
Subject: Tournament Feedback

Posted by [TD](#) on Sat, 19 Dec 2009 22:22:59 GMT

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This was our (TD & Mr.mom) very first attempt on creating a tournament like this for a pretty much "less active" game than the average recent games out there and we knew it was not going to be easy to get a lot of games actually going. We decided to try it anyway early 2009. We came up with a plan to contact several communities and inform them about an upcoming intercommunity tournament and gave them brief details about it to see if they were interested.

It soon turned out that almost all of them actually were interested and wanted to participate. This was a positive thing for us, since we really wanted to give this a try. Something new for Renegade. We started making up the basic rules and stuff and thought of a new playing system: the building points (BP). Now we never tried this before in any other match, so basically it was tested out by YOU guys in the RGCT itself. Apparently it didn't affect most of the games, but there were at least two matches in which the winner got determined by most BP. So mid 2009 we got the communities ready and arranged other stuff like renegade servers for the the tournament.

We felt like we were ready to tell the public! A few more communities got interested and joined the party and we had 11 teams ready to rumble. Finally, the moment we've been waiting for CAME and the tournament started. The first round was by the way very nice, most, if not, all games got played. We saw our idea of early 2009 happening and it turned out to be an interesting tournament. Sure there were some times where some matches didn't get played and we had to extend deadlines and other stuff. Then there were RL stuff going on that could have affected the RGCT, but both Mr.Mom and I tried our best to complete what we started.

Now I would like to ask you guys for some "SERIOUS" feedback on our job as tournament organizers of the RGCT. What did we do GOOD, and what could have been done better. Should there be another RGCT-alike tournament soon, the other organizers will hopefully find these feedback useful, but especially Mr.Mom and I.

Again, I'd like to ask you guys to stay serious here. Thank you all, everyone who participated and helped us getting this tournament done.

Subject: Re: Tournament Feedback

Posted by [luv2pb](#) on Sun, 20 Dec 2009 00:09:47 GMT

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Off the top of my head.

-
There was a serious lack of organization. The rules were not clear and even less enforced. Mr. Mom did not follow through at all. There were major break downs in communication for the support of the tourney. Fobby was involved. The event deteriorated as time went on.

+
You guys actually got it done. It seemed like those who were involved had fun. The sponsor is

win. Faildus lost. Any activity done by members of the community is always winrar.

If you do it again (and I hope you do) down the round get your shit together and follow through.

Subject: Re: Tournament Feedback

Posted by [ChewML](#) on Sun, 20 Dec 2009 00:24:17 GMT

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Wow... seriously luv2pb... you don't miss a single oppurtunity to brag about NS or bash Exodus make yourself look like a total flaming douchebag asshole...

Subject: Re: Tournament Feedback

Posted by [luv2pb](#) on Sun, 20 Dec 2009 00:29:22 GMT

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Chew wrote on Sat, 19 December 2009 18:24Wow... seriously luv2pb... you don't miss a single oppurtunity to brag about NS or bash Exodus make yourself look like a total flaming douchebag asshole...

Good job, I'm sure TD will appreciate the feedback you provided! Which one of us has the butthurt here?

Subject: Re: Tournament Feedback

Posted by [ChewML](#) on Sun, 20 Dec 2009 00:35:06 GMT

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luv2pb wrote on Sat, 19 December 2009 18:29Chew wrote on Sat, 19 December 2009 18:24Wow... seriously luv2pb... you don't miss a single oppurtunity to brag about NS or bash Exodus make yourself look like a total flaming douchebag asshole...

Good job, I'm sure TD will appreciate the feedback you provided! Which one of us has the butthurt here?

Not butthurt at all actually... so you can stop saying that it is starting to get rather old. It seems you are truly the one with the sore ass as you find every possible way to bring the shit up.

Subject: Re: Tournament Feedback

Posted by [blitzkey](#) on Sun, 20 Dec 2009 00:53:43 GMT

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Chew wrote on Sat, 19 December 2009 18:35luv2pb wrote on Sat, 19 December 2009 18:29Chew wrote on Sat, 19 December 2009 18:24Wow... seriously luv2pb... you don't miss a single oppurtunity to brag about NS or bash Exodus make yourself look like a total flaming douchebag asshole...

Good job, I'm sure TD will appreciate the feedback you provided! Which one of us has the butthurt here?

Not butthurt at all actually... so you can stop saying that it is starting to get rather old. It seems you are truly the one with the sore ass as you find every possible way to bring the shit up.

yeah i feel like luv2pb is a really weird kid. wtf is a faildus? no trying to make your own cool words please, leave it to TD.

i liked the community wars they were fun, i didnt like that everytime our match was coming up, 2 days before it happens our site gets DDos and we're left with 1/4 our members actually showing, excluding our match with SoQ where it got DDos but we still ended up getting 8? people that were on the roster originally. nothing anyone could do though.

Subject: Re: Tournament Feedback

Posted by [RadioactiveHell](#) on Sun, 20 Dec 2009 01:56:59 GMT

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My biggest complaints are these: The rounds getting pushed back because important rules were not put in place until a few rounds in (for example, the rule about 5 ppl showing up or forfeit). Also, the building point system was just fkin stupid. I didn't think it would affect any games until we lost that round to NE. Lastly, the tourney organizers were often difficult to get in contact with when there were issues I needed to raise with them (server down, rule clarification, etc).

