

NRG Milwaukee: **Post-Conference Report**

Promotion and Communication Strategy

To drive awareness and encourage attendance among active and prospective judges, outreach was conducted across multiple digital channels targeting both regional and broader community networks:

- **Discord Channels:** Multi-server broadcast across several dedicated Judge Discord communities, including the NRG Series Server, the Great Lakes Server, the Judge Foundry Server, and The Parliament Server.

Program Agenda and Content

The conference structure balanced analytical policy work with hands-on gameplay to maximize engagement:

1. **“How to Take a Judge Call’ Presentation” by Mark Mason:** A collaborative session identifying and analyzing Mark’s “10 perfect steps” to a perfect judge call; participants were encouraged to design their own 10 steps.
2. **Boat Cube Draft, Pauper Games, and Dandan:** A concluding gameplay session providing practical context for limited-format rules enforcement, card interactions, and community engagement.

Participant Engagement and Methodology

The event emphasized active learning and direct peer collaboration rather than passive lectures:

- **Interactive Case Analysis:** Attendees actively worked through complex scenario breakdowns during the GRV Workshop.
- **Applied Gameplay:** The evening tournament format allowed participants to engage directly as players while discussing live operational questions in real time.

Key Achievements and Successes

- **Pre-Event Communication:** Since NRG was on the precipice of hosting the world's largest Riftbound Showdown Series event, having some casual, yes constructive, conversations about Riftbound was extremely helpful.
- **Mentorship:** Three judges throughout the weekend tested for their L1 Certification through Judge Foundry, and they all passed! Even though this testing did not occur during the conference itself, I was able to have conversations/get folks connected to mentors to encourage testing later on in the weekend.
- **Community Building:** A handful of folks came together in a common space to learn, play games of MTG, and talk with each other about events/goals; many folks dismiss these opportunities, but I am glad I was able to provide this space for about 15 people.

Areas for Improvement and Recommendations

- **Formal Judge Education Reflection:** The more I organize, run, and engage in judge conferences, the more I realize it is very difficult to facilitate conversations about rules/policy, especially when a conference is being run later in the day; the biggest constraint here is time. If a conference starts at 5, it is difficult to squeeze in food, education, and fun. However, going forward, I am thinking about switching the focus of my conferences to certification and the certification process. The more I interact with folks, the more I realize that the general JF body does not really know how to certify judges, be it any level.











