



QBVT 2022/23 Season Review



Overview

At the completion of the 2012/13 QBVT season, VQ Events Coordinator, Damien Searle, was tasked with reviewing the season at the request of the VQ Board, following mixed feedback from QBVT participants. The results of the review led to significant changes in the Tour structure.

This same survey has been completed at the end of each subsequent season, including the 2022/23 season. This report looks at the various elements of the Tour and makes comments for consideration.

QBVT Dates

- 2012/13: 9 tournaments across 4 geographic areas, 1 promoter
- 2013/14: 12 tournaments across 6 geographic areas, 7 promoters
- 2014/15: 14 tournaments across 8 geographic areas, 9 promoters
- 2015/16: 15 tournaments (14 QBVT, 1 Special) across 8 geographic areas, 9 promoters
- 2016/17: 12 tournaments (+QJBVC) across 6 geographic areas, 6 promoters
- 2017/18: 12 tournaments (+QJBVC & Mixed Pairs) across 6 geographic areas, 7 promoters
- 2018/19: 12 tournaments (+QJBVC & Qld 4-a-side) across 6 geographic areas, 7 promoters
- 2019/20: 10 tournaments (+ Qld Masters) across 5 geographic areas, 5 promoters
- 2020/21: 11 tournaments (+ Qld Masters) across 4 geographic areas, 5 promoters
- 2021/22: 11 tournaments (+ Coolangatta cancelled) across 7 geographic areas, 7 promoters
- 2022/23: 14 tournaments across 5 geographic areas, 5 promoters

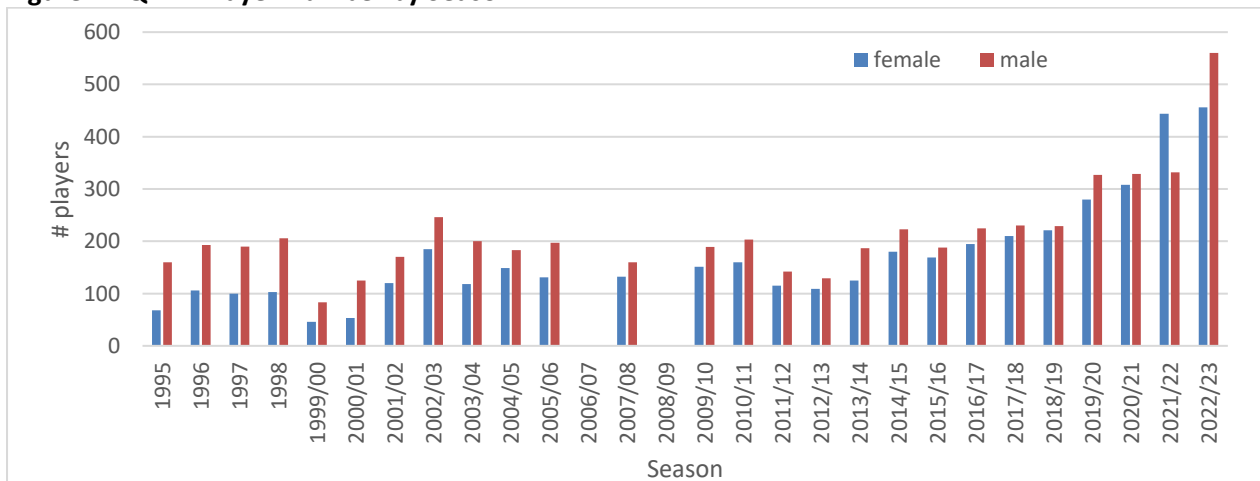
The dates of each tournament and the number of entries are shown in figure #2 (following page).

Participation Numbers

| | 2013/ 14 | 2014 /15 | 2015/ 16 | 2016/ 17 | 2017/ 18 | 2018/ 19 | 2019/ 20 | 2020/ 21 | 2021/ 22 | 2022/ 23 |
|----------------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|-------------|
| # Tournament entries | 438 | 497 | 557 | 571 | 569 | 649 | 796 | 902 | 1663 | 1417 |
| # Individual players | 312 | 403 | 357 | 417 | 418 | 450 | 607 | 647 | 776 | 1016 |

These participation numbers are compared to known previous seasons in figure #1, below.