On the plus side, this was a fantastic idea that really pumped life back into some communities and the ren community as a whole, so a big thanks to MrMom and TD.

Lastly, Luv, gtfo...wow.

Subject: Re: Tournament Feedback

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Dec 2009 06:08:28 GMT

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I think Renegade really needed this, and it was a blast. Surprisingly a lot of communities got involved, with top notch teams. It's good to play some classic, bigger styled clanwars for a change, instead of just the 2v2 and 3v3 games I've been having for the past two years. I do agree that the rules should have been changed just a little bit - I think any team that wins both games should win the match, regardless of building kills or total points. That's my only complaint.

Thanks to the organizers for all of this. How about this becomes an annual thing?

luv2pb wrote on Sat, 19 December 2009 19:09Off the top of my head.

-

There was a serious lack of orginization. The rules were not clear and even less enforced. Mr. Mom did not follow through at all. There were major break downs in communication for the

support of the tourney. Fobby was involved. The event deteriorated as time went

Tell me, what exactly was I involved in, other than playing on a team?

Subject: Re: Tournament Feedback

Posted by [rcmorr09](#) on Sun, 20 Dec 2009 06:46:07 GMT

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I also think the extra points for building kills was stupid, it was probably TD's idea.

Subject: Re: Tournament Feedback

Posted by [Goztow](#) on Sun, 20 Dec 2009 09:16:38 GMT

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Plus:

It went on to the end

A lot of interest of the communities and new contacts, new life in the community

The way brackets were done was good: everyone got to play at least 2 games

The fact u did it on renforums

The followup by the organizers: I thought this went quite well. TD took over perfectly after Mr.

Mom had to go awol

The fact people could only play for one community was a big plus

Minus:

Rules about forfeiting and the likes should be clear at the very start next time. However, I completely aknowledge that you couldn't have really known before this tourney took place
10 players is too much for any community bar Jelly to bring together. The system with minimum 5 maximum 10 was ok.

Took too long to finish due to extra delays

No euro server (I know you planned to get one but asking for rdp to install an own personal bot seemed a bit of overkill to me)

Building points lead to gameover once one team got a building cause they could then camp it out on all game time left.

A lot of trouble to bring a team together to only play 1 map twice. Usually we aim to do more maps in a community match because it's so hard to get a lot of people online at the same time.

Subject: Re: Tournament Feedback

Posted by [dippy](#) on Sun, 20 Dec 2009 10:00:18 GMT

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I really only had a part in the initial organisation for Atomix, so I haven't got that much to say as I believe most of the problems we encountered were during the later matches.

That said, something I thought you both did quite well was to give yourselves and the communities involved plenty of time to try and organise the tournament as a whole. You contacted us early, first just to see if there was any interest, and then made later contact with the intention of getting the matches underway about a month (?) after that. That gave us plenty of time to organise our own communities, and become familiar with the rules you had in place. Like has already been mentioned, perhaps clarifying some of the rules regarding forfeit/rostering would have helped avoid some issues.

Thanks guys, I know Atomix had fun participating in the matches.

Subject: Re: Tournament Feedback

Posted by [Prulez](#) on Sun, 20 Dec 2009 10:33:22 GMT

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luv2pb wrote on Sun, 20 December 2009 01:09 You guys actually got it done. It seemed like those who were involved had fun. The sponsor is win. Faildus lost. Any activity done by members of the community is always winrar..

Just a question, why the hell are YOU attempting to turn this into another NS vs. Exodus thread? This is a thread about feedback for the RGCT, not about NS/Exodus.

I could also easily brag about the fact that we could get a team going and you guys couldn't, even though we lost, we did participate. And you'll be proud and happy for giving away prize money because you couldn't get a team going, but when someone who is awarded the money then uses it for something different than you wanted or expected you'll start second guessing him in public.

I will also defend our team here because detharmy, who organized our team back then, went missing without notifying anyone. Right now TUESTO and FlaminGnz are handling it and they're doing a pretty good job at it.

You are just bashing at us for no reason. You're taking every opportunity you can get to just start another NS/Exo thread.. Now who is being butthurt?

Now, to stay on topic:

+: It finished.

+: Good communication.

+: Clear bracket

-: Winning Conditions should just be normal again. It was good for a tryout though.

-: Only one map per round.

Subject: Re: Tournament Feedback

Posted by [Herr Surth](#) on Sun, 20 Dec 2009 11:21:07 GMT

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having witnessed the awfulness of multiple community run tournaments in other games, i would just like to say thank you MrMom& TD, you did a good job. that is all.

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Sun, 20 Dec 2009 14:37:19 GMT
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If we are having one next year, i recommend starting the rounds early in the summer so we can do the entire tournament in the summer when people are more active.

I'm looking forward to the next one.

Lol @ Luvpb, you sad kid.

Subject: Re: Tournament Feedback
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Dec 2009 17:05:01 GMT
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Prulez wrote on Sun, 20 December 2009 05:33luv2pb wrote on Sun, 20 December 2009 01:09You guys actually got it done. It seemed like those who were involved had fun. The sponsor is win. Faildus lost. Any activity done by members of the community is always winrar..And you'll be proud and happy for giving away prize money because you couldn't get a team going, but when someone who is awarded the money then uses it for something different than you wanted or expected you'll start second guessing him in public.

