Subject: clan roll call - discussion part
Posted by Lone0001 on Thu, 10 Dec 2009 08:21:01 GMT
View Forum Message <> Reply to Message

Keep the 3 month requirement imo, if it's around for more than 3 months then it's more likely it will be around for a bit, it doesn't matter if it's active, it could become dead a week later.

Subject: Re: Clan roll call (for Wiki)
Posted by Goztow on Thu, 10 Dec 2009 08:23:36 GMT
View Forum Message <> Reply to Message

Changed to 2 months, which seems a minimum to me.

Subject: Re: Clan roll call (for Wiki)
Posted by Spoony on Thu, 10 Dec 2009 08:53:04 GMT
View Forum Message <> Reply to Message

even for clans that play dozens of clan games a week...?

Subject: Re: Clan roll call (for Wiki)
Posted by Hitman on Thu, 10 Dec 2009 10:44:55 GMT
View Forum Message <> Reply to Message

and 600 pub games a month?! LOL

Subject: Re: Clan roll call (for Wiki)
Posted by Wiener on Thu, 10 Dec 2009 11:05:23 GMT
View Forum Message <> Reply to Message

as we talk about durable and lasting clans (not cw projects) I assume the clans can live with at least 2 month

Subject: Re: Clan roll call (for Wiki)
Posted by Goztow on Thu, 10 Dec 2009 13:06:46 GMT
View Forum Message <> Reply to Message

Spoony wrote on Thu, 10 December 2009 09:53even for clans that play dozens of clan games a week...?
If they were founded in November, they'll have 2 months in January anyway...

Some clans are created and dissapear as fast as I can say the word "clan". It's preferable to not have to adapt the wiki page that often.