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Subject: Opinion piece of sorts - "1v1 doesn't prove skill"

Posted by [Spoony](#) on Wed, 26 Sep 2007 14:06:55 GMT

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frankly, yes; it does.

How do you define skill? It's not the same as teamwork by a long shot. Granted some maps are not suited to 1v1s, but on a good map (basically field or most rush maps), how do you win? Pistol skills in the early game, tankskills, and most importantly, quick thinking and the ability to capitalise on an advantage. Do none of those qualify as "skill"? As opposed to, say, a team simply deciding to stank rush? It doesn't take THAT much skill to attack a building with a stank.

Imho 1v1s do prove skill, they just require a different kind of skill than larger games need. I can't argue against that fact it's always funny to see someone say "1v1?" when they're losing an argument, though.

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