Well it was either going to go to Renegade servers or a Renegade X contest, either of which are causes that he irrationally hates Some people just aren't worth long replies, Prulez.

Subject: Re: Tournament Feedback
Posted by [Mr.Mom](#) on Sun, 20 Dec 2009 18:13:27 GMT
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First of I would love to applaud TD for the awesome job on taking over the tournament while I was dealing with RL issues.

Secondly thank you all for the feedback. It helps a lot for the future if there ever was to be another RGCT.

In the beginning when we were organizing this we talked about how it would be better for a summer tournament, but it was too late to start for summer so we decided to go with winter. We tried our best to set up the tournament and forsee any problems or complications. All the communities did a great job communicating with us and each other to make this tournament a success.

If we did a RGCT 2 I can tell you now it would be planned for the summer and would a lot of changes that would benefit the tournament.

I apologize to all for my absence in the middle of the tournament, but once again thank you TD for the great job, thank you community leaders and players, thank you sponsors, and thank you to all who contributed to the tournament.

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Sun, 20 Dec 2009 19:01:47 GMT
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It'll be nice if we could do another. I'd help in anyway possible to make another one possible.

Maybe more people to share the load? As Mom & TD got abit overloaded at times..

Subject: Re: Tournament Feedback
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Sun, 20 Dec 2009 20:09:29 GMT
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we need to find other sponsors

bigger cash prizes = more interest = goog tournament = cw.cc pwn world

Subject: Re: Tournament Feedback
Posted by [F1r3st0rm](#) on Sun, 20 Dec 2009 20:51:02 GMT
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all in all it was a fun tourney, gotta make this again in 10 years with new patch and scripts v8.0

Subject: Re: Tournament Feedback
Posted by [RadioactiveHell](#) on Sun, 20 Dec 2009 23:16:25 GMT
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RGCT2 for Summer '10 please!

Subject: Re: Tournament Feedback
Posted by [ELiT3FLyR](#) on Mon, 21 Dec 2009 01:00:19 GMT
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it would be better to do a world cup style league so they can organise times for the games

themselves, BP sucks and it should be 5 maps because its more fun than playing field twice in a row.

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Mon, 21 Dec 2009 01:08:46 GMT
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ELiT3FLyR wrote on Mon, 21 December 2009 02:00it would be better to do a world cup style league so they can organise times for the games themselves
That is a good idea...

Subject: Re: Tournament Feedback
Posted by [luv2pb](#) on Mon, 21 Dec 2009 05:08:02 GMT
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I love the smell of desperation in the winter.

I said nothing wrong and was actually very constructive. The fact that some don't like me and are jealous doesn't change that. It is no more wrong for me to be glad faildus lost in this tourney than it is for me to be glad I just watched the Vikings get killed in the NFL. If it makes you feel better I'm happy CW won! The fact that we didn't participate means nothing. We have since participated in 3 community matches and actually had the players to back it up - unlike some. You guys made this about ns/faildus not me. I only indirectly mentioned NS by way of the sponsor which I would have done no matter who it was. Don't lash out at me to compensate for your own fails. It is you kids who act out.

I actually think the one map thing was good. It was quick and to the point. Bring your A game or go home. Besides, everyone got two chances. To build on what I said originally (you know the thing everyone ignored so they could e-rage) the matches should have a very narrow window to be held and the player counts should have a narrow window as well. Both need to be strictly enforced. I also agree strongly with Goz that only allowing people to play for one team was VERY good. I would say that with something like this timing is everything. You don't want to do it again to soon.

kbai

Subject: Re: Tournament Feedback
Posted by [FlaminGunz](#) on Mon, 21 Dec 2009 05:33:32 GMT
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The tourney was a great idea and a huge feat to pull off. I certainly hope there will be another one soon as what we have all learn from this one we can apply to the next one.

We as a team had a great load of fun, and would certainly want to do it again. I think our team

would be better organised and equipped next time around

Please maybe consult with the comm leaders of each community on how to ebttter organise a new tourney sometime soon!

thanks guys

FlaminGnz
Exodus

Subject: Re: Tournament Feedback
Posted by [Spoony](#) on Mon, 21 Dec 2009 05:45:55 GMT
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i would like to see another of these and i'll gladly help organise it when it comes about, as well as taking proper control of clanwars.cc right from the beginning.

few suggestions... well, if you use the original renegade points and economy system, there's no need to use this BP thing. and maybe a series of say 5 maps instead of just playing one map twice, cos if you use the right points system and disallow harvblock then all the maps are pretty fair (except mesa but that's easily solved too by using the mesa2 deadzone fix)

Subject: Re: Tournament Feedback
Posted by [Xpert](#) on Mon, 21 Dec 2009 07:37:18 GMT
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Spoony wrote on Mon, 21 December 2009 00:45i would like to see another of these and i'll gladly help organise it when it comes about, as well as taking proper control of clanwars.cc right from the beginning.

few suggestions... well, if you use the original renegade points and economy system, there's no need to use this BP thing. and maybe a series of say 5 maps instead of just playing one map twice, cos if you use the right points system and disallow harvblock then all the maps are pretty fair (except mesa but that's easily solved too by using the mesa2 deadzone fix)

Here it comes...

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Mon, 21 Dec 2009 07:41:58 GMT
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It would make sens to have one tourney without it and one tourney with it .

