
Subject: Re: Tournament Feedback

Posted by [Goztow](#) on Sun, 20 Dec 2009 09:16:38 GMT

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Plus:

It went on to the end

A lot of interest of the communities and new contacts, new life in the community

The way brackets were done was good: everyone got to play at least 2 games

The fact u did it on renforums

The followup by the organizers: I thought this went quite well. TD took over perfectly after Mr.

Mom had to go awol

The fact people could only play for one community was a big plus

Minus:

Rules about forfeiting and the likes should be clear at the very start next time. However, I completely aknowledge that you couldn't have really known before this tourney took place
10 players is too much for any community bar Jelly to bring together. The system with minimum 5 maximum 10 was ok.

Took too long to finish due to extra delays

No euro server (I know you planned to get one but asking for rdp to install an own personal bot seemed a bit of overkill to me)

Building points lead to gameover once one team got a building cause they could then camp it out on all game time left.

A lot of trouble to bring a team together to only play 1 map twice. Usually we aim to do more maps in a community match because it's so hard to get a lot of people online at the same time.
