

Teddy 'n' Me Tournament Report (April 28th)

Contributed by Carthain
Monday, 30 April 2007
Last Updated Monday, 30 April 2007

This is my tournament report for the Vintage Proxy tournament held at Teddy 'n' Me on April 28th 2007.

Okay, lets see here .. I didn't make any notes while playing the tournament, so all of this is from memory.

The day of the tournament, I woke up and threw my sideboard together. I'd had my deck together for about a week at that point, but no sideboard yet, despite my having a cunning wish in my deck.

So I sign up, write out my decklist ('cause I forgot the printout at home) and wait for the first round.

Round 1: Playing oAFLORD (Belcher)

Game 1: Game one he goes first and attempts to go off on turn one. A Force of Will against his belcher keeps him from winning right there and then. Afterwards, he continues to draw mana accelerants while I draw stuff like duress (to make sure he isn't planning anything particular) and my own card drawing. Eventually cycle a Decree of Justice for 5 and swing a few times for the win.

Game 2: oAFLORD is on they play again. I keep a hand with 2-3 lands, 2 drains, no other disruption. I contemplate mulliganing into a force of will, but decide not to. So, on turn 1 or 2 he combos off before I can get drains online, and I pay the price for not mulliganing.

Game 3: This time I'm on the play. He casts Land Grant and goes to get his Bayou (instead of the Taiga) and then plays his Xantid Swarm. I think this was the incorrect play, as he had 2 pyroblasts/REBs in hand (I saw from a duress) and no red mana. I capitalize on him being tapped out by tinkering for the DSC and going all the way with him.

1-0 (2-1)

Round 2: Playing fidget (Salvagers/Bob/Standstill concoction)

Game 1: I don't remember a whole lot about this game, except near the end he cast a standstill when he didn't have any men on the table, and I had a Memnarch. That pretty much sealed the deal.

Game 2: I seem to recall Mana Draining a couple Salvagers, and then winning with something (Memnarch? 7/10?) Not exactly sure, and the fact that we played a bunch of other games after these two games doesn't help me recall what happened in which game.

2-0 (4-1)

Round 3: Playing profoundd (B/W fish)

Rob comes back from the washroom and I offer him a draw. He accepts and we play a couple games for fun.

2-0-1 (4-1-1)

Round 4: Playing my brother (U/B/w fish)

We'd done some playtesting about a week before, and we had learned that he needed a god-hand to beat my deck .. but he had also made some changes since then. And, I would have drawn with him as well, but he was 2-1 and couldn't really afford the draw.

Game 1: We play a long first game. Eventually he ekes out the win. This is unfortunate, as it seems like it took quite a while, and I'm unsure of us being able to make another game that long in the time we had left -- let alone the two I would need for the win. I was surprised he managed to get the win, I had Memnarch down, and was stealing his wizards to sac to his voidmage prodigy (which I'd stolen) to counter his spells. It was a nice setup for me!

Game 2: I got out a quick Tinker for Sundering Titan, wrecking his landbase, and then beating for 7 a turn. Nice quick game, and just what I need in order to be able to win the match.

Game 3: Time was called on us. I got the first turn of the 5 extra rounds, and I did nothing, and cycled Decree of Justice for 8 tokens at the end of his turn (turn 2 of extra rounds) while he was still at 19. Turn 3 of extra round I attack and bring

him to 11, then cast Time Walk to take another turn. Turn 4 of the extra rounds I rip Demonic Tutor ... which gives me the ability to tutor for Yawgmoth's Will and recast Time Walk (which would give me turn 5 of extra turns ... 4 out of 5 for me!) and be able to attack again for the last bits of damage for the win.

3-0-1 (6-2-1)

Round 5: Playing Kyle Babbin (Ravager)

We just ID into the top 8 without any problems. We play for fun and he beats me like, 4 out of 5 games.

Top 8: Playing against Matt Brown (Goblins).

We go to 3 games, but I wasn't able to draw enough, and his pyroblasts/REBs are enough to let him crush me in game 3.

And for anyone interested, here's my decklist (as much as I can remember it anyways):

Mana (24)

9 Artifact Mana (no Vault)

3 Polluted Delta

3 Flooded Strand

2 Island

2 Underground Sea

2 Tundra

1 Swamp

1 Academy

1 Library of Alexandria

Protections (12)

4 Mana Drain

4 Force of Will

3 Duress

1 Mindtwist

Board Control (5)

1 Repeal

2 Echoing Truth

1 Time Walk

1 Balance

Drawers & Tutor (12)

4 Brainstorm

3 Skeletal Scrying

1 Cunning Wish

1 Demonic Tutor

1 Mystical Tutor

1 Fact of Fiction

1 Ancestral Recall

Winners (7)

1 Tinker

1 Jotun Grunt

1 Memnarch

1 Darksteel Colossus

1 Decree of Justice

1 Phyrexian Totem

1 Yawgmoth's Will

Sideboard (15)

2 Tormod's Crypt

2 Engineered Explosives

1 Sundering Titan

1 Gush
3 Arcane Laboratory
3 Propaganda
2 Jotun Grunt
1 Rebuild

I'm not 100% sure on the decklist/sideboard -- but it's mostly correct.