Subject: Re: Tournament Feedback
Posted by [ELiT3FLyR](#) on Mon, 21 Dec 2009 14:23:11 GMT
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it would make more sense for each community leader to vote for whether they want it or not

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Mon, 21 Dec 2009 14:34:37 GMT
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ELiT3FLyR wrote on Mon, 21 December 2009 15:23it would make more sense for each community leader to vote for whether they want it or not
We didn't get this chance this time, now did we?

Subject: Re: Tournament Feedback
Posted by [Carrierll](#) on Mon, 21 Dec 2009 14:43:26 GMT
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IF I SEE ANOTHER NS/EXODUS RELATED POST I WILL BAN EVERYONE WHO REPLIES/POSTED IT FOR A MONTH. I AM SICK AND TIRED OF THIS BULLSHIT. IT IS FUCKING STUPID, I FEEL LIKE I'M LOOKING AFTER CHILDREN!

(Actually, I do look after children, and animals, both of them are easier than this!)

ON TOPIC:

I'd love to see another tourney! I agree that two people organising is a little on the understaffed side, so I'd like to get involved. Having no real community relations (I could play for Jelly, but they've many, better, alternative players) I'd like to volunteer.

The scoring was a bit complex. I agree that a world cup style league system would be cool. Let me think about exact details and post a draft idea.

Subject: Re: Tournament Feedback
Posted by [ELiT3FLyR](#) on Mon, 21 Dec 2009 15:32:37 GMT
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theres not exactly much to think about it.. it just means that within say 2-3 months the communities have to schedule like 3 regular matches when its best and the record the results.. when has a normal community war never worked when both sides have agreed a time in advance? all 5 maps have to be played and that works as the equivelant of goal difference incase theres a tie at the end.

this way u dont need a stupid double bracket to make sure every community plays 2 games, and if

u cant get through by the 3rd game its still worth playing if u have the chance of beating a different community and screwing them over aswell.

Subject: Re: Tournament Feedback
Posted by [Hex](#) on Mon, 21 Dec 2009 15:50:31 GMT
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Goztow wrote on Sun, 20 December 2009 09:16 10 players is too much for any community bar Jelly

How wrong are you?

Goztow wrote on Sun, 20 December 2009 09:16
No euro server (I know you planned to get one but asking for rdp to install an own personal bot seemed a bit of overkill to me)

Again, how wrong are you?

there was at least 1 server in Europe

CarrierII, you seem to have some real issues? maybe if you stop treating members like children they will stop acting like it?, honestly, I've love to see you ban anyone that posted a reply to such a thread., as for luv2pb he should he just ignored, most annoying things leave if ignored.

Subject: Re: Tournament Feedback
Posted by [CarrierII](#) on Mon, 21 Dec 2009 16:13:25 GMT
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Yes, I have issues in that I have to resort to ban threats to get adults to stop being stupid.

I will ban anyone who derails topics with it, I'm sick of it.

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Mon, 21 Dec 2009 18:48:07 GMT
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Exactly how many matches percent were played with at least ten players each side that signed up on the roster? I could be wrong on the server... U hosted one?

Subject: Re: Tournament Feedback

Posted by [blitzkey](#) on Mon, 21 Dec 2009 20:54:33 GMT

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CarrierII wrote on Mon, 21 December 2009 08:43IF I SEE ANOTHER NS/EXODUS RELATED POST I WILL BAN EVERYONE WHO REPLIES/POSTED IT FOR A MONTH. I AM SICK AND TIRED OF THIS BULLSHIT. IT IS FUCKING STUPID, I FEEL LIKE I'M LOOKING AFTER CHILDREN!

I'm a renegade scientist/psychologist and i think im sensing some anger from you.

More than 2 games shall be played in RGCT2, as commanded by spoony.

Subject: Re: Tournament Feedback

Posted by [Tiesto](#) on Mon, 21 Dec 2009 21:15:02 GMT

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Carrier, if you go on jelly's irc, pm me there and i'll help you.

Subject: Re: Tournament Feedback

Posted by [rcmorr09](#) on Mon, 21 Dec 2009 23:38:12 GMT

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Carrier needs to chill or he should ban himself for acting like a child.

Subject: Re: Tournament Feedback

Posted by [Prulez](#) on Tue, 22 Dec 2009 11:44:16 GMT

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Just all chill the fuck out and let Carrier do his job please, cheers. Now, get the f back on topic.

Subject: Re: Tournament Feedback

Posted by [ChewML](#) on Tue, 22 Dec 2009 14:52:42 GMT

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Just to make sure I am clear, do you mean just this thread, or anywhere else?

Subject: Re: Tournament Feedback

Posted by [Prulez](#) on Tue, 22 Dec 2009 18:00:03 GMT

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Chew wrote on Tue, 22 December 2009 15:52Just to make sure I am clear, do you mean just this

thread, or anywhere else?
I'm pretty sure he doesn't want any more threads derailed.

Subject: Re: Tournament Feedback
Posted by [Sladewill](#) on Tue, 22 Dec 2009 18:43:28 GMT
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OTT let this go guys, its not like its the end of the world...

Subject: Re: Tournament Feedback
Posted by [CarrierII](#) on Tue, 22 Dec 2009 18:46:35 GMT
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Just sick of having to moderate the same argument over and over again. It's like I'm having constant deja vu.

