

WFDF Elections (2020-2021 term) **Candidate**

Statement Wolfgang Maehr



Ultimate is going through a critical time. Since a few years we see significant growth around the globe, the efforts to become Olympic and the start of (semi-) professional leagues. I think we are at a point that will make or break our sport as rewards are increasing; so far winning was for the honour but for some, winning has already significant impacts in their lives. While I believe that the sense for SotG is relatively strong in our current generations of players, and even in the ones growing up now, I am strongly concerned that success in Ultimate is not tied strongly enough to high SotG. As we are setting the tone for the decades to come in this critical time of commercialisation, I want to work towards placing SotG at the core of Ultimate success. For this, I would like to work towards:

1. Increasing the profile of SotG. The view on SotG varies across the world from unnecessary to critical. Increasing the profile and meaning of SotG at events from local to global should result in a better positioning for the future of the sport.
2. Re-visit how spirit scoring is done with an eye on events at all levels from local youth leagues to worlds, but also semi-pro, World Games and possible Olympic formats. Internally, we have already outlined a larger roadmap to addressing this challenge holistically and by including communities, players and organisations in the process of defining how to make this sustainable and reliable (so that SotG honour is provenly earned).
3. Work with national bodies to increase the level of SotG on all levels.
4. Work with high profile athletes and organisations (as they are the role models of the next generation) to further SotG as an attitude.

After running for the last election, I did join the SotG committee under Travis and have since been working on a number of aspects from defining our mandate, to updating scoring system, doing statistical analysis on the WFDF-endorsed tournament spirit scores and most importantly, outlining a solid system design roadmap to be ready for a possible future commercialisation of the sport.

I've also been involved in Singapore's beach Ultimate scene and previously I've been involved in the Indian Ultimate community for more than 7 years working mostly on the systems and administration side of things, as I had found those to be where I could contribute most. I have played Ultimate for the last 15 years in Europe (Sweden, Norway) and in Asia (India, Singapore) participating in a number of tournaments at all levels across Europe and especially Southeast Asia. The highest level of play exposed were WCBU 2015 (India Masters), WCBU 2017 (Singapore Masters), WMUCC 2018 (OUCH, Singapore) and AOBUC 2019 (Singapore Mixed) and I'm proud to say that all these teams ranked high on SotG (with or without me as Spirit Captain) and while playing at a comparatively competitive level. Carrying forward the work of the committee and future-proofing our sport and SotG would be an immense honour and a great opportunity to allow the next generations of Ultimate players to enjoy the sport we all love.