

Floor Situation Generator - Instructions

Why?

1. Train judges to answer rulings in unfamiliar (random) situations. Pressure is done by peer pressure from both actors & spectators.
2. Community Building (It's fun and we learn together!)

The seminar will also help improve feedback and mentoring skills.

How?

1. For each simulated situation minimum of three people is required: two people acting as players and one as judge responding and resolving the situation.
2. Each table will receive a set of "simulation cards" that describe the situation. NOTE: Most of these cards are hidden from other participants. Please "PUBLIC" or "PRIVATE" on cards.
3. Two actors have two normal decks and play Magic normally (they will be referenced as players).
4. One player will make an infraction (player A). NOTE: Judge doesn't know in advance who is player A and who is player B.
5. The other player will think that the other is cheating or not (player B). NOTE: Judge doesn't know in advance who is player A and who is player B.
6. The Judge will come (or maybe he is sitting at the table watching the match) and answer the call.
7. At the end of the call, the players will give feedback (together with spectators) and discuss the situation (What was done good, what could have done better, what could have done differently)
8. Go back to step 1 with another game!

It is highly recommended to choose experienced judges as "players" because of their knowledge of the situations and ability to guide the later discussion.

Recommended time for this workshop is 2 hours (double usual slot at conferences). Usually one situation is resolved in 15-20 minutes.

Preparation

Bring decks and ask other judges to bring them as well. Commander works great.

Most of infractions are card agnostic, but some require certain cards (e.g. not revealing morph).

If you don't have materials to support certain infractions and scenarios, don't include them.

Simulator Cards

The simulator has different cards that are randomly drawn to craft a situation. It is highly recommended to have situations prepared in advance with all corresponding cards because doing that on the spot takes time.

Card types

- Player card consists of following fields
 - Identity (e.g. casual player, pro player...)
 - Behavior (e.g. Angry, lost)
 - Player A (describes if player A committed infraction on purpose or not (used by only one presenter who is playing player A))

- Player B (describes if player B believes opponent made mistake or not (used by only one presenter who is playing player B))
- Type of tournament
- Scenario

Player: Identity

Who you are playing: are you a pro player, a casual player, a Judge playing in the event. Identity helps to give context to the simulation.

The Judge may not see Player card.

Player: Behavior

How you are behaving: are you accommodating and patient, extremely stressed or angry. Note that some combinations might not work well: Judge and angry hasn't worked often because the judge playing the role felt like referencing himself. Also "lost and confused" for a pro player might be hard to imagine.

In some cases the cards were not exactly followed because it was hard for a very kind person to fake being angry and that's fine! Behavior gives flavor to the rest of Player. Be free to improvise and interpret it to make situation realistic (and fun).

The Judge may not see Player card.

Player: Did it on purpose (one presenter, player A)

This card defines if the player who committed the infraction did it on purpose (deliberately) or not.

The Judge may not see Player card.

Player: Believe opponent made mistake (the other presenter, player B)

This card defines if the other player – opponent (player B) believes player A did mistake on purpose (intentionally) or not. Player B can also accuse player A of doing the infraction intentionally. Again, goal is to make situation realistic (and fun).

The Judge may not see Player card.

Type of tournament

Where is the situation happening? Is it a RPTQ or FNM? This card sets the mood of situation (how serious it is) as well as REL.

We are highly recommending following Type of tournament s depending on the level of judge resolving the situation:

- L0: FNM (Regular REL)
- L1, <6 months: FNM (Regular REL)
- L1, >6 months: GPT (Competitive REL + help from audience)
- L2: PPTQ-GP (Competitive REL)

The Judge may see this card.

Scenario

Scenario cards describe which infraction (or situation) is player A going to commit. Some infractions can only be committed by certain cards (please see "Preparation" paragraph for details). Make sure only to include infractions that can be simulated with deck that are available (usually knowing the format of the decks can help).

It is recommended that both players know what infraction is going to happen so that they can act it better. Another variant is to keep infraction from player B. The problem there could be that player B doesn't notice infraction happening.

Also, it is advised that players prepare a situation a bit (e.g. stack cards, construct battlefield, have needed cards in their hands) and not wait for it “randomly” happen during their game since that might take a while.

NOTE for spectators: If a judge responding the situation is stuck, it is highly recommended that spectators give hints and point to the right direction. Still, this doesn’t mean that they should resolve the situation for the judge. This way mentoring skills are being practiced.

The Judge may not see this card.

Modules

This generator will also have content modules that focus on certain situations (e.g. investigations). This is a planned future work. In case you have any proposals, please tell workshop moderator.

Feedback?

This generator is a project and constantly evolving. If you want to share your feedback, please contact project lead or members: <http://apps.magicjudges.org/projects/236>.