
Subject: Re: Renegade Tournaments

Posted by [FlaminGunz](#) on Sat, 23 Apr 2011 02:10:53 GMT

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Its kind of alot of info to just tell with no direction....

Basically it was a 3month global tournament that involved a group stage and then proceeded to elimination matches as finals. Around 12ish communities took part, ranging from small clans to the largest rene communities

There were a set of common rules (pretty much clanwar style), dedicated servers (very important) running the correct maps, correct settings and were passworded to ensure teams were able to play private matches

All servers ran the same bots and reported the same details to central IRC channels. IRC channels and ingame were monitored and regulated by a team of admins/mods. Team captains were assigned the moderator commands they needed to ensure games ran smoothly. The RGCT 2 admins had various access to private IRC channels, a private forum where various issues were sorted out prior to and during the tournament. Some of us from the host community also had box access where we were able to access all the advanced server logs, track players and make sure results were reported correctly.

that covers alot of the basics, but more work goes into it than alot of people know id be happy to grant you access to the private forums, where you can see how things happened, again PM me your interest and il give you the details you need...
