



Star Wars Squadrons: SABACC tournament

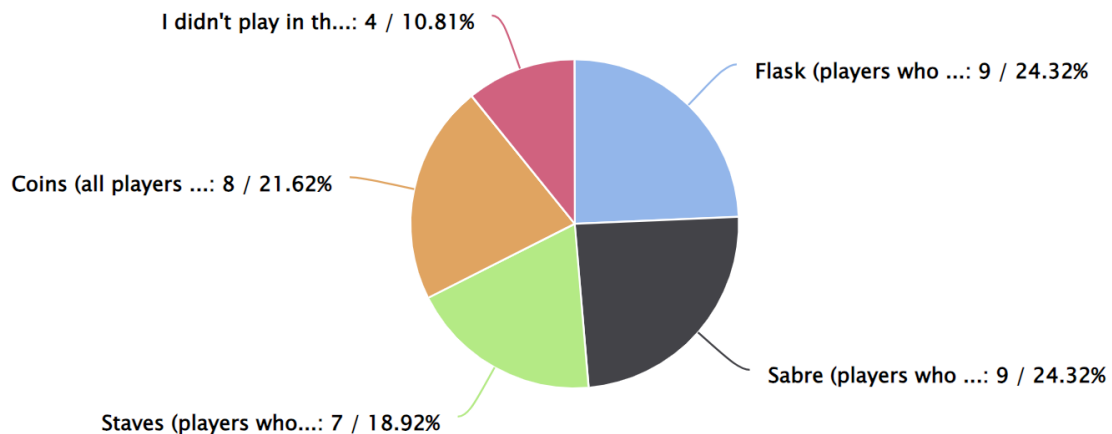
Season 1 participant survey

Thanks to everyone who responded to the post-season survey for the inaugural SABACC tournament. We wanted to gauge the appetite for a repeat of the competition and, if so, to ensure that we make it as much fun as possible. We appreciate your support and the enthusiasm for the tournament and thank you for your engagement.

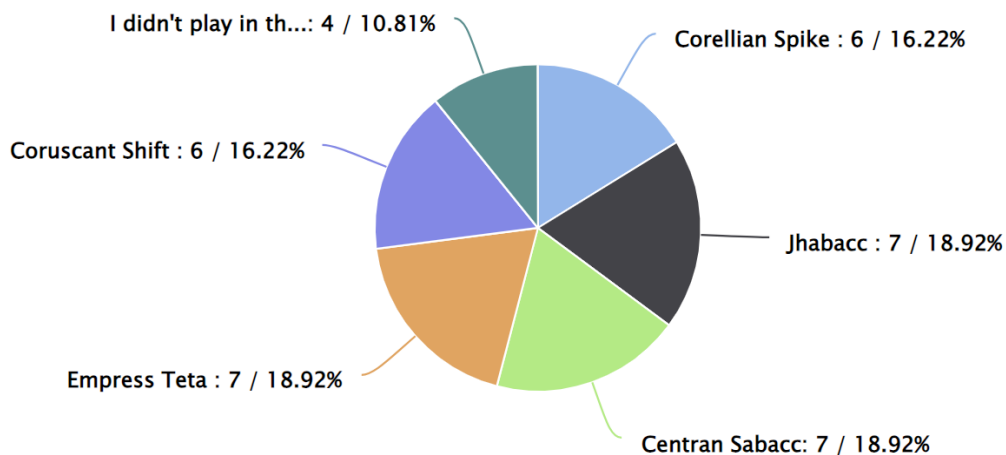
Responses to the survey

We had a total of 37 responses to the survey. 33 of the 40 players registered for Star Wars Squadrons: SABACC replied along with four respondents who did not play in the competition and **we had a good spread of responses across the five teams that took part and the experience level of pilots** (identified by the four 'suits' used in Sabacc: Flasks, Sabres, Staves and Coins).

Responses by player experience (Sabacc 'suit')