Figure 1 - QBVT Player Number by Season



Figure#2

QBVT 2022/23 Tournaments and Entries

| Round | Yr | Date | Location | PM | CM | AM | EM | PW | CW | AW | U17B | U17G | U15B | U15G | tot. |
|-------|------|--------------|-----------|------------|------------|-----------|-----------|------------|------------|-----------|------------|------------|-----------|-----------|-------------|
| 1 | 2022 | 24-Sep | Surfers | 16 | 21 | | | 16 | 21 | | | | | | 74 |
| 2 | | 8-9 Oct | Sandstorm | 16 | 26 | | | 16 | 34 | | 15 | 15 | 7 | 5 | 134 |
| 3 | | 15-Oct | Redcliffe | 16 | 16 | 11 | | 16 | 16 | | 12 | 12 | 5 | 2 | 106 |
| 4 | | 29-30 Oct | Cairns | 12 | 13 | | | 7 | | | 3 | 4 | | | 39 |
| 5 | | 5-Nov | Cooly | 16 | 16 | 12 | 7 | 16 | 16 | 16 | 16 | 13 | 6 | 6 | 140 |
| 6 | | 26-27 Nov | Sandstorm | 16 | 16 | 16 | 12 | 16 | 12 | 7 | 18 | 21 | 9 | 11 | 154 |
| 7 | | 10-11 Dec | Surfers | 12 | 16 | | | 12 | 15 | | 5 | | | | 60 |
| 8 | | 17-18 Dec | QLD OPEN | 69 | | | | 54 | | | 13 | 13 | 13 | 12 | 174 |
| 9 | 2023 | 14-15 Jan | Surfers | 16 | 24 | 16 | | 16 | 16 | 8 | 8 | 10 | 18 | 11 | 143 |
| 10 | | 28-29 Jan | Cooly | 16 | 16 | 9 | | 16 | 12 | 9 | 5 | 8 | 8 | 4 | 103 |
| 11 | | 11-12 Feb | Bundy | 16 | 14 | | | 8 | 10 | | | | | | 48 |
| 12 | | 25-26 Feb | Sandstorm | 16 | 16 | 15 | | 16 | 16 | 9 | 10 | 16 | 9 | 11 | 134 |
| 13 | | 4-5 Mar | GKI | 16 | 10 | | | 4 | 5 | | | | | | 35 |
| 14 | | 18-19 Mar | Kurrawa | 15 | 8 | | | 14 | 13 | | 8 | 8 | 3 | 4 | 73 |
| | | | | 268 | 212 | 79 | 19 | 227 | 186 | 49 | 113 | 120 | 78 | 66 | 1417 |

Player Demographics

Male – 560 Players (55%)

Female – 456 players (45%)

| | Snr | U17 | U15 |
|--------------|------------|------------|------------|
| Male | 435 | 78 | 47 |
| Female | 320 | 84 | 52 |
| Total | 755 | 162 | 99 |

*noting some juniors also played in seniors

Player Feedback

Player's views on the Tour were sought after in order to gather a picture of the 'customers view'. This was achieved via an email to all players from VQ asking them to complete the Player Survey on-line (via Jot Form).

The Questionnaire

The questionnaire was comprised of two sections

- a) 10 closed questions (the same questions have been used since 2012/13) - where responses were provided as one of 5 options, 'strongly disagree' to 'strongly agree'.
New in 2023 – respondents were given the opportunity to provide specific comments following each closed question.
- b) 3 open questions – where respondents were free to answer as they chose.
- c) **New in 2023** – a new question was added about the QBVT Championships

Responses

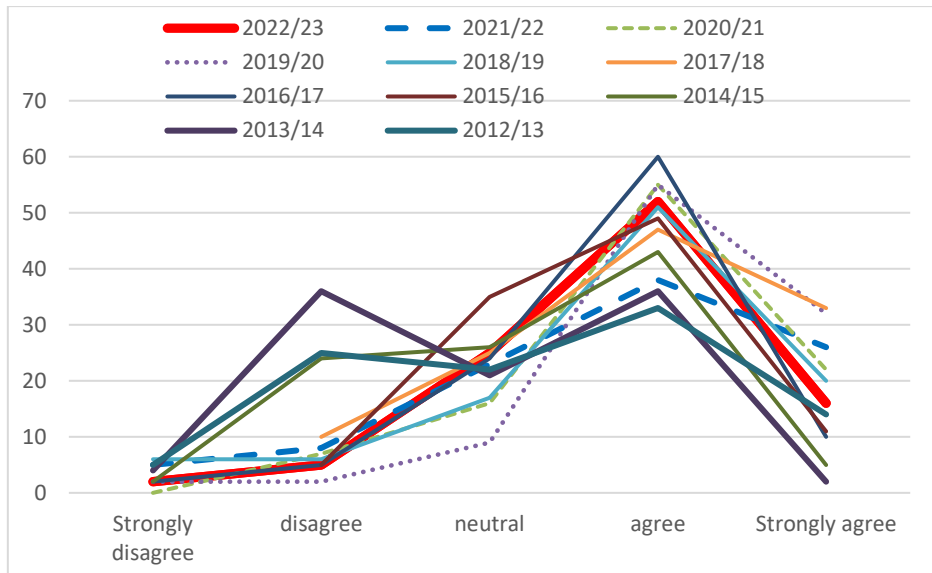
In 2022/23, 56 responses were submitted on-line via Jotform.