Subject: Re: Tournament Feedback
Posted by [Sladewill](#) on Tue, 22 Dec 2009 18:54:16 GMT
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yeah no body ever listens thats why humans fail

Subject: Re: Tournament Feedback
Posted by [rcmorr09](#) on Tue, 22 Dec 2009 21:02:31 GMT
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CarrierII wrote on Tue, 22 December 2009 13:46 Just sick of having to moderate the same argument over and over again. It's like I'm having constant deja vu.

You remind me of this picture pal.

Subject: Re: Tournament Feedback
Posted by [Sladewill](#) on Wed, 23 Dec 2009 00:30:42 GMT
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lol, at least someone can make a joke of it :S

Subject: Re: Tournament Feedback

Posted by [CarrierII](#) on Wed, 23 Dec 2009 09:09:05 GMT

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rcmorr09 wrote on Tue, 22 December 2009 21:02CarrierII wrote on Tue, 22 December 2009 13:46Just sick of having to moderate the same argument over and over again. It's like I'm having constant deja vu.

You remind me of this picture pal.

You're really, really funny.

Subject: Re: Tournament Feedback

Posted by [Tiesto](#) on Wed, 23 Dec 2009 14:33:08 GMT

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Back on topic?

Subject: Re: Tournament Feedback

Posted by [-SoQ-Warlock](#) on Wed, 23 Dec 2009 18:08:19 GMT

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ELiT3FLyR wrote on Mon, 21 December 2009 15:23it would make more sense for each community leader to vote for whether they want it or not
I agree.

But the most feedback from me will be:

1. make clear what rules are involved.
2. let only community leaders vote on rules who arent that simple to decide
3. stick with it
4. where problems arrize, let community leaders vote where the result on the poll is set for all communities.

This isnt ment as criticism for the first RGCT. This topic is about evaluation for the next one. I might think enough lessons are learned, to set a nice couple of rules for the next one.

Subject: Re: Tournament Feedback
Posted by [Hitman](#) on Wed, 23 Dec 2009 18:32:24 GMT
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rcmorr09 wrote on Tue, 22 December 2009 15:02CarrierII wrote on Tue, 22 December 2009 13:46Just sick of having to moderate the same argument over and over again. It's like I'm having constant deja vu.

You remind me of this picture pal.

fat?
no friends?
neglected as a child?

that's why you became such a faggot L!OL

gggggggggggggggggggg

Subject: Re: Tournament Feedback
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 23 Dec 2009 18:47:24 GMT
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The guy just wants to end all the nonsense bickering that's been happening here. He's got a point, leave him alone and get back on topic.

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Wed, 23 Dec 2009 19:04:23 GMT
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3 days ban for Hitman for disrespecting a moderator and flaming + derailing a completely interesting topic.

Subject: Re: Tournament Feedback
Posted by [Tunaman](#) on Wed, 23 Dec 2009 19:36:24 GMT

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Wait, and out of the comments made in this topic you banned Hitman? Could you please explain your logic(as to why you chose to ban him and not others)?

I don't mean to further derail the topic but that doesn't make sense to me..

Subject: Re: Tournament Feedback
Posted by [F1r3st0rm](#) on Wed, 23 Dec 2009 19:47:48 GMT
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probably cos he's too sensitive for the word faggot

Subject: Re: Tournament Feedback
Posted by [blitzkey](#) on Wed, 23 Dec 2009 20:51:26 GMT
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is gotzow even a moderator?

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Wed, 23 Dec 2009 20:59:21 GMT
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Tunaman wrote on Wed, 23 December 2009 20:36 Wait, and out of the comments made in this topic you banned Hitman? Could you please explain your logic(as to why you chose to ban him and not others)?

I don't mean to further derail the topic but that doesn't make sense to me..
He was unlucky to be the one who put the "last drop" into the bucket. Also, he did manage to break three rules in that one post.

Subject: Re: Tournament Feedback
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Thu, 24 Dec 2009 00:34:58 GMT
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poor hitman

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Thu, 24 Dec 2009 00:35:56 GMT
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Tiesto wrote on Wed, 23 December 2009 15:33Back on topic?

Subject: Re: Tournament Feedback

Posted by [Carrierll](#) on Thu, 24 Dec 2009 09:21:15 GMT

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Tiesto wrote on Thu, 24 December 2009 00:35Tiesto wrote on Wed, 23 December 2009 15:33Back on topic?

Yes!

My idea for a newer scoring system (which would've been posted earlier but the forums ate it) is as follows:

1) (A little unrelated to scoring, but a suggestion anyway) Why not allow any player to play for any side - but once you've played for a team, you're committed to that team for the remainder of the tourney - that way the rosters become much more flexible - it is not impossible to implement this using the serverside bots, which can qkick (As often as needed) any player trying to play for a side they're not allowed to). EG:

I'm not on the rosters, but due to a problem, TK2 are a player short - Goztow asks me to play for them, and I agree. TK2 play, say, [NE] and that way the games aren't cancelled. A little later, Jelly (No doubt hearing about my fantastic performance for TK2 (lol!)) ask me to play for them - the bots prevent me, as I've played for TK2 this "season".

I'm hoping that I can talk to Hex about having the serverside bots handle more of the scoring.

