Here are a couple from Facebook

[**Mattia Thb**](https://www.facebook.com/mattia.thb?fref=gc&dti=344606842343040) I've been at frisbeer but didn't judge so I just have the point of view of the player and spectator. My view on this is that there're two aspect to consider. The entertaining and the actual judging part. The first one is the best I've ever had at a tournament, both as spectator and player, and this is the case with any player I spoke with. It was really amazing!  
The judging angle can be discussed. Like, if it's ok to have each judge evaluate everything (diff + artistic) or if it would be better/easier/more accurate to split the two categories. Lets say, 4 judges instead of 3, two for artistic and two for diff. A few times I had the feeling that the point difference between two teams were too small. This is just my feeling. I'm very interested in trying the system as a judge as well. Maybe some of the judges can share their experience. https://ci5.googleusercontent.com/proxy/mklVuXkVq1CyUGL04T39yM592VYdqY3h_jKxPX75nTpV-kaWBOJ7A3vE9HCkAKmmuW_o_EZd0KZUae7_TkJES1h3Vpd5cIMZia6wFcLdg6xw7eE3afEzDMh_=s0-d-e1-ft#https://static.xx.fbcdn.net/images/emoji.php/v9/faa/1.5/16/1f603.png:D  
Considering it was the first time ever used I think it's been a huge success! Thanks again [Ryan Young](https://www.facebook.com/SmilesAir?fref=gc&dti=344606842343040&hc_location=ufi)!

[1](https://www.facebook.com/ufi/reaction/profile/browser/?ft_ent_identifier=1203838646419851_1204592556344460&av=1259799504" \t "_blank)

[Manage](https://www.facebook.com/groups/freestyle.frisbee/?multi_permalinks=1206620279475021&notif_id=1522148445877746&notif_t=group_activity&ref=notif)

[Like](https://www.facebook.com/groups/freestyle.frisbee/?multi_permalinks=1206620279475021&notif_id=1522148445877746&notif_t=group_activity&ref=notif)Show more reactions

 · [Reply](https://www.facebook.com/groups/freestyle.frisbee/?multi_permalinks=1206620279475021&notif_id=1522148445877746&notif_t=group_activity&ref=notif) · [3d](https://www.facebook.com/groups/freestyle.frisbee/permalink/1203838646419851/?comment_id=1204592556344460&comment_tracking=%7B%22tn%22%3A%22R0%22%7D)

[**Patrick Chartrand**](https://www.facebook.com/patrick.chartrand.79?fref=gc&dti=344606842343040) I thought it was a great way to engage the online viewers. We coud see a direct correlation between the moves and the scores, in real time. It also reinforces the integrity of the judges as knowledgeable viewers know how the routines should be scored. Finally, it allows for a streamlined freestyle experience for all involved.

https://ssl.gstatic.com/ui/v1/icons/mail/images/cleardot.gif

**Email feedback**

I agree with what was said about the Artistic, its might need its own knob - with this one being delayed a few seconds for the judges to +/- the final score of a routine.

Also there needs to be a guideline on what players are being judged, I know they should know, but it should be written down just to be clear.

I would love this to be at worlds Randy, but I guess its too late now to make the change, or am I wrong?

For me as a sheer on site FW "frisbee witness", I loved it. It has a great potential to bring the sport results/what we are looking for/understandment towards the audience and potential tv coverage, and that is imo the way to grow the sport.

and if TD decide they dont have to screen the results right away, and keep them locked up until announcement.

Dex\_out

On Thu, Mar 15, 2018 at 3:02 AM, Randy Silvey <[randoman100@yahoo.com](mailto:randoman100@yahoo.com)> wrote:

My feedback - overall I thought it was a smashing success! I really echo much of the above but here are few

What I observed from a competitor standpoint - I think the overall results were correct - especially who won. It seemed to encourage people to go for it and penalized folks for playing safe - I LOVED THAT.  Noticed folks had a hard time letting go of old FPA system of playing safe but started to figure it out as the weekend wore on.

Execution was minimized in importance -

Big catches and combos were rewarded

Complex teamwork and choreography was rewarded - also teams with routines seemed to get rewarded more that spontaneous

It appeared artistic choices such as music cues, etc got lost in the mix

I think for the most part everyone loved the concept but were still trying to figure what was actually being judged.

I agree with Thomas this system is really good from a diff perspective but needs works including execution & AI.  I am not exactly sure what that looks like as AI in real time is hard to do.

Also like Thomas's idea of delaying one of the final numbers for a few seconds to build excitement.

I think we need to start creating concrete actions that move the dial one way or the other.  Create a list for competitors and judges to review.  Just a few obvious ones below.

Down Actions

Drops

Standing around with no activity

Repitition

Confusion

Up Actions

Big catches

No drops building momentum

Complex co-ops

Teamwork

I think if we have some kind of list with specific things judges are looking for it would ease the concern of folks who think it a vague general impression approach.

When you think about it the FPA system is an old school pencil and the dial is a digital pencil.  Both are just tools for giving numbers.

This is obviously the way of the future and I think we should go there sooner than later.  It would be interesting to poll the players how they would feel if this was to be implemented at upcoming worlds in Trnava - I would vote yes:)

It needs some tweeking, adjusting and more discussion but this is a great start!!  Thanks Ryan and Frisbeer crew for stepping up!!