Although this response rate is an increase of 44% from the previous survey, it still only represents 7% of the season's players. Previous seasons have achieved 7%-20% response rate.

Analysis of Player Feedback

The following graphs compare the feedback gathered at the end of this season (2020/21) with that from the previous seasons.

Q1. Information on tournaments was easily accessible and timely



Analysis:

Responses continue to be very positive.

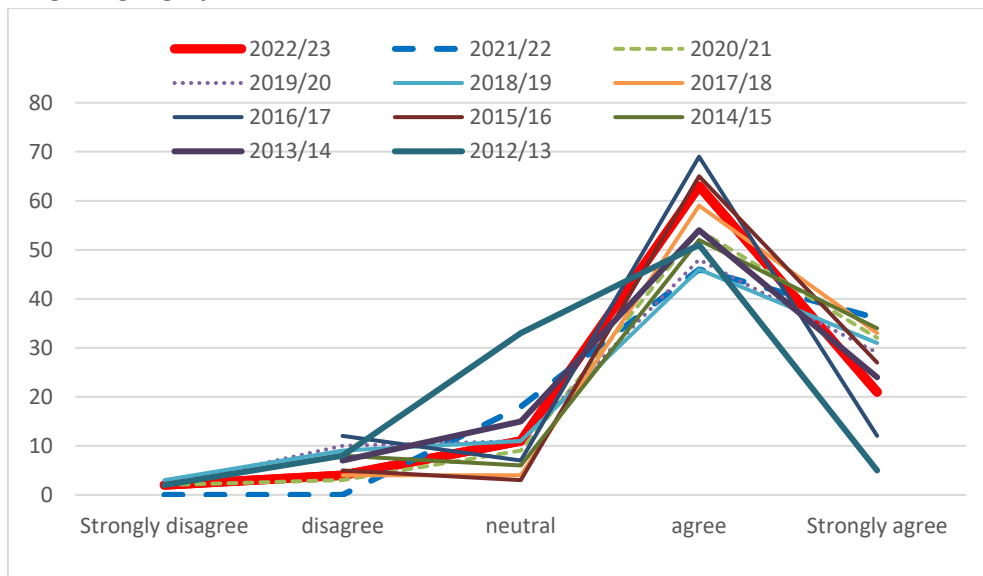
Player Feedback

- Would like draw out earlier (x3)
- having the facebook events come out one week out (even less sometimes) seems quite short,
- It would be better to have the title of the events on Facebook to all have the same precursor of "QBVT" so that they are easier to find.
- It's hard to find tournament specific details because it's different people running it. Why not add that information or link to information on QBVT page where you also find nomination link.

Recommendation:

- Seek standardised Facebook event information
- Ensure event information is publish prior to nominations opening

Q2. QBVT offered a good geographic distribution of tournaments



Analysis:

Responses continue to be very positive.

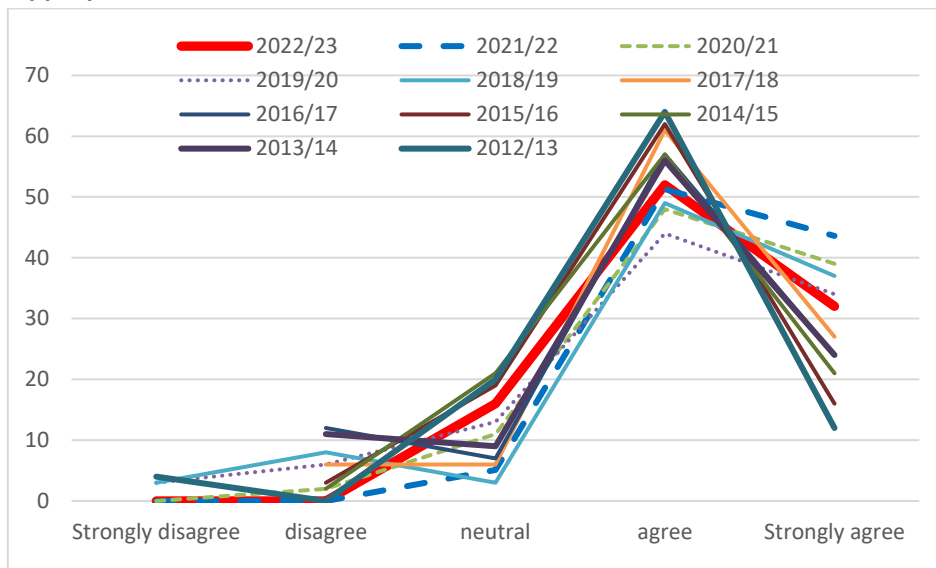
Player Feedback

- Best distribution I've experienced to date. Well done, and i will work hard to travel to remote events in the future.
- More in NQ & CQ events please (x5)
- More on Sunny Coast please (x3)
- If the schedule was released much earlier, it would be possible to get to more rural
- It was great going to Cairns and Bundaberg, definitely think those were the best events and fun places to go.
- Seems very heavily lower qld based
- Too many hosted by sandstorm, both events ended up getting to bed around 1am after because there aren't enough courts.