Anyway: (My idea hinges on the pointsfix - so it would be required)

A team's total score would be tracked through the tourney - IE: TK2 (Who are being used an awful lot in my examples) win over [NE] (from earlier, probably due to me (lol!)) like this:

For each map, both teams must play as GDI and Nod, for the same reasons as in RGCT 1.

In my post, I shall refer to an individual game on a map as... (*drum roll*) a game, and a pair of games played on the same map as a "match".

Firstly, I'd like to provide a cut down, simple example as to how the scoring is tracked, and why:

Scoring example

TK2: 7500 - [NE]: 6900 (Values are completely made up, no building kills, turrets don't count).

Therefore, TK2 now have a score of 7500, and [NE] a score of 6900.

Second game between TK2 and [NE]:

TK2 wins again, but by a lesser margin, also, [NE] managed to destroy one of TK2's buildings:

TK2: 9800 - [NE]: 9400 (Killed the barracks). Now, the scores run like this:

TK2: 7500 + 9800 = +17300. No buildings killed.
[NE]: 6900 + 9400 = +16,300. 1 building killed.

The reason I'm tracking building kills is this (And I'm going to sound like Spooky): Aggressive play is more important.

[NE]'s early barracks rush was probably the most exciting thing that happened all game (The rest would've been camping and "whoring" - with a great deal of back and forth by the looks of the scores)

Therefore, I suggest either a score bonus per killed building or we sort by building kills first (I prefer this option), in either case, this example leads to [NE] taking a higher place, as TK2 couldn't kill a building.

Thus the tourney/league standings:

(Rank, Name, Match Count, Total Score, Buildings Killed)

1: SoQ. Matches: 2. Points: 28,600. Buildings killed: 9. // Both by base destruction, therefore highest standing.

2: CW.cc. Matches: 2. Points: 25,900. Buildings killed: 1. // Note that Points is used to sort out who is winning when buildings killed is =.

3: [NE]. Matches: 1. Points: 16,300. Buildings killed: 1.

4: TK2. Matches: 1. Points: 17,300. Buildings killed: 0.

5: Jelly. Matches: 0. Points: 0. Buildings killed: 0. // Jelly need to play! lol

6: Etc Etc.

In that example tourney table, Jelly still has two matches outstanding, and TK2 and [NE] have another one to play also.

The initial signups would be divided at random into a set of smaller leagues. Lets say that we get 12 communities:

1. CW.cc (Mr.Mom)
2. Jelly (Jelly)
3. Ex0dus (Arnyswart)
4. Shadow-Team (Adad)
5. Atomix (Xpert)
6. {Os} (Moeze)
7. The Koss2 (Goztow)
8. [NE] ([NE]Fobby[GEN])
9. Tsunami Gaming (TsuScorpio)
10. St0rm (Wilo)
11. -SoQ- (-SoQ-Warlock)
12. NamelessCommunityOne. (Generic123)

These would be randomly divided into 4 leagues of 3 communities. (Essentially, the leagues will have a small number of communities)

League one:

Communities: Jelly, CW.CC, St0rm.

League two:

Etc

The initial league stage (Essentially allowing us to get some seeding data) would consist of two maps (Probably base and non-base defence, EG: Field and Complex), and each team in a league must play every other team in their league on both maps, IE: Jelly, CW.cc and St0rm must all play each other on both Field and Complex, as both Nod and GDI. (leads to $2*2*2 = 8$ games per community initially).

After these games, we have a league standing:

League one:

(Rank, Name, Total Score, Buildings Killed)

1: CW.cc, 18,900, 4

2: Jelly, 17,600, 3

3: St0rm, 15,400, 3 // As earlier, St0rm are losing due to points, but secondarily to building kills.

Similar results from other leagues now allow us to sort by how well communities did initially:

Games played after the initial stage count towards final standings (IE, disregard the initial round scores, as they're only for getting seeding data)

League one: (Now holds the top three communities)

CW.cc, Jelly (Because they did better than others in other leagues) and SoQ.

League two: (Now holds the next three communities)

Etc etc.

For the second stage, each community must play a match against every other community in their league on both of another pair of maps. (Say, Mesa and Canyon).

At the end of the second stage, communities are again sorted by ranking, so let's say Jelly had a fail round, and go down one league:

League one:

1: SoQ, 30K+, 12

2: CW.cc, 40K+, 10 // Note CW.cc losing due to not killing more buildings.

3: NamelessCommunityOne, 29K, 10.

League two:

Jelly, 30K, 8. // Note Jelly in league two because NamelessCommunityOne went on a building killing spree last round.

Etc etc

At the end of the second stage, the bottom half of the leagues (IE, the lowest 2 leagues in this example. If we have an odd number of leagues, the smaller section is lost) are split. Thus we now have 2 leagues of three communities each.

There is now a third stage of the same format for both leagues, leading to

League one: Jelly, CW.cc, Soq

League two: TK2, NamelessCommunityOne, St0rm => All eliminated

The fourth stage allows remaining communities to vie for 1st, 2nd and 3rd places one more time. It will be of the same format, but with no elimination - IE:

Upper set:

League one:

1: Jelly

2: CW.cc

3: Soq.

The exact size of the leagues will be determined by the number of signups.

Essentially, after the seeding stage, half the teams will be eliminated every time. Do remember that each stage is 8 games per community, so there will be plenty of Ren.

A lot of the ingame rules can be decided by community leaders, as that will be fairer.

I will also yield to TD and Mr. Mom's experience in terms of timeframes and deadlines.