Responses by team

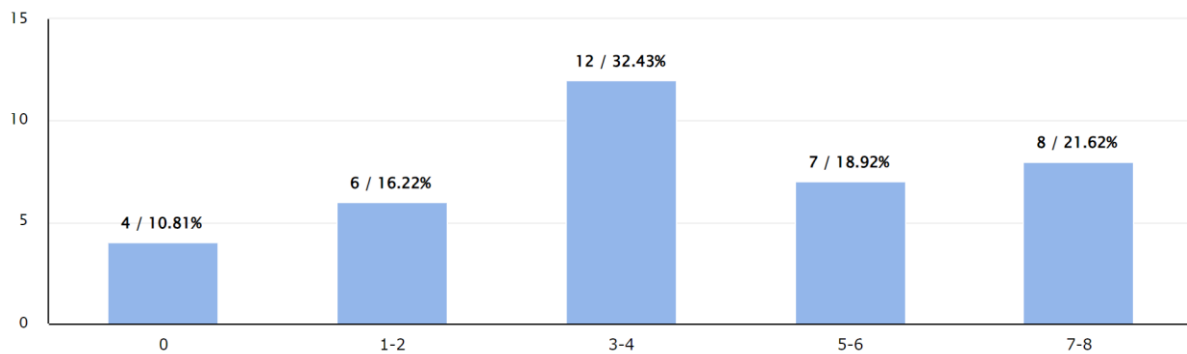


Time zones

Players were from countries in a **really wide range of time zones ranging from UTC +9 to UTC -9**. The most common time zone of the respondents was UTC +1 (CET) with 43% followed by UTC (GMT) with 22%.

Number of games played

Each team played 8 games (in 4, two-game series). 6 respondents played 1-2 games, 12 played 3-4 games, 7 played 5-6 games and 8 played 7-8 games, as shown in the chart below.



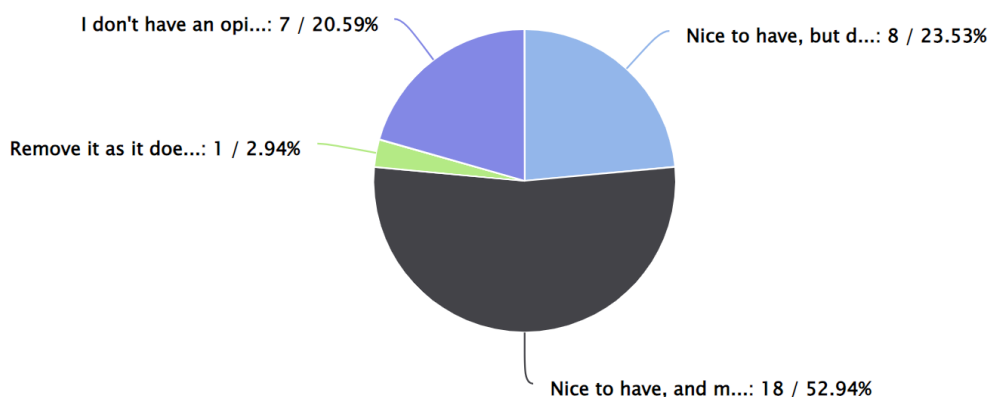
Views on the inaugural SABACC tournament

Inclusivity

There was an error in the survey design that meant that it was possible to accidentally provide a zero score when answering the question “To what extent do you feel your team was inclusive and encouraged participation from all players?”. Including the 13 zero scores the average response to this question was 59.5% but we believe that these answers can be discounted and including only non-zero responses, the average score for this question was 96% so **we believe that the tournament achieved its aim of being inclusive and welcoming**.

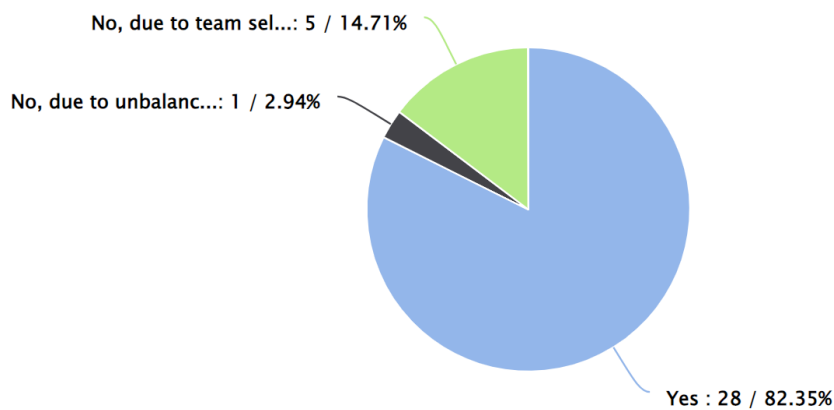
Team Coach role

We introduced a new concept of ‘Team Coach’ in SABACC where, if enough players were available and both teams were in favour, one player from each team could spectate a match and provide information on the opposition team, shot calling, and strategic advice to the players. This was well received: **the vast majority of respondents (77%) favoured the team coach role** with only 1 respondent (3%) feeling that it should be dropped.



Balance

Balance was really important to the organizers and close, competitive games are the most fun for all players, win or lose and that is what we were striving for. As shown in the pie chart below, the vast majority of respondents (82%) felt that matches were generally well balanced with 15% feeling that the games were generally not balanced due to team selection / limited availability of pilots on match day even though the team rosters were balanced, and one respondent (3%) feeling that the games were not balanced because team rosters were not balanced.



Modifiers

The Squadrons Championship League (SCL) modifiers were used for the SABACC tournament but with Coin category players exempt from component restrictions. The **vast majority of respondents (85%) were happy with the modifiers used** and the fact that Coins were exempt from component bans, as shown in the table below.

