I've said this before somewhere and I'll say it again...

GENERIC PLAYER SKILL CHART:

clanwars.cc Players/Clans
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WOL Players/Clans
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GSA Players/Clans

Rather than making this a testosterone battle, why don't we just set up a war and play? Or is this all about who is better? Cuz if it is, WOL/GSA, I'd say WOL generally speaking, but #GW would probably butt-rape most of the WOL clans ... so it'd be close. But throwing in clanwars.cc folks as a 3rd party, no contest. The reason that there is a such a division between GSA and WOL in the first place is the types of people. And there is more in common between most GSA/WOL players than clanwars.cc players. Clanwars.cc players ALL play professionally and seriously. You can't say that about WOL, and most GSA clans are a complete joke.

Here is what I propose: Since clanwars.cc as its own team wouldn't even be fair - let's keep this GSA versus WOL and if you exclusively play for clanwars.cc just pick a side.

Let's all agree on rules, setup, etc. and draft at least 80% of the teams ahead of time before we even bother with a date. I can work with Nightma12 to throw up a server for this so no one has to take down theirs.

Personally, I'd like to see the following:
--14v14
--2 maps (one w/ base defenses, one w/o) both sides = 4 games
--Standard CnC FDS configuration (no special crates, mods, etc.)
--Clanwars.cc rules

Another point of discussion is electing team captains for each of the communities. Any volunteers *cough* Jimbo/Dan *cough* ???