Recommendation:

- Reintroduce events in North & Central Qld, adding new venues if appropriate

Q3. There were an appropriate number of tournaments



Analysis:

Shift from Agree to Neutral.

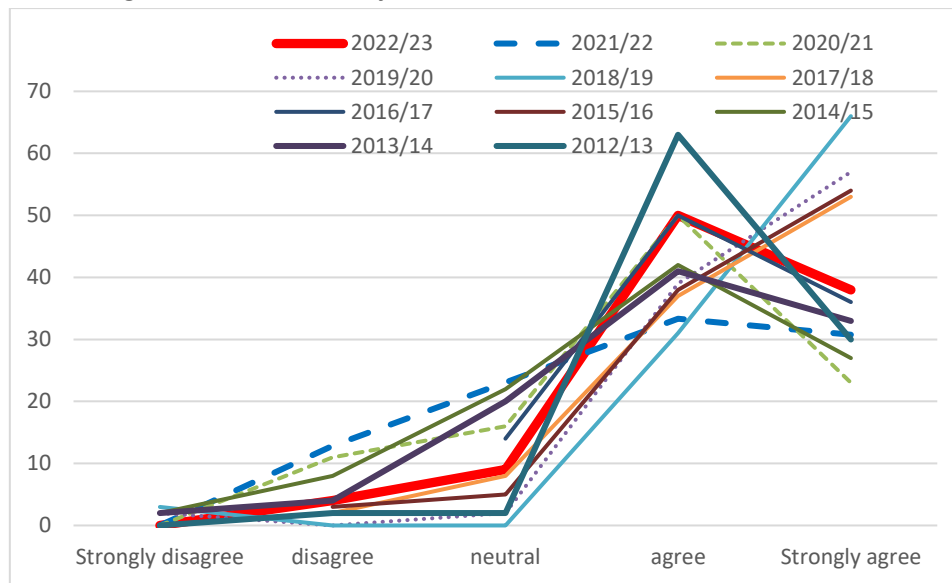
Player Feedback:

- 14 is too many (x2)
- Wouldn't mind a few more
- I really enjoy playing as much as I can, especially the opportunity to play against good competitive people. However, think 14 rounds is too excessive and think quality of delivery is affected. Especially when most other states I dont have as many rounds. There are clashes with other states and aus tour rounds with so many available.
- Like there being lots of tournaments gone best opportunity to practice and get points
- Term 1 school volleyball interferes with beach tour. A lot of us cannot play after January due to AIC and GPS commitments
- Would be great to have a variety of comps all year round not just seasonal and consider that some players are just beach and won't go on to play schools or indoor and want an all year round product offering. Can be different offerings winter and summer and winter would be a great time to trial new ways and formats

Recommendation:

- Aim to keep current number of tournaments whilst maintain quality and even spread of tournament through the summer

Q4. The process for entering tournaments is easy and accessible



Analysis:

Strong shift to Agree and Strongly Agree

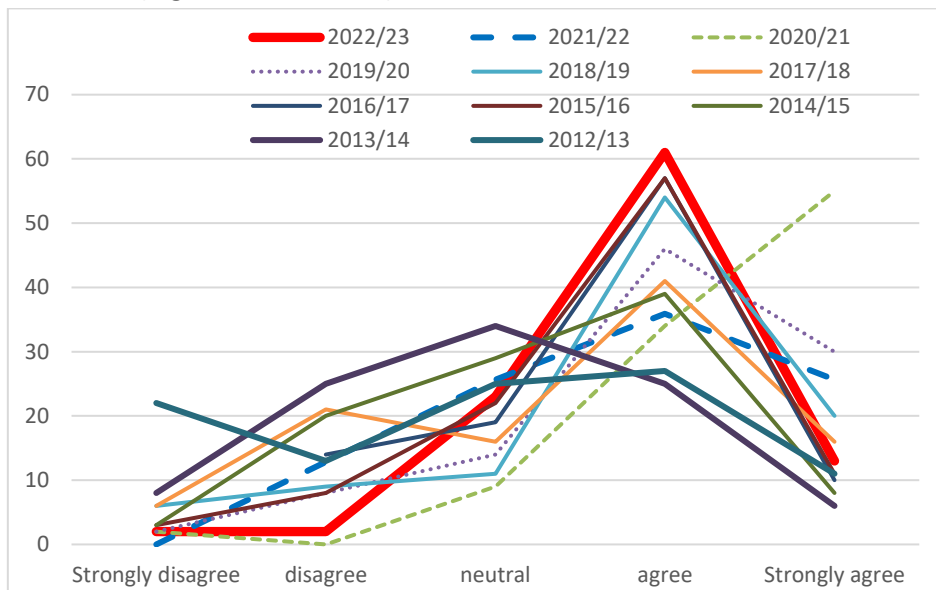
Player Feedback:

- Grateful that you went back to the old style of nominating (x2)
- It would be nice to have a VQ account that you log in to that remembers your details. (x4)
- Would be great if you could individually register and pay separately.
- Would like to just enter for the whole season and then update by exception. Happy to pay upfront with a discount and forfeit dollars if we don't play

Recommendation:

- Continue with current system until such time as system that links to VQ database can be established.

