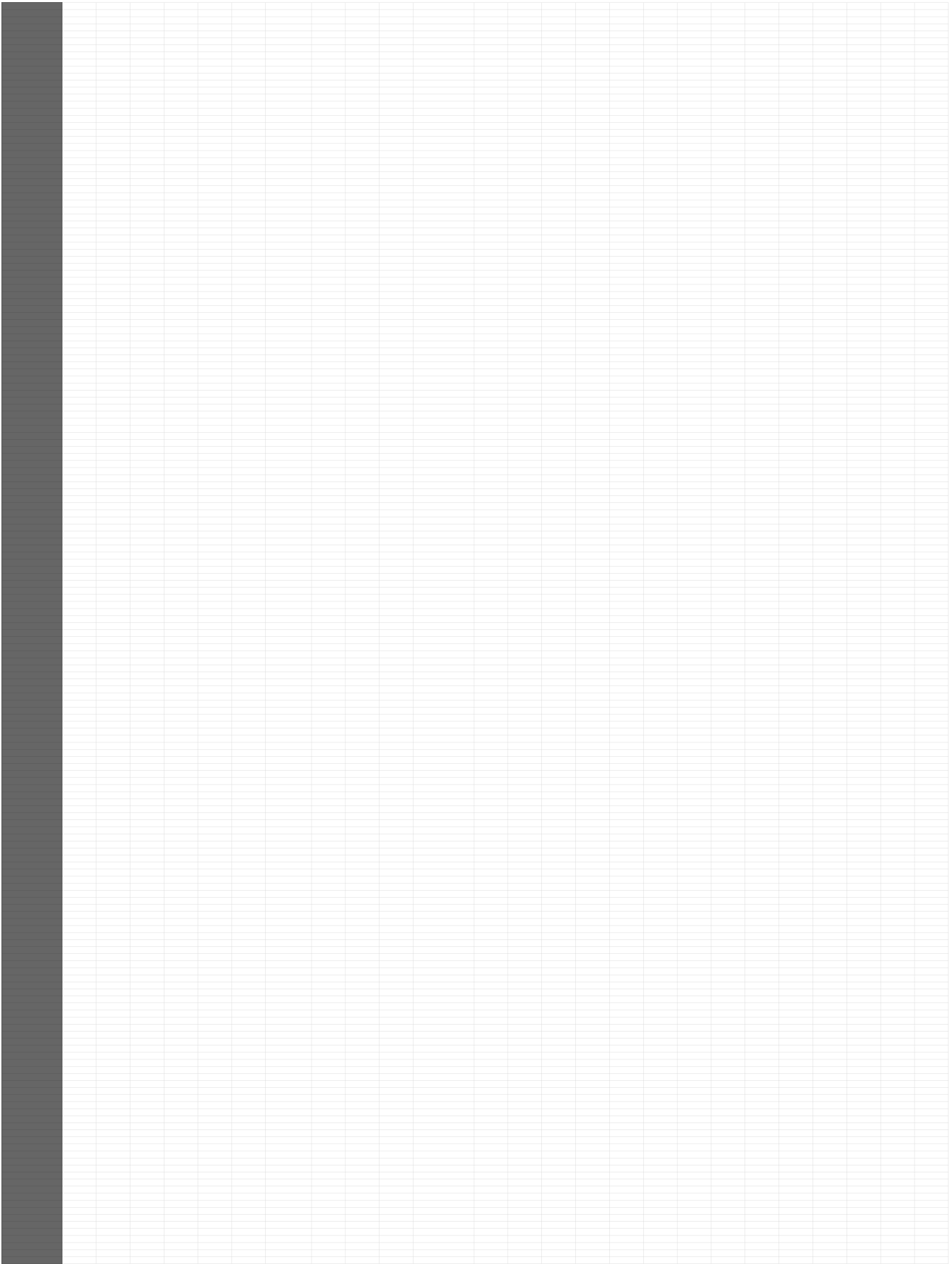
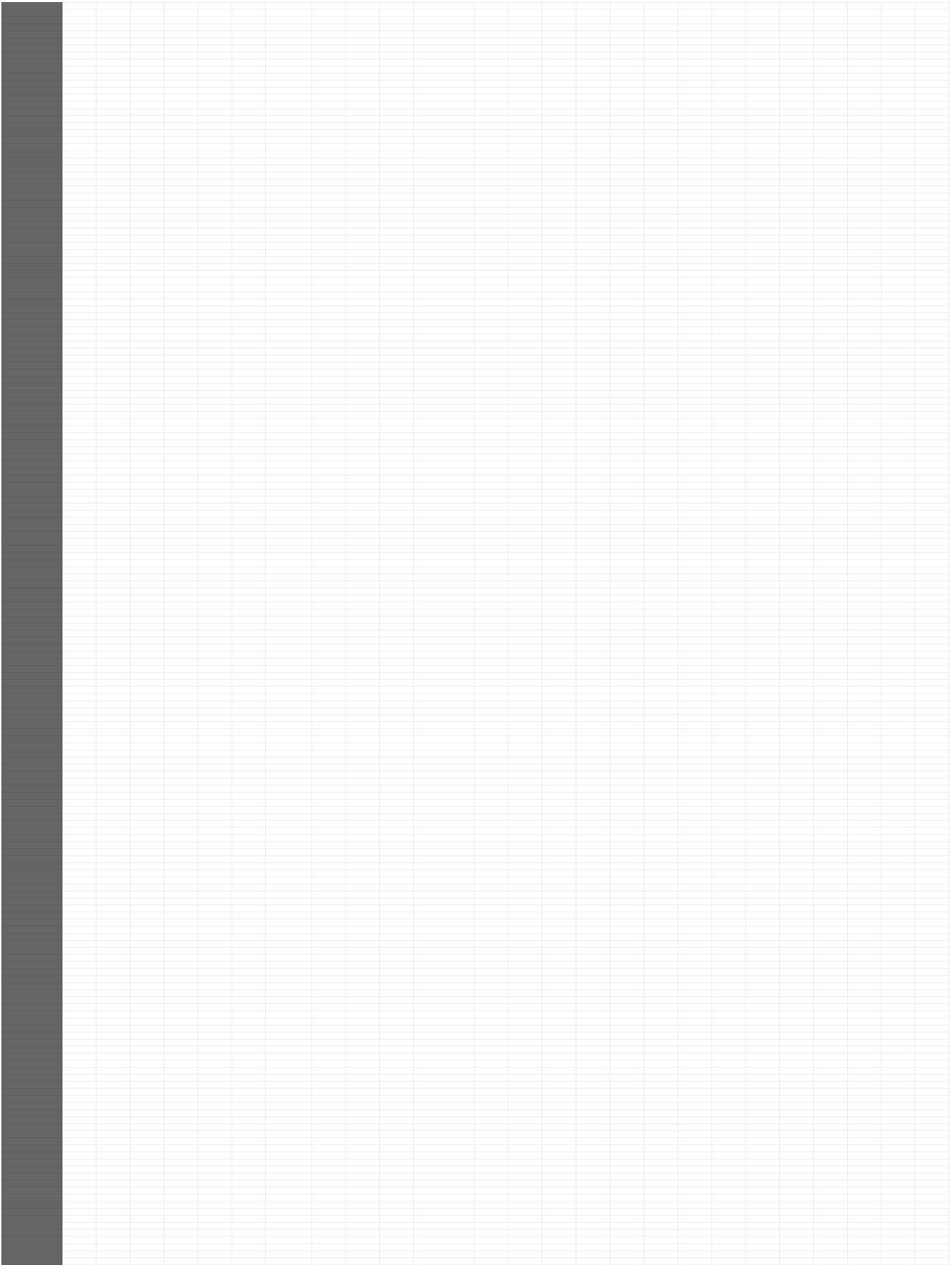
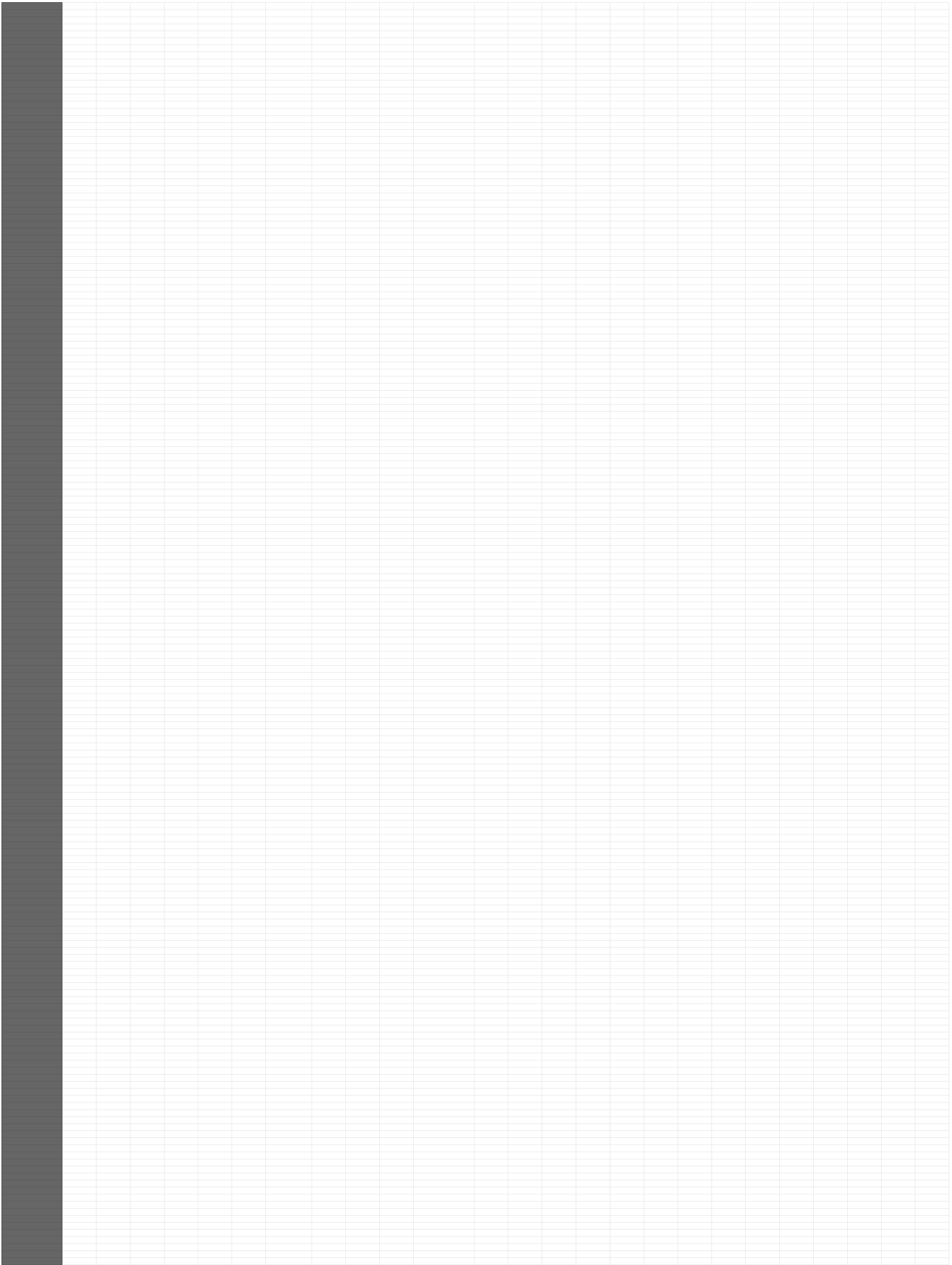
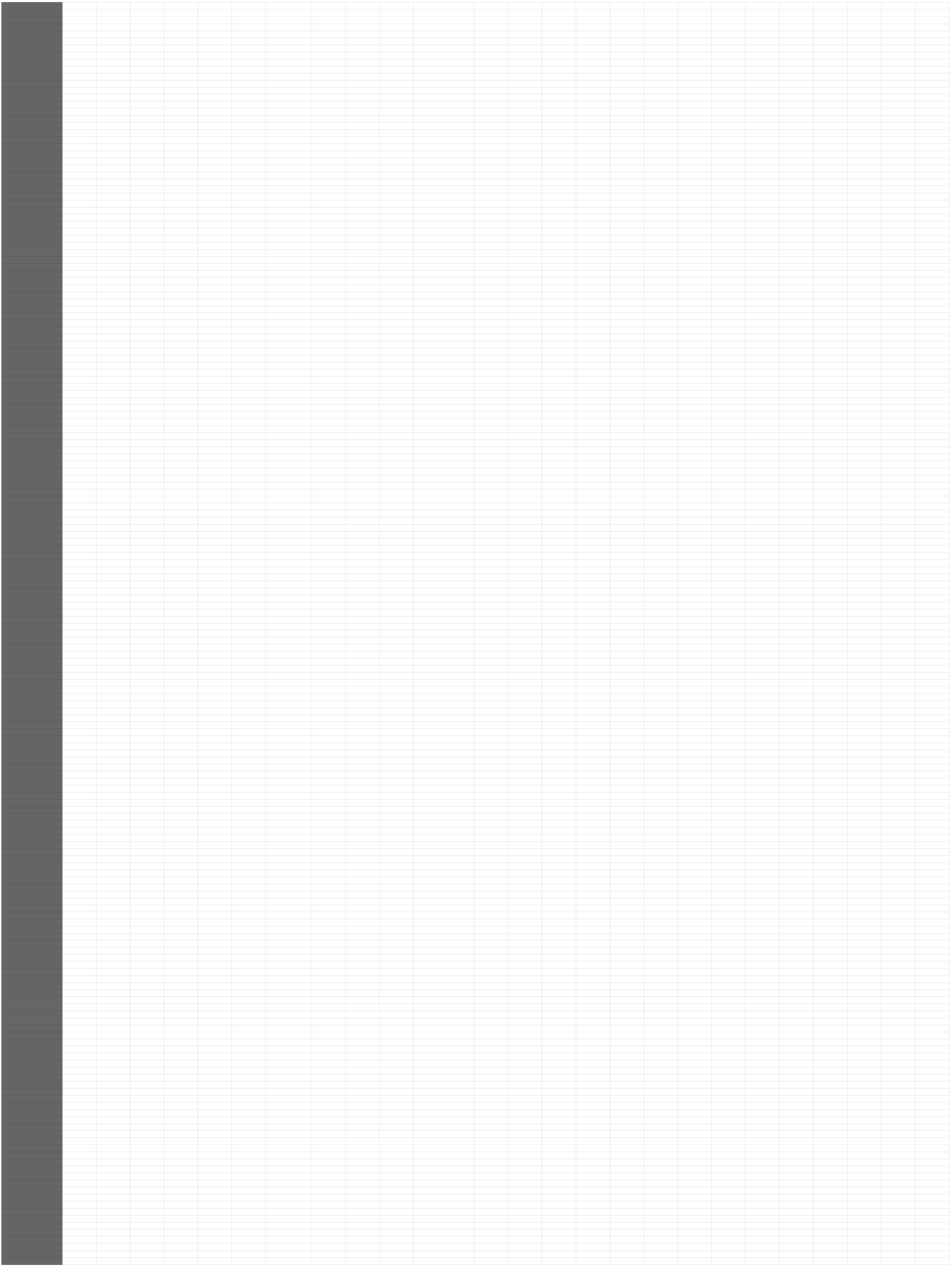


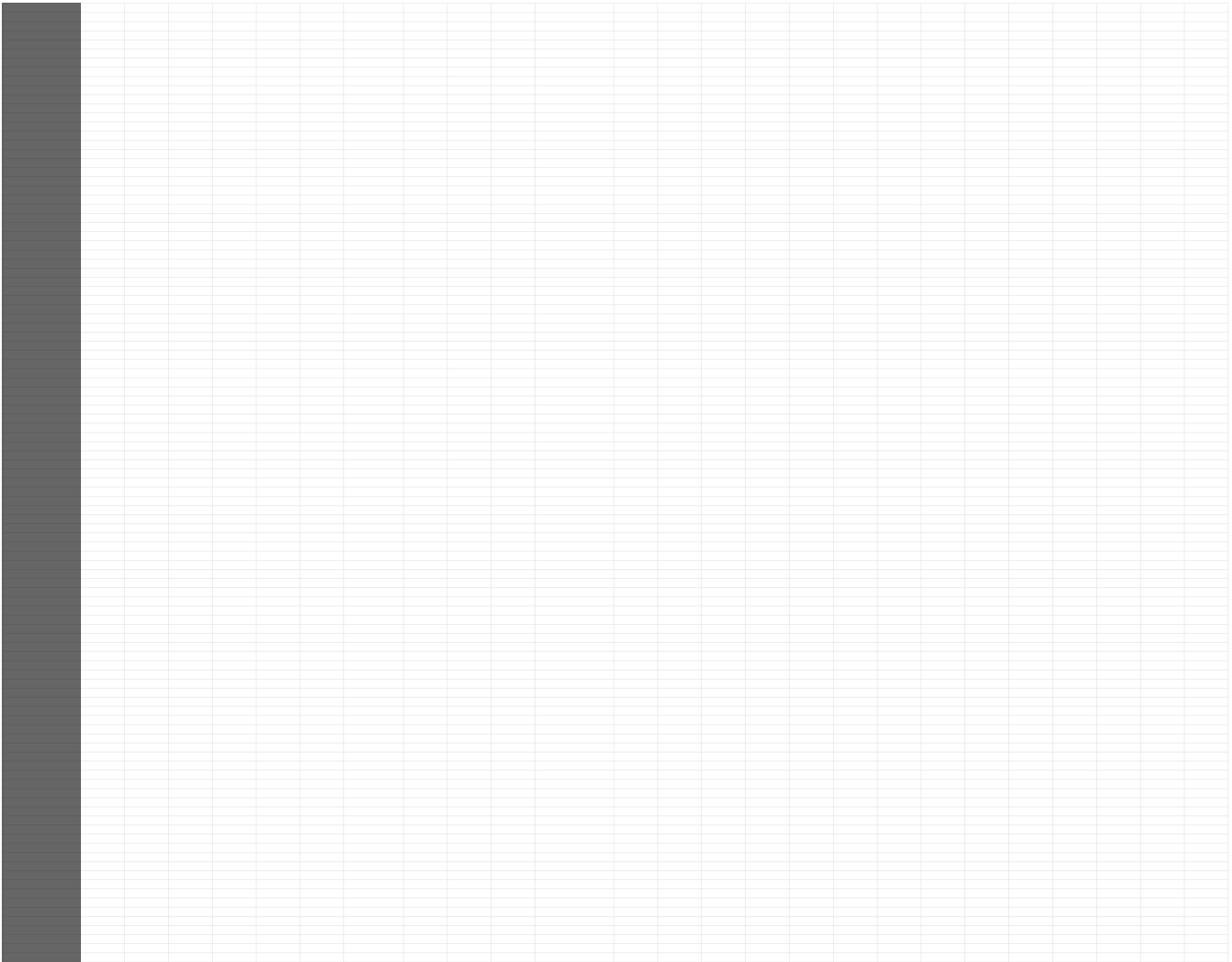
	Top 20 Items			Top 50 Items			Top 80 Relevant "Values"			"Hit Percent"	"Score Hit Percent"
