



## Judge Center

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Brian Schenck  
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INSTRUCTIONS

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### Preview

6761. Abigail attacks with Grizzly Bears and Nelson blocks with Blind Phantasm. After combat damage is assigned, Abigail plays Giant Growth, targeting Grizzly Bears. What happens?

#### Grizzly Bears

① 🐻  
Creature - Bear  
2/2

#### Blind Phantasm

② 🌑  
Creature - Illusion  
2/3

#### Giant Growth

🌱  
Instant  
Target creature gets +3/+3 until end of turn.

- Grizzly Bears is dealt 2 damage. Blind Phantasm is dealt 2 damage. **(CORRECT ANSWER)**
- Grizzly Bears is dealt 2 damage. Blind Phantasm is dealt 5 damage and destroyed.
- Grizzly Bears is dealt 2 damage and destroyed. Blind Phantasm is dealt 2 damage.
- Grizzly Bears is dealt 2 damage and destroyed. Blind Phantasm is dealt 5 damage and destroyed.
- This can't happen as described. Abigail doesn't have the opportunity to play spells after damage is assigned, but before it resolves.

*When combat damage is assigned, each creature assigns damage equal to its power. [CR 310.2a] After combat damage is assigned, the active player gets priority and has the opportunity to play spells and abilities. [CR 310.1] When combat damage resolves, it's dealt as originally assigned. [CR 310.4]*

### Edit Content

#### Question

<AP/> attacks with <card>Grizzly Bears</card> and <NAP/> blocks with <card>Blind Phantasm</card>. After combat damage is assigned, <AP/> plays <card>Giant Growth</card>, targeting Grizzly Bears. What happens?

Answer Options

Correct?

Grizzly Bears is dealt 2 damage. Blind Phantasm is dealt 2 damage.



Grizzly Bears is dealt 2 damage. Blind Phantasm is dealt 5 damage and destroyed.



Grizzly Bears is dealt 2 damage and destroyed. Blind Phantasm is dealt 2 damage.



Grizzly Bears is dealt 2 damage and destroyed. Blind Phantasm is dealt 5 damage and destroyed.



This can't happen as described. <AP/> doesn't have the opportunity to play spells after damage is assigned, but before it resolves.



**Explanation** (Include citations.)

When combat damage is assigned, each creature assigns damage equal to its power. [CR 310.2a] After combat damage is assigned, the active player gets priority and has the opportunity to play spells and abilities. [CR 310.1] When combat damage resolves, it's dealt as originally assigned. [CR 310.4]

**Comments** (Not shown to candidate.)

This is an example of a very basic question, which may be too easy for even an Easy Practice exam. But it does test knowledge of rules that are important for judges to know.

**Language**

English

**Game System**

Magic

**Type**

Single Answer

**Category**

Game Rules

*All submissions shall become the property of Wizards of the Coast upon receipt.*

Save Draft

Discard

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**Revision History****Languages**

Brian Schenck Tuesday, August 21, 2007 7:23:00 PM Status: Draft	English
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**Versions**

This question has not yet been added to any exam versions.

Add to Version

Easy Practice (Magic)