Q5. Changes to tournaments (e.g. location, draws) were well communicated



Analysis:

Very positive responses

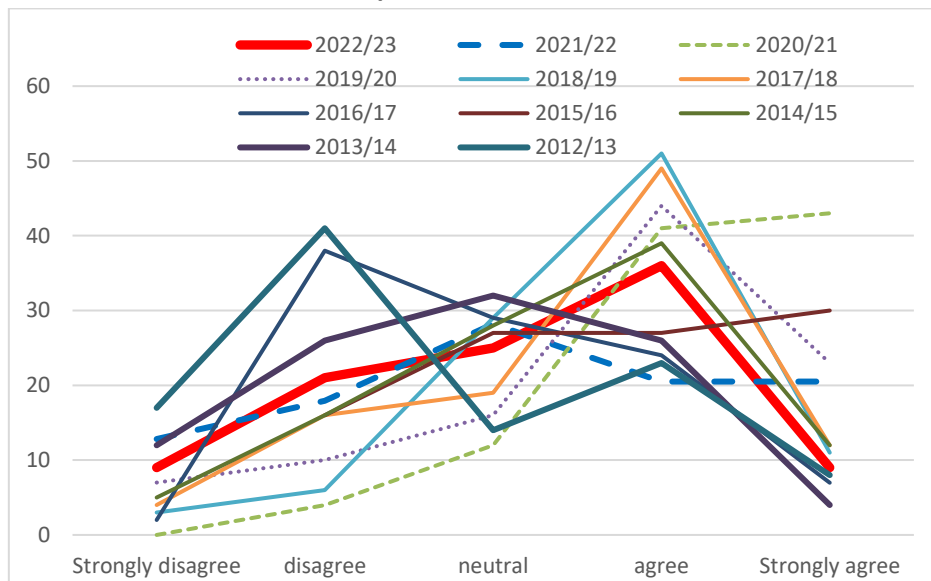
Player Feedback:

- Communications were late and inconsiderate of interstate players
- Entries need to close earlier and everything published by the Monday before the event. In the draw and everything out one week prior - no changes. If players then pull out etc the game is a forfeit and the draw remains as published
- I've come to learn that draws will change up until the day of, I think that's just how volleyball is. The promoters do a great job communicating this and locations are well communicated. Though think for new players, they could be thrown off by the lateness of draws and seeds being released.
- Thank you for figuring out the alternative for the mooloolaba open instead of cancelling it. That must have been hard!
- VQ should provide a centralised draw system that all promoters are provided access to so there is a single system and location for accessing draw/seeding info. There is too much variance between promoters using their own platforms/websites/pages that could be solved using a central system (which would also provide an opportunity for further sponsorship partners)

Recommendation:

- Balance needs to be considered between releasing draws early (noting traditionally draws were only released on the day of competition) and if teams withdraw late (which has the flow on impact on reduced match numbers).

Q6. I am aware of the mechanism for athletes to provide QBVT feedback



Analysis

Shift from Strongly Agree to Agree

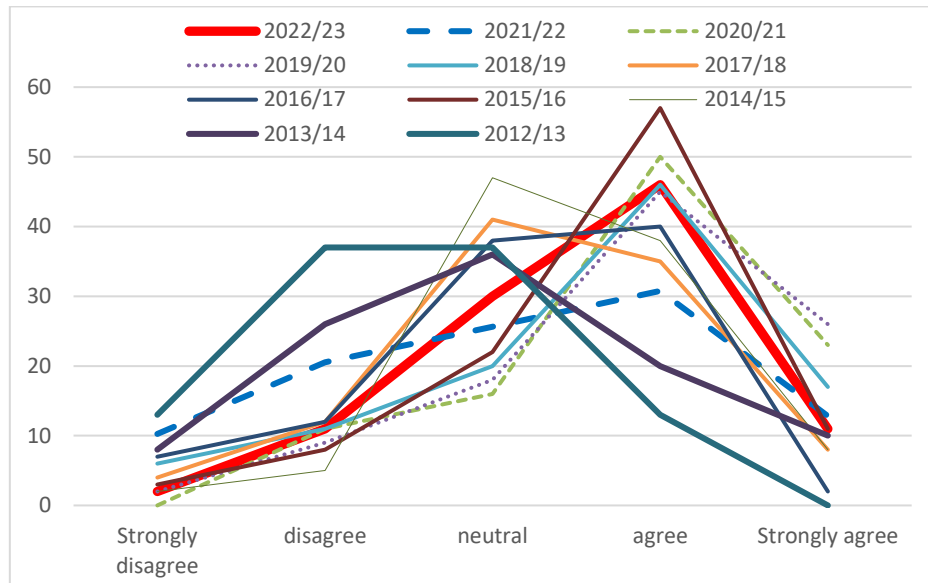
Player Feedback:

- I really think we need to bring back player representatives for every tournament and each division. These players' reps should be the channel through which feedback is given to promoters and VQ after a tournament.
- feedback should definitely be included after each tournament. Iterative and specific feedback would allow the promoters to be more responsive than waiting a whole season.

