I agree with [NE]Fobby[GEN], there are many good clans which are even nice enough to host public dedicated servers.

Though i must admit that like Dr. Lithius i don't like clans very much. For example: The first "good clan" i met (in real life) on a lan consisted of a bunch of assholes - real assholes which didn't even know the meaning of fun!
But even before i met them i "hated" clans since they destroyed the whole fun in playing c-s online (well them and the noobs which didn't think it was necessary to configure the keys or read the manual before joining a game). Camping was never such an big issue, until those clan-cocks thought they needed to make the game more competitive and flood the chat with insults and messages how 1337 they are.
On the other hand there were clans since the beginning of c-s and playing with them was real fun (good old C-S beta 2).

Perhaps clans should be classified in 3 (or more) Groups:
1. TEH 1337 clans (a.k.a. assholes)
2. Fun & Tournament clans (clans who balance teams and try to make the game difficult for both sides in all non-tournament games)
3. Fun only clans

I've one last thing to add (for those who think winning is important): I prefer losing against a team of equal strength to winning against a weak enemy!

englis is a complicatde sandwich language