Answer Choice	Selections	% All Question Responses	% All Survey Responses
The modifiers felt good for the SABACC tournament	29	85.29%	78.38%
The modifiers felt good for the SABACC format but even Coins should be effected by component bans	1	2.94%	2.70%
I would like capital ship hulls to be stronger	3	8.82%	8.11%
I would like capital ship shields to be stronger	2	5.88%	5.41%
I would like capital ship hulls to be weaker			
I would like capital ship shields to be weaker			
I would like starfighter (player) ships to be stronger	2	5.88%	5.41%
I would like starfighter (player) ships to be weaker	1	2.94%	2.70%
Other	4	11.76%	10.81%

Use of substitutes

We allowed the use of substitutes, if required, for matches during the tournament. The **rules regarding substitutes were well received** with only one respondent (3%) felt substitutes should not be allowed. No one reported the subs rules as being a hassle.

The breakdown of responses is in the table overleaf.

Answer Choice	Selections ▼	% All Question Responses ▼	% All Survey Responses ▼
My team has not used subs as the format (narrow time window for scheduling) made use of subs unnecessary	24	70.59%	64.86%
My team has used subs and the sub rules worked fine	7	20.59%	18.92%
My team has used subs and the sub rules were a hassle			
I don't think subs should be allowed in the SABACC tournament	1	2.94%	2.70%
Other	2	5.88%	5.41%

Game scheduling

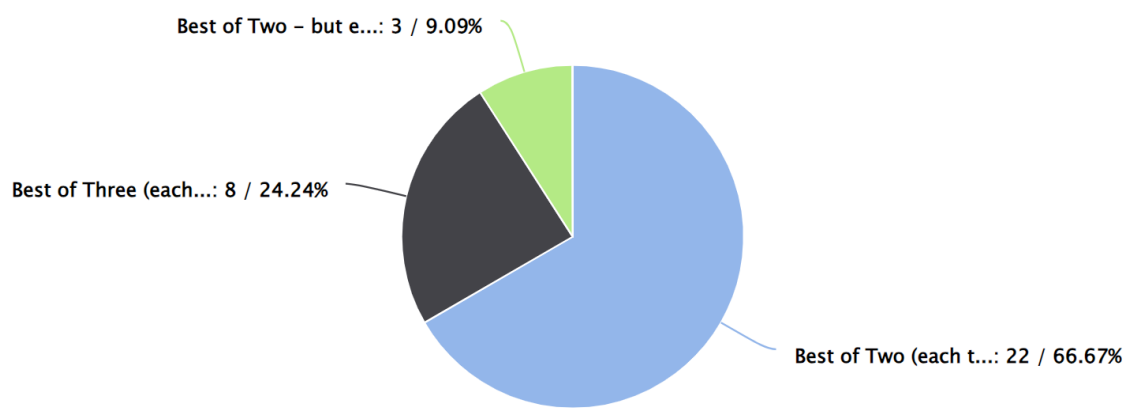
The tournament was aimed at players who would generally be available in a 7-9pm UTC availability window. As noted previously, we had players from very wide time zones (from UTC -9 to UTC +9!!!!). **53% of respondents felt this availability was fine**, 26% wanted it to be extended earlier and 15% extended later. There were also several comments from respondents who said they would have liked to have been more involved but were unable to do so due to match times.

2 of the 10 match-ups were played at weekends, 1 on a Tuesday (26 December so a national holiday in many countries), 3 on a Thursday, 4 on a Friday. This included three double-headers.

Possible future SABACC tournaments

Match format

There was **a consensus among respondents to retain a Best of Two format** where each team plays one game against each other team as each faction with 3 points awarded for a win and 1 point for a draw; this was the format used in the tournament. 66.6% of respondents favoured this format with 24% favouring a Best of Three series and 9% favouring a Best of Two but with each team playing each other twice on different dates, as displayed in the pie chart below.



Improving balance

How to improve balance was one of the most important questions we wanted to address in the survey because, as we have said before, it seems obvious that close, competitive games are the most fun for players of all levels of experience. Indeed, this was a strong motivation for running the competition in the first place.

There was no clear consensus from respondents as to which of the suggestions put forward should be implemented to improve balance. The most favoured suggestion was giving clearer guidance to Captains as shown in the table below (the figures in the table are the number of responses, % among question responses, and % among all responses).