Recommendation:

- Consider re-introduction of Player Representatives
- Consider option for on-line post-event feedback

Q7. QBVT provides athletes value for money



Analysis:

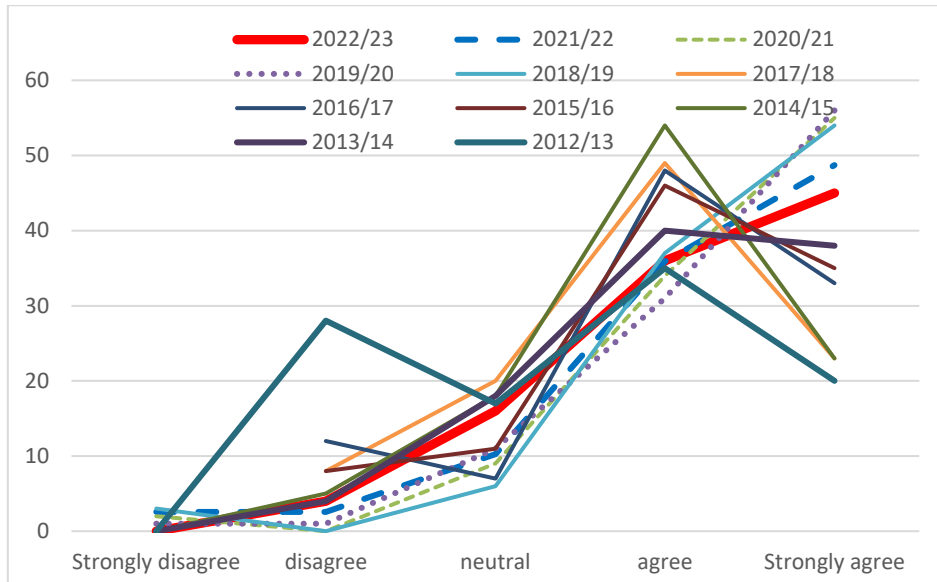
Player Survey Feedback:

- I believe that the pricing for the tournaments generally provides good value for money (x2)
- Would be good to have more prize money and prizes (x2)
- I think that there should be play-offs for more positions (x2)
- It would be really nice to bring in some more playing tops associated with the tour.
- QLD open is not a good value, we pay to play juniors for the first 4 games...
- Needed incentives to get SEQ athletes out of SEQ. Equally, if NQ and FNQ athletes

Recommendation:

- 1) Continue policy of providing numerous games per team
- 2) Continue to advertise draw format in advance so expectations are set

Q8. Male and female players are treated equally



Analysis:

Slight decrease in Strongly Agree

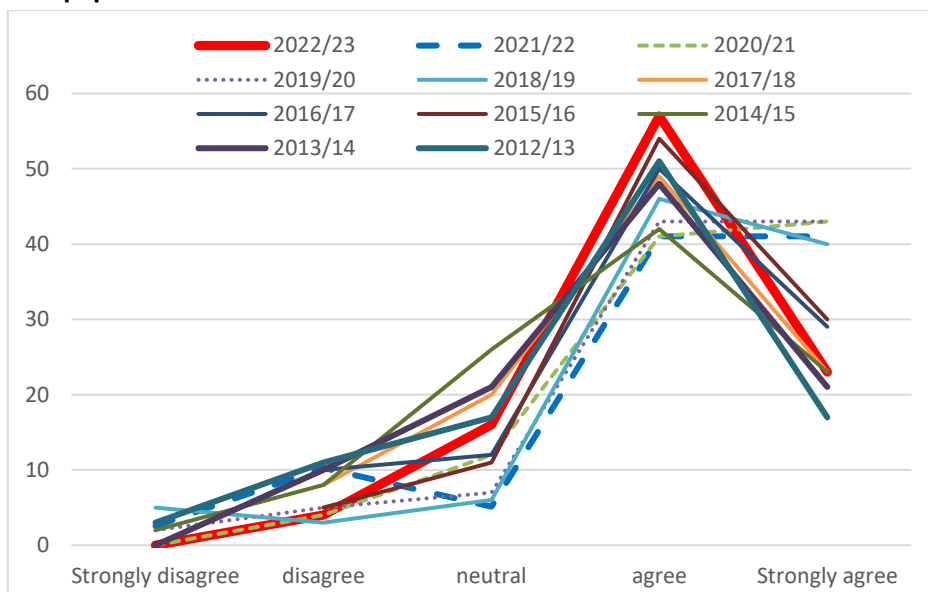
Player Feedback:

