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Subject: Re: Renegade Tournaments

Posted by [nikki6ixx](#) on Sat, 09 Apr 2011 16:45:58 GMT

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The last tourney was in 2010, and FlaminGnz was one of several people instrumental in getting the "RGCT 2" going.

As mentioned above, there are quite a few players to go around, but organization is quite a challenge, as I'm sure you're aware.

But the real challenge with hosting a Renegade tourney is the specter of cheating. There were a couple issues last time, and the competition ended on a sour note where a community that 'won' had lost due to a player on their team cheating. The nature of Renegade means there will need to be a real degree of scrutiny. So you'll need to have a lot of input from community managers, and those who are very familiar with the game. Hard decisions, will need to be made, even if they're based on 'proof' that isn't always reliable or solid.

Not trying to rain on your parade, but just fair warning. I'm sure you can contact FlaminGunz if you are serious about this, and he can grant you access to the forum that has information from last year's RGCT, and how it was held.

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