

Deal Scorecard

Score every card before you buy. Circle 1 (weak) → 10 (strong) on each driver, run the money math, then let the verdict be a decision, not a feeling.

Score the 6 Value Drivers

Edge lives where one driver is underpriced by the market — not where you simply like the card.

Card

year / set / player / # / parallel / grade

1. The Player

legacy · trajectory · HOF odds · fan base

2. The Card

rookie / first Bowman / iconic set?

3. Scarcity

print run · numbering · parallel · short print

4. Condition

grade or honest raw assessment

5. Population

low pop at this grade = higher score

6. Demand & Timing

heating up, steady, or cooling?

THE MONEY MATH

Best sold comp

All-in cost

price + fees + ship + grading

Target buy price

Est. margin

GUT CHECKS

- Anchored to **sold** comps, not asking
- Cert verified / authentication run
- Fees included in all-in cost
- I can actually re-sell this (liquidity)
- Within my bankroll rules

THE VERDICT

Rule of thumb: if two or more drivers score low and the margin is thin, that's a PASS.