



Investigations

Workshop



BeNeLux 1-Day Conference 2016

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- Investigation basics
- HJ vs FJ
- Informational articles
- Practical approach
- Evaluation

Investigation basics





HJ vs FJ roles

- FJ's goals:
 1. Identify
 2. Understand
 3. Gather
- HJ's goals:
 1. Listen
 2. Evaluate
 3. Decide

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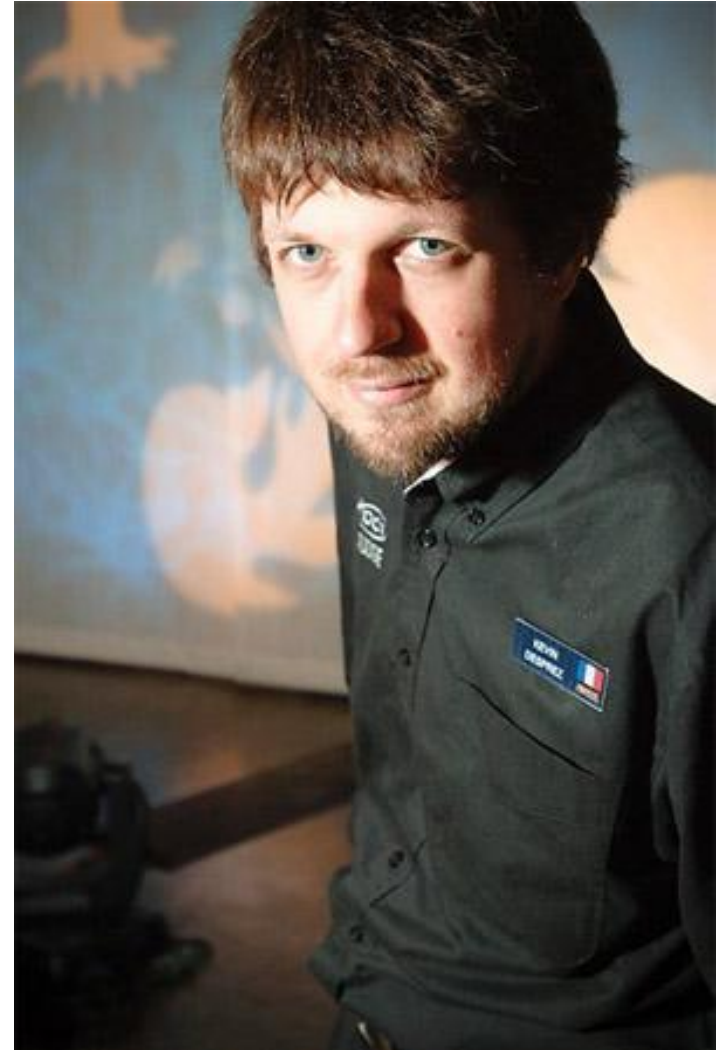


Decisions



Decide

“Judging is about making decisions on what’s the most probable.”



Some further reading



- The Search for Collateral Truths
- “If that model is true, what else should or must be true?”
- “What would *change my mind*?”
- Risk vs Rewards
- <http://blogs.magicjudges.org/articles/2014/12/30/investigations-the-search-for-collateral-truths/>



Let's Investigate!

- Volunteers?
- 2 Players, 1 FJ, 1 HJ
- Everybody else observes
- Remarks/Questions not until after!
- Max. 8 minutes total per scenario
- Investigate!



Scenario 1

Round 7 - Grand Prix Sealed Deck

Deck Check @ Start of Round



Scenario 1

Results & Observations



Scenario 2

Round 4 - Modern PPTQ

Spectator Stan calls judge.

Adrian (Scapeshift) is playing against
Naomi (Bant Eldrazi).



Scenario 2

Results & Observations

Round 3 - Modern PPTQ

Nathan controls Kalitas.

Arnoud attacks with all his creatures.

Nathan blocks 1, which dies.

Arnoud plays another creature.

Nathan proceeds to his turn.

Untap, draw, Nathan calls judge.



Scenario 3

Results & Observations



Scenario 4

Round 4 - Legacy SSS Qualifier

Alan has Chalice of the Void with 2 counters on it.

Alan plays Cranial Plating, equips and attacks.

Norbert calls for a judge.



Scenario 4

Results & Observations

- Every situation = investigation
- Tournament is 1st priority
- Get all the information
- No progression? → Decision time!