- I think this year has been the best so far for equity. It's been great to see female teams playing on court 1 sometimes and also men on court 1 etc - well done on this one!
- I'm not aware of any instances of inequity (x2)

Recommendation:

- Equality levels to be maintained

Q9. The facilities and equipment at the tournaments were suitable for a State-level event



Analysis:

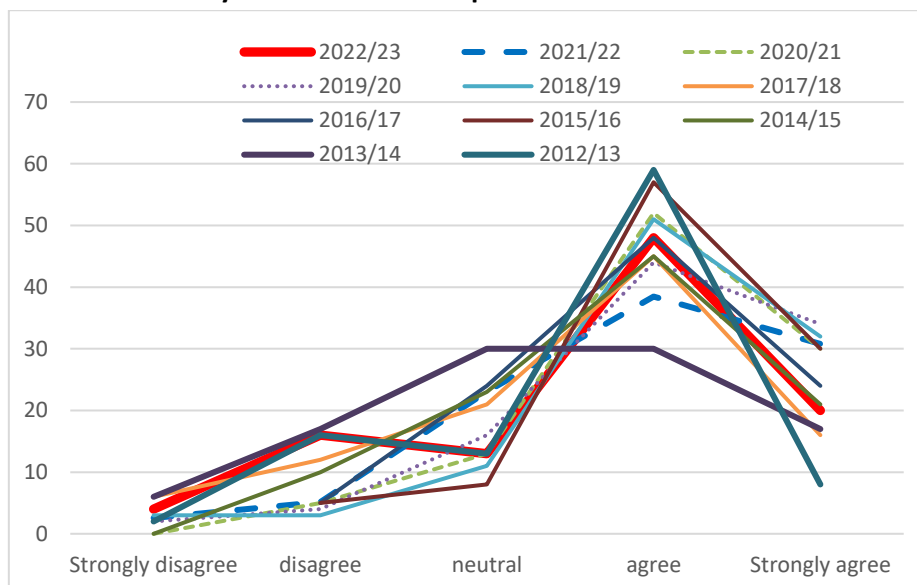
Player Feedback:

- More shade would be appreciated (x2)
- net heights did drop across courts.
- I think the foresight to move Qld open away from Mooloolaba was excellent, much better than repeating history. This meant that the court quality was much higher.
- Most of the events only had a physio and no first aid (x2)
- Would love to see the scoring peg board things with pegs that aren't broken etc.

Recommendation:

- Continue to ensure Promoter Handbook requirements are met

Q10. Each tournament draw was easy to follow and transparent



Analysis

Shift from Strongly Agree to Agree

Player Feedback:

- Only online draws and no printout also difficult for me to read on the sand in a small device. Prefer a laminated sheet at the main tent with items being crossed off.
- It would be really nice to have all draws and results online rather than just paper format.
- Draws could be released earlier but completely understand that changes happen even up until a couple of days before (injuries, illness, athletes pulling out).
- Draws got easier to understand and read as the season progressed.
- A standardized 30 minute break for all teams would solve this issue.
- Independently, each organiser has a good tournament results system but might be beneficial to standardize it (x3)
- Needs to all be in one place and published a lot earlier
- Sometimes draw was a bit confusing especially when tournament staff struggled to keep track of it. Unified draw system and easy to read online scoring and draw would be helpful.
- Structure draws better so that players are not playing at 1am.

Recommendation:

- Keep standardised presentation of draws
- Ensure minimum of 3 games per team is maintained

Additional Questions (Open Ended)

Q1. What did you like best about the tournaments you did play?

The following responses received multiple mentions:

- Tournaments were well organised with good set-up (x 18)
- Atmosphere/community (x 15)
- Good level of competition/play (x 11)
- Great locations (x 8)
- Good competition (x 8)
- Sportsmanship (x 5)

Q2. What were the reasons for you choosing NOT to play certain tournaments?

The following responses received multiple mentions:

- Distance to travel; time and cost (x 24)
- Location/don't like that venue (x 14)
- Work/ other commitments (x 11)
- Clash with other events (x 9)
- Injury (x 3)
- Didn't know about the event (x 1)

Q3. Do you have any ideas which would improve the QBVT next year or further comments?