	Excellent idea ▼	Good idea ▼	OK idea ▼	Bad idea ▼	No opinion ▼
Giving clearer guidance to Captains to be nice (covering both team selection and targeting newer players)	8, 24.24%, 21.62%	10, 30.30%, 27.03%	5, 15.15%, 13.51%		9, 27.27%, 24.32%
Mandating that each team must field equally experienced players (i.e. the same number of 'Flask' / 'Sabre' / 'Stave' / 'Coin') in the match (accepting that this might make scheduling more difficult)	5, 15.15%, 13.51%	7, 21.21%, 18.92%	9, 27.27%, 24.32%	10, 30.30%, 27.03%	2, 6.06%, 5.41%
Doing something different with team rosters	1, 3.03%, 2.70%	2, 6.06%, 5.41%	4, 12.12%, 10.81%	7, 21.21%, 18.92%	18, 54.55%, 48.65%
Buffing / nerfing starfighter (player) hull/shields based on the experience level of the players fielded in the actual match	2, 6.06%, 5.41%	4, 12.12%, 10.81%	6, 18.18%, 16.22%	19, 57.58%, 51.35%	1, 3.03%, 2.70%
Buffing / nerfing capital ship (Cruisers / Frigates / Flagship) hull/shields based on the experience level of the players fielded in the actual match	1, 3.03%, 2.70%	4, 12.12%, 10.81%	7, 21.21%, 18.92%	19, 57.58%, 51.35%	2, 6.06%, 5.41%
Increasing the league points awarded for a win if you beat a team of more experienced players	4, 12.12%, 10.81%	10, 30.30%, 27.03%	5, 15.15%, 13.51%	9, 27.27%, 24.32%	4, 12.12%, 10.81%
In the event of a tied match and/or in the event teams are tied in the League table, using the experience level of players fielded in the match(es) as a tie breaker	7, 21.21%, 18.92%	3, 9.09%, 8.11%	8, 24.24%, 21.62%	8, 24.24%, 21.62%	6, 18.18%, 16.22%

There were also suggestions in comments that component bans / mandates for higher tiered players should be explored.

Suggestions to encourage new players

We received some great suggestions for encouraging new players – thank you! These included ideas like:

- producing a sizzle reel of action from the tournament; promoting this and the competition generally on social media (reddit, YouTube, etc.)
- offering coaching for new players and generally providing a welcoming environment
- running an introductory (3v3?) competition with a non-playing veteran coach/captain for inexperienced players
- encouraging new players that are not on discord by using in-game chat

Should the Star Wars: SABACC tournament be run again?

The answer to this was a resounding yes! **All respondents felt that we should run the tournament again** – which is fantastic news and gives us confidence that we achieved most of the aims of the competition.

We also had a lot of comments praising the concept and the organization of the tournament – thank you so much; that means a lot to us.

There was some diversity as to when we should run SABACC again, but the SCL off-season was the most popular choice (45%) as shown in the table below.

Answer Choice	Selections ▼	% All Question Responses ▼	% All Survey Responses ▼
Never, call it a day and don't it again			
Run it occasionally again (perhaps at Christmas each year)	6	18.18%	16.22%
Run it in the SCL off-season	15	45.45%	40.54%
Run it in 3PO off-season	1	3.03%	2.70%
Run it when the 3PO and SCL off-seasons coincide	8	24.24%	21.62%
Other	3	9.09%	8.11%

Should we run instances of the SABACC tournament in Europe and the Americas?

There was **no clear consensus on whether to run American and European versions of the tournament**: 36% (12 respondents) said no, 33% (11 respondents) though yes (but are split on how). Clearly there was a concern among respondents that there aren't enough players to make this viable.

Was SABACC enjoyable?

97% of respondents said they either really enjoyed the tournament (45%) or it was amazing ("Totes Amazeballs") (52%). Just one respondent (3%) felt the competition was OK.

Would pilots register again?

55% of respondents said that they would definitely play in the tournament again, 42% said they would probably compete in SABACC again and only one respondent (3%) was a maybe.

Thanks for making the inaugural Star Wars: SABACC tournament such a success!

Given the very positive feedback, we are pleased to say that **Star Wars Squadrons: SABACC will return**.

It is obvious that a huge part of the success of the tournament was due to how the team captains embraced the concept of the tournament so our thanks again to **Darkblade** (Corellian Spike); **GrafLukas** (Jhabacc); **J.Silence** (Centran Sabacc); **Schneeflockchen** (Empress Teta), and; **Trevorevenge** (Coruscant Shift).

Thanks also to all of the veteran players who were so welcoming to newer players and so willing to share their knowledge and experience regarding the game and to **DecoyTango**, **Loumeun**, **Aalya Insecura**, and **GrafLukas** for making it possible to cast all of the matches (now all available on YouTube!)

Finally thanks to all of the newer players who were willing to dip their toes in to competitive Squadrons for the first time. We believe it's a major success of Star Wars Squadrons: SABACC tournament that pilots who flew in the competition have joined teams in the SCL and 3PO leagues – a new 3PO team – Coin Squadron – has even be formed and we could not be more proud!

May the Force be with you. Or alternatively, crush the Rebel scum!