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Subject: Re: Renegade Tournaments

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 08 Apr 2011 22:45:53 GMT

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There's more than enough players, but it's easier to organize tournaments with clans and communities rather than with individual players. In terms of large active communities with the ability to send players and sub backups, there aren't too many big groups left. And organizing a tournament with just individuals is hard, because of the lack of communication between teams (in and out of the game), people don't show up or come late, or just plainly suck.

The last tournament we had I think was in 2009, and that was pretty good. But a lot of the communities and clans that played two years ago are either less active or inactive. It was a lot of fun, but I think small clanwars and funwars are the best it can get now.

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