Suggestions?

Subject: Re: Tournament Feedback

Posted by [Herr Surth](#) on Thu, 24 Dec 2009 10:54:23 GMT

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too complicated.

Truth be told, I think the first format was good enough save for the buildingpoints.

Subject: Re: Tournament Feedback

Posted by [CarrierII](#) on Thu, 24 Dec 2009 11:15:11 GMT

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surth? / surth! wrote on Thu, 24 December 2009 10:54too complicated.

Truth be told, I think the first format was good enough save for the buildingpoints.

I agree it's complex, hence why I wanted to implement it in the severside bot so all you guys had to do was look here to see what map and community you're supposed to be playing this week.

What would you recommend in place of building points?

Subject: Re: Tournament Feedback
Posted by [Herr Surth](#) on Thu, 24 Dec 2009 12:14:02 GMT
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pointsfix.

Subject: Re: Tournament Feedback
Posted by [CarrierII](#) on Thu, 24 Dec 2009 12:21:14 GMT
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And total score, I assume. lol

Subject: Re: Tournament Feedback
Posted by [Herr Surth](#) on Thu, 24 Dec 2009 12:25:19 GMT
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you could also use the relative score ie
if you won the first round with 5000 to 4000 and you lost the second round with 3000 to 4000 you would lose since the other team had a higher percentage (Your win: 5/4, enemy teams win: 4/3).
This only works with one map per round obv.

Subject: Re: Tournament Feedback
Posted by [TD](#) on Thu, 24 Dec 2009 12:30:27 GMT
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Id like to thank you all for the feedback so far. I agree the BP system wasn't as good as we thought it might be.

I'd say for a next RGCT there should be:

- the regular winning system (basekill > time > points)
- the pointsfix
- first to 3 wins series per round (gets you at least 3 games and 5 games max per round), where maps rotate every round so eventually every map gets played in the tournament.
- rosters of 20 by default (we started with 15), and up the max game size to 15v15.

Setting deadlines is easy, reminding the teams is easy, but it will ALWAYS happen, that matches get delayed for various reasons. I tried my best to not extend too much but at the same time also get matches done. I could have just DQ'd everyone that didn't make their deadline, but then this thread would be full of "WTF DID ANY MATCHES GET PLAYED IN THIS RGCT?" and anyone would agree that such tournament would not have been fun at all.

I agree not all rules were made entirely clear to everyone, however they were in the RGCT sticky and if a new rule was made we announced it in new topics. This forum was the medium to update you all on the situation. Maybe we should have made THAT clear first, so that everyone would

check this section at least 3 times a week or so.

The tournament took a bit longer than planned, but I had fun organizing it and seeing it finish successfully.

Keep 'em comin'

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Thu, 24 Dec 2009 13:53:02 GMT
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If suppose if we have a league we could just set a deadline to get all the matches done?

Then its up to communities to get the matches arranged and played..

Its the final league standing what matters..

Subject: Re: Tournament Feedback
Posted by [Prulez](#) on Thu, 24 Dec 2009 13:59:09 GMT
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Tiesto wrote on Thu, 24 December 2009 14:53If suppose if we have a league we could just set a deadline to get all the matches done?

Then its up to communities to get the matches arranged and played..

Its the final league standing what matters..

TD wrote on Thu, 24 December 2009 13:30I could have just DQ'd everyone that didn't make their deadline, but then this thread would be full of "WTF DID ANY MATCHES GET PLAYED IN THIS RGCT?" and anyone would agree that such tournament would not have been fun at all.

Subject: Re: Tournament Feedback
Posted by [Spoony](#) on Thu, 24 Dec 2009 15:44:56 GMT
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quick note. disallow harv blocking too.

when you use the pointsfix AND disallow harv block, then the team that wins is always, always the team that deserved to. there's been absolutely zero exceptions to that theory of mine so far.

and once you do that, then you don't have to dick around with playing maps twice, once as gdi

once as nod. you can just have a variety of maps instead, because all the default maps are fair. (mesa is the exception, but fix the deadzones with the Mesa_2 file and that's fair too)

Subject: Re: Tournament Feedback
Posted by [TD](#) on Thu, 24 Dec 2009 16:01:33 GMT
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Yeah, intentional harvester pathblocking should be disallowed as well.

Subject: Re: Tournament Feedback
Posted by [Spoony](#) on Thu, 24 Dec 2009 16:52:59 GMT
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another idea, not sure how popular it will be though... how about team size limited to 10, and let each community submit more than one team?

Subject: Re: Tournament Feedback
Posted by [TD](#) on Thu, 24 Dec 2009 16:55:14 GMT
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Spoony wrote on Thu, 24 December 2009 17:52 another idea, not sure how popular it will be though... how about team size limited to 10, and let each community submit more than one team? While the idea itself sounds good, the chances of those 10 showing up on every match is even smaller in this case though.

Subject: Re: Tournament Feedback
Posted by [Spoony](#) on Thu, 24 Dec 2009 17:49:01 GMT
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yeah, but communities' signup could be like 15 players. maximum number of players in the game is 10, and if community A has 10 showing up but B only has 8, community A doesn't have to drop players.

harsh but fair imho

Subject: Re: Tournament Feedback
Posted by [kadoosh](#) on Thu, 24 Dec 2009 20:58:35 GMT
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As far as I know, No team was "forced" to drop players. Required a min of 5 after round 2 or 3

though.