- 2 day events preferred.
- More 1 day events (x2)
- It would be nice to have a consistent Facebook Live feed of some of the tournaments set up for all tournaments especially for finals.
- need to find an easy way to work out what sort of points each person would be on to work out ratings etc.
- Better access to current rankings
- As most Brisbane athletes don't travel to Cairns, Great Keppel or Elliot Heads, the tournaments in SE Queensland could be closer together. If you don't do them there are big stretches of time until you can do another one.
- allow sufficient breaks between games.
- have more courts (at some events) so teams don't have so much waiting time. possibly stack game times, have some teams play mornings others afternoons. move games to other courts if they finish playing early and other courts run behind.
- Have a referee supervisor available, walking between games ensuring that reffing is being completed to an acceptable standard.
- Better prize packs so it's value for money and you actually feel like your playing for something.
- More shade provided and facilities for water/hydration.
- More games available to play (play-offs rather than single elimination).
- by putting music around the venues
- Centralised draw system
- Promote the events with photos
- have a few play lists :) Most tournaments replay one playlist 4-5 times over the weekend!!!
- unification: same way of displaying the draw, same score sheets accross all tourneys
- announce the tour dates earlier
- I believe a mixed round could be good

- I really liked the mix of volleyball locations offered this year and it would be great if they remained similar next season.
- I think the format of the Qld Open is severely outdated. I understand the drive to make it a truly open competition but the number of games to play with the current draw size actually make it less attractive for interstate players to come play. I think it should be capped at 32 teams and have plenty of wildcards available for Indoor players with low points or international teams."
- Maintain the 16 team divs, that was a good change.
- More rounds not in the south east
- More brisbane located tournaments
- More NQ comps.
- More played tournaments on open beaches
- Less rounds, 10 instead of 14.
- Sandstorm prem to not start at 430pm as we actually started at 630 and people playing games until 1am. This is counter productive to playing high quality games, personally.
- Where there's limited courts limit teams, will improve the quality and make it more competitive to get into.
- More shade
- Still believe there should be at least some financial incentive to do well (ie. prizemoney) Even if it is just a small prize pool eg. \$600 - \$200 for winners, \$100 for runners-up. That kind of money is covered by 6 or 7 teams entering and we are talking about competitions with over 200 entrants
- Suggest not having back to back events.
- Well done making the change to Caloundra for Qld Open. Never got a chance to say how well this was done, even though the weather was tough. Thanks!
- I love Mooloolaba. Hopefully we can return there, as it is my favorite event usually."
- Is it possible to buy some timers for each court and when the duty team finishes they press the timer for the next team to warm up. This will keep teams honest and moving forward. 5 mins here and there over an entire day adds up.
- Continue communicating the importance of start times so we don't fall so far behind.
- Force players to dally less, pretty much everyone is really slow onto court and then takes ages for warm up then has to wait ages for the ref to finish their game and so on. Really force them to speed up so we can keep the 21 21 15 games, don't want to play to time or 18s.
- Knowing there are consequences for teams if they do not respect duty teams. E.g. give duty teams some confidence to card teams if they do not start within the allocated time or speak disrespectfully. Actually implement the consequences of going over time rather than the threat and it not being followed through.

Q4. This year's QBVT Championships were undersubscribed. Do you have any ideas that have more players enter?

- Tour finals/Qld champs to be limited to top 8 teams in Qld (x2)
- Sufficient prize pool to make the season competitive for a final championship (x5)
- Allow for different divisions so people with less experience feel confident in entering.
- Calendar being released quite late - understanding that there a quite a lot of factors surrounding the release of the dates - but is there a way to lock the first half in?
- A lot of Year 12 athletes couldn't compete as the Championships were the weekend before exam week.. (x4)
- Clearer entry requirements advertised in advance. (x3)
- More needs to be done to promote the prestige of the event. (x7)
- Conflicts with school commitments
- Continue to grow the game outside SEQ.
- Have a lucky pool ticket to play against Schumann and ? . MF and TC, whoever. It may be worth playing in the tournament to have the 'raffled' chance to get a game against champions. They know they aren't going to win, but to play against and at the same time be coached by players giving back to the sport/ state 🙏."
- Don't have it 1 week apart from the ABVT champs. (x8)
- Finish before indoor clubs start or make indoor clubs start later
- Believe the finals open format should be applied like other seasons,
- Reducing the number of teams per division always makes it intense.
- I would bring this forward to February, and potentially start the season earlier.
- Live streaming and commentating the games!
- Maybe doing 2 divisions in prem?
- I participated in this event and have no complaints.
- there was both indoor and a big rebound beach volleyball comp on the same weekend which I know took away some players who would've otherwise played.
- there were a bunch of people playing in New Zealand (x2)
- to be at Sandstorm :)

Additional Feedback

The following comments from the players were either reoccurring or are noteworthy and not covered above:

More referee supervision is required for each grade especially when events spread the beach. They should be easily identified (vests) and servicing 4-6 courts max. Helping those learning and being available to maintain good order and not have teams bully others by "self reffing". The refs should also ensure games start and end in time for each court with the end duty team setting a digital timer but the ref supervisor ensuring teams start when the buzzer goes off