"REMOVAL SPELL"											
"Without any counters"	19	19	48	40	148.3	58.4285743	57.1428574				
"noncritical"	19	18	46	40	144.4	56.2857143	55.71428571				
"toughness 5 or less"	17	17	43	37	125.0	51.4285743	57.1428574				
"CMC 4 or greater"	19	18	24	34	107.0	67.85714286	74.28571429				
"toughness 4 or worse"	16	15	34	35	110.7	71.4285743	71.42857143				
"Power 3 or greater"	15	17	16	31	95.0	58.4285743	68.57142857				
"Black or red"	16	18	19	27	92.2	57.1428574	64.28571429				
"nonlethal"	8	7	36	37	93.0	62.85714286	62.85714286				
"nonlethal, noncritical"	7	6	32	34	83.4	58.4285743	57.1428574				
"toughness 4 or less"	10	11	39	29	96.0	69.0000000	57.1428574				
"Power 4 or greater"	9	10	11	26	82.0	60.0000000	51.42857143				
"Bliss"	12	12	9	13	54.4	32.85714286	35.71428571				
"toughness 3 or less"	4	4	32	19	61.4	42.14285714	33.85714286				
"Red"	8	9	7	13	43.1	26.42857143	31.42857143				
"CMC 3 or less"	1	2	28	14	44.2	30.71428571	22.85714286				
"noncritical"	0	0	36	29	65.4	42.85714286	41.42857143				
"CMC 4 or Less"	14	11	23	23	89.9	57.85714286	48.57142857				











[illegible]

