
Subject: SoQ vs OS scedule problem

Posted by [-SoQ-Warlock](#) on Thu, 01 Oct 2009 19:25:50 GMT

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As posted before, former weekend, both our clans tried to get ppl on saturday aswell as sunday.
Result was:

saturday 4-5 of SoQ, enough 9-10? of OS

sunday 10 of SoQ, 5-6 of OS

This weekend we tried for friday aswell as saturday.

The result so far:

Friday atm 8 of SoQ, OS has 4 atm.

Saturday 2 of SoQ, OS has much more, dunno exactly how much.

It turns out, during the weekend:

SoQ can bring up a team with good amounts on fridays and sundays.

OS can bring up a team with good amounts on saturday.

Hence a big problem.

We can try to postpone to next weekend, but probably the amounts on these days will be the same.

We can try to look if a day in the week would suit. We didnt investigate that yet.

Speaking for SoQ we dont mind play 4vs4 tomorrow, but that is hardly in the spirit of this tournament.

I and OS-MoMo agreed to post this problem on this forum, hoping the leaders of the tournament can help us with this problem.

He will confirm this.

Subject: Re: SoQ vs OS scedule problem

Posted by [MoMo](#) on Thu, 01 Oct 2009 19:37:45 GMT

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Yes, as what Warlock said, we have total different days when our clan members can/ are enabled to show up/ be there.

Also as he stated we cna play 4v4, but for such a tournament it wont fit, and it will be boring, we are trying to reach a geal of 8 maximum, which is hard when both clans cant fit in days, we would like to ask if we can figure out the best day, and for a bit more time.

looknig forward to the reply of Tournament Admins

Subject: Re: SoQ vs OS scedule problem
Posted by [liquidv2](#) on Thu, 01 Oct 2009 22:30:12 GMT
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wow
if this round gets extended again i'm not going to make an effort to play in the future

that's all i can say

Subject: Re: SoQ vs OS scedule problem
Posted by [HaTe](#) on Fri, 02 Oct 2009 00:16:44 GMT
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liquidv2 wrote on Thu, 01 October 2009 17:30wow
if this round gets extended again i'm not going to make an effort to play in the future

that's all i can say
Wow, my god, it's not like the teams aren't trying, and Mrmom and TD aren't trying to get the games in....seriously, stop trying to cause drama .

Subject: Re: SoQ vs OS scedule problem
Posted by [liquidv2](#) on Fri, 02 Oct 2009 00:47:40 GMT
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TD is gone on vacation and MrMom has many other things going on; it's not their fault that teams can't get on at the same time

both weeks so far we've had at least 11 or 12 players on ready to go because we made an effort to be there, and i'm not going to keep showing up if it keeps happening regardless of whose fault it is or why
it's not fair to the people who took the time out of their day to log onto renegade and show up just to find out that once again there's no game to play

there's no drama, just an ultimatum

HaTe wrote on Thu, 01 October 2009 19:16Wow, my god,pick a date and stick with it

i know right?

Subject: Re: SoQ vs OS scedule problem
Posted by [-SoQ-Warlock](#) on Fri, 02 Oct 2009 19:56:45 GMT
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No comment from the organizers of this tourney....

In the end, OS didnt have enough to play us tonight.

OS-MoMo and I have agreed to play this sunday.

Time will probably be in the afternoon.

Subject: Re: SoQ vs OS scedule problem
Posted by [blitzkey](#) on Sun, 04 Oct 2009 06:56:40 GMT
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should have just done a 5v5 or 6v6 instead of trying to get all 10

Subject: Re: SoQ vs OS scedule problem
Posted by [-SoQ-Warlock](#) on Sun, 04 Oct 2009 07:29:30 GMT
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blitzkey wrote on Sun, 04 October 2009 08:56should have just done a 5v5 or 6v6 instead of trying to get all 10
true,

we even volunteerd to play 3vs3 last friday, even though we had more....

I hope we will have a nice community match @ 2.00 PM GMT.
But if its up to us, we play no matter what the amounts will be.