On Wednesday, March 14, 2018, 1:21:53 PM PDT, Thomas Nötzel <[thomasnoetzel@googlemail.com](mailto:thomasnoetzel@googlemail.com)> wrote:

Hey guys,

hope everybody had a great time in Prague. It was a pleasure to hang out with you again :) Missed ya in the jams Jake :\*

Here is my quick feedback due to the questions of Jakub. I will be more detailed at the board call:

**What is your general impression of judging with this system?**

I think the frisbeer judging experience was a big success. Thanks again to Ryan and Frisbeer crew for this. The system is another step into the future of our sport.

**How long did you need to get used to it and judge consistently?**

I checked out the system with the mouse twice before frisbeer and checked it one time with the knob before the runs. I felt really consistently from the beginning on as far you can speak of consistently in GI. I knew from the beginning what I wanted to see for a consistant 5. I had my system for deductions for drops with and without flow interruption. I rewarded not repeated catches as far as I could and boosted audience reactions.

**What are the main pro's in your opinion?**

Time savings, transparency, easy handling, audience friendly

**What would you improve?**

Not much... Maybe a limited knob, so the points are everytime in the same positions. More information on the livestream screen.

**Other comments?**

I think this system is the perfect way to judge difficulty, but only difficulty. The struggle with the system came in the finals where the teams where much closer than in the rounds before. We need the trinity of the FPA judging manual due to fair results. Execution for the comparability of the results. This wouldn't effect the realtime results.

**What I didn't like?**

The immediatly results... I missed the thrill. If we would have the difficulty and execution results immediatly and around 30 to 40 seconds delay for the AI results, this would be perfect. The teams look to the screen really excited, the cameraguys can focus there cameras towards the emotions, the MCs can heat on the audience and the commentators on the livestream can make there professional suggestions... just as pro sport :D

Sorry for giving just a quick review for the moment... I have so much more input. But after sitting in front of a screen the whole day at work I am to lazy to go more into detail right now.

If you have any questions, feel free to ask! I am happy that I could help.

Good night guys!

Thomas

2018-03-13 23:16 GMT+01:00 Ryan Young <[smilesdp@gmail.com](mailto:smilesdp@gmail.com)>:

It is difficult to say what I would change because I don't know the big problems yet. I though it worked quite well and people at the tournament were satisfied. Right now the system is as simple as can be. I would only be making it more complicated from here on, but I don't want to add any complexity unless it is solving a problem.

There are a bunch of quality of life tasks I want to do like managing multiple pools and auto results exporting, but all of those are non public facing tasks.

3 separate categories of feedback:

One for all the general comments. Things like accuracy, speed, how it felt. This category should be targeted at the FPA for support for change.

Another for all the technical bugs. This could be the font size, lag in the system, or how the scoreboard just popped between states and was hard to follow in some cases.

Last one for improvement/speculation. Things like how to make it more accurate or easier to be a judge.

On Tue, Mar 13, 2018 at 2:55 PM, Jakub Koštel <[kostel.jakub@gmail.com](mailto:kostel.jakub@gmail.com)> wrote:

Hi guys,

thank you once again for being Frisbeer fixed judges. Having you was essential to test this system and to maintain consistency in the results.

I would like to ask you for your feedback. In my opinion it is important to share our experience with this new system with the wider community so they can better understand what just happend, what are the pros and cons of this system and what is its potential for the future.

Judges feedback:

What is your general impression of judging with this system?

How long did you need to get used to it and judge consistently?

What are the main pro's in your opinion?

What would you improve?

Other comments?

Ryan's feedback:

As a developer of this system, what would you change or improve after running it at the big tournament?

What kind of feedback would you appriciate?

PK, Randy, Dexter:

As witnesses of how it worked at the big tournament and as competitors judged by this system, what is your opinion / feedback for the dial system? How you would improve / change it?

My feedback as a TD:

This system is every TD's dream! It is fairly easy to set-up, you only need three judges and most importantly you are getting instant results with no extra time needed for judges to discuss. That way you don't even need 30 seconds in between two routines. Therefore its really easy to create and follow the time-schedule and that is just great for the tournament organization. In the end it also allows you to give more jam time to all the players.

Besides 3 judges you need somebody to run the system which is in fact pretty easy job which can be done even by the announcer (who can really benefit from the buit-in time calls - you don't have to follow the remaining time) or in the worst case even by one of the judges.

I do think that you need to have fixed judges for this system

The scoreboard is a great thing both for the players and the audience, but only if you can make it clearly visible for both those groups. From the visual point of view, I would try to make the scoreboard more readable (bigger fonts etc.).

Regarding the results I haven't had a chance to watch all the routines of each pool (and I also haven't watched all the finals routines on youtube) so it is hard to evaluate but all and all I do think the results are valid. They could be probably slightly different if the routines were judged by the FPA system and it would be better to make a comparison (to judge recorded routines with the FPA system and compare the results).

In general I have heard only positive feedback throughout the tournament. There was one player telling me that there shoud be more focus on AI (and he actually suggested having one judge for AI, one for Diff and one for EXE - which is possible to do). I just have hard time to imagine judging only AI in real time. Plus when I think about it the GI way of judging usually really reflects all the aspects of the game - maybe not that precisely as the FPA system but it does.