Subject: Re: Tournament Feedback
Posted by [ELiT3FLyR](#) on Fri, 25 Dec 2009 16:54:08 GMT
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yes guys, good idea, lets make this next tournament as complicated as possible!

Subject: Re: Tournament Feedback
Posted by [Hitman](#) on Sat, 26 Dec 2009 21:30:13 GMT
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really good ban reason, goztow

so far for being nice to u

Subject: Re: Tournament Feedback
Posted by [blitzkey](#) on Sat, 26 Dec 2009 21:47:40 GMT
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Hitman wrote on Sat, 26 December 2009 15:30really good ban reason, goztow

so far for being nice to u
off topic again, give him another 3 day ban

Subject: Re: Tournament Feedback
Posted by [Goztow](#) on Sat, 26 Dec 2009 21:58:36 GMT
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It gave u the time to think of that long TT history post...

Subject: Re: Tournament Feedback
Posted by [blitzkey](#) on Sat, 26 Dec 2009 23:46:23 GMT
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should have given him a 4 day ban so he had more time to think about it.

Subject: Re: Tournament Feedback

Posted by [Herr Surth](#) on Sun, 27 Dec 2009 00:25:53 GMT

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gj blitzkey

Subject: Re: Tournament Feedback

Posted by [luv2pb](#) on Mon, 28 Dec 2009 16:30:57 GMT

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ELiT3FLyR wrote on Fri, 25 December 2009 10:54yes guys, good idea, lets make this next tournament as complicated as possible!

Better that then the mess the first one was. Also, there is a difference between being complex and being structured.

Subject: Re: Tournament Feedback

Posted by [Carrierll](#) on Mon, 28 Dec 2009 17:03:20 GMT

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Not to mention I was going to look into automating the scoring, so it would less effort (All you would have to do is login and play the game, the bot would sort out who scored what, which allows for complex systems)...

Subject: Re: Tournament Feedback

Posted by [ELiT3FLyR](#) on Wed, 30 Dec 2009 21:04:07 GMT

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Quote:Thus the tourney/league standings:

(Rank, Name, Match Count, Total Score, Buildings Killed)

1: SoQ. Matches: 2. Points: 28,600. Buildings killed: 9. // Both by base destruction, therefore highest standing.

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5: Jelly. Matches: 0. Points: 0. Buildings killed: 0. // Jelly need to play! lol

6: Etc Etc. please tell me how this is better/simpler/easier to do than simply playing a 5 game series and counting the map win/loses?

Subject: Re: Tournament Feedback

Posted by [Carrierll](#) on Thu, 31 Dec 2009 10:27:59 GMT

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ELiT3FLyR wrote on Wed, 30 December 2009 21:04Quote:Thus the tourney/league standings:
(Rank, Name, Match Count, Total Score, Buildings Killed)

1: SoQ. Matches: 2. Points: 28,600. Buildings killed: 9. // Both by base destruction, therefore highest standing.

2: CW.cc. Matches: 2. Points: 25,900. Buildings killed: 1. // Note that Points is used to sort out who is winning when buildings killed is =.

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6: Etc Etc. please tell me how this is better/simpler/easier to do than simply playing a 5 game series and counting the map win/loses?

me

I was going to ask Hex about automating the scoring...

me, AGAIN

I was going to look into automating the scoring...

Still don't get it?

Subject: Re: Tournament Feedback

Posted by [ELiT3FLyR](#) on Thu, 31 Dec 2009 13:10:56 GMT

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whatever idc, but take some advice, the more complicated a tourney gets the less likely it is to work and the less fun it is for everybody else. if u want to count building kills rather than actual wins as ur scoring system then be my guest, somewhere along the line someones going to be like wtf, we won 4 and lost one by basekill, and yet these guys have won 2 and lost 3 and are still higher than us?

Subject: Re: Tournament Feedback

Posted by [TORN](#) on Thu, 18 Feb 2010 18:26:46 GMT

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^^ I agree.

Make it like a comm war and best out of 5 wins.

If a tie occurs,just have a playoff.

Subject: Re: Tournament Feedback
Posted by [RadioactiveHell](#) on Tue, 23 Feb 2010 02:23:40 GMT
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TORN with the month and a half long bump!

Subject: Re: Tournament Feedback
Posted by [Tiesto](#) on Tue, 23 Feb 2010 15:32:30 GMT
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CarrierII, do you have an forum account on exodus?

Subject: Re: Tournament Feedback
Posted by [Good-One-Driver](#) on Mon, 01 Mar 2010 05:37:35 GMT
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It was good for a first try...

Second (if there is one) hopefully will be more organized and planned better

Subject: Re: Tournament Feedback
Posted by [Majid123](#) on Sat, 01 May 2010 04:27:46 GMT
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Good-One-Driver wrote on Sun, 28 February 2010 23:37It was good for a first try...

Second (if there is one) hopefully will be more organized and planned better

kinda late, u need an update!

Subject: Re: Tournament Feedback
Posted by [FlaminGunz](#) on Sat, 01 May 2010 06:03:37 GMT
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i think good-one knows thers a number 2

and im hoping everyone with access to this section does know the new one is about to commence (2-3 days from this post)

cya guys there
<http://www.exoduscommunity.com/forum/65-rgct2/>
