

Forum:[Hack Forums](#)

Thread: [Holy shit having a team is a shit ton of work.](#)

Chad ThunderCock - May 28, 2015, 1:43 am

Just had our first livestream of a scrim (it was our second scrim and they were a bit lower ranked than us) only 60-100 viewers however we've been together for a while now and we train every day for 2 hours and we still have communication issues, lack tactics even though since I'm IGL I always try to get 1-2 tactics rolling a week.

The amount of work needed to have a good team is so much more than I expected it to be.

PS: Won 16-5 and 16-8.

upcwr1 - May 28, 2015, 2:15 am

You had a livestream of a scrim? What and why.

forreall - May 28, 2015, 3:31 am

sick man we all care keep it up... kek

Chad ThunderCock - May 28, 2015, 3:59 am

(May 28, 2015 02:15 AM)upcwr1 Wrote: [\[CITE\]](#) You had a livestream of a scrim? What and why. Yes, I have a team hosted in an organization (FTW) and they do a showmatch weekly this time it was our team vs another team in the same organization we won 16-5 and 16-8, however there's going to be an internal tournament soon to see which teams go up in terms of ranks inside the organization, depending on your position in the tournament you get extra benefits.

@Forreal not here to brag, I just said we have a ton of communication problems still, the thing is most people, myself included though making a team would be pretty easy but it is far harder than I expected, getting everyone into doing perfect teamwork and perfect communication while executing the tactics well is a pain in the ass.

KOOMZ - May 28, 2015, 5:11 am

What rank is your team if I may ask? ?

Chad ThunderCock - May 28, 2015, 5:27 am

(May 28, 2015 05:11 AM)OhYes Wrote: [\[CITE\]](#) What rank is your team if I may ask? ? we are LE/LEM's.

Unsure how well we will do against supremes/globals

Nice - May 28, 2015, 6:31 am

Try playing esea and cevo at the same time, four matches a week + 2 different maps every week with a brand new team, now that's a lotta work

Keith Cozart - May 28, 2015, 6:33 am

Yeah no. If you practice 2 hours a day and still have Comm issues and don't know strats. You're not a team and that's not practice

Chad ThunderCock - May 28, 2015, 6:44 am

(May 28, 2015 06:33 AM)Keith Cozart Wrote: [\[CITE\]](#) Yeah no. If you practice 2 hours a day and still have Comm issues and don't know strats. You're not a team and that's not practice
I wanna see your 1-2 week old team performing well with no comm issues.

I didn't say we didn't knew strats, we just didn't know enough.

unknown2me - May 28, 2015, 6:48 am

(May 28, 2015 06:44 AM)-F0rsak3n- Wrote: [\[CITE\]](#) I wanna see your 1-2 week old team performing well with no comm issues.

I didn't say we didn't knew strats, we just didn't know enough.

2 hours a day is too much, do 2 hours a week. In your own time you can learn smokes and anchor points and then show them in that 2 hours.

If comms is an issue regardless the people you're playing with aren't very good, you don't need to be a team to know call where people are, what grenade your throwing and then shut up.

- My 2 pence, but what do I know hey

=====Edit =====

Also play matches instead of 2 hours every day, it's like driving a car, you don't learn most while learning but after you've passed.

Thorin - May 28, 2015, 7:00 am

2 hours a day isn't enough practice for a team imo.

Chad ThunderCock - May 28, 2015, 7:01 am

(May 28, 2015 06:48 AM)unknown2me Wrote: [\[CITE\]](#) 2 hours a day is too much, do 2 hours a week. In your own time you can learn smokes and anchor points and then show them in that 2 hours.

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Also play matches instead of 2 hours every day, it's like driving a car, you don't learn most while learning but after you've passed.

By communication issues I'm not talking about calls, I'm saying about the members backing up each other.

Example: You want to defend aggressively on short, instead of asking for someone to have a flash ready to pop incase you need to back off sometimes my teammates just forget it which leads to mistakes that can cost rounds.

People still aren't used to playing as a team, still doing far too many individual skill related plays

Doctah - May 28, 2015, 7:04 am

(May 28, 2015 07:01 AM)-F0rsak3n- Wrote: [\[CITE\]](#) By communication issues I'm not talking about calls, I'm saying about the members backing up each other.

Example: You want to defend aggressively on short, instead of asking for someone to have a flash ready to pop incase you need to back off sometimes my teammates just forget it which leads to mistakes that can cost rounds.

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That sounds like no one is going ahead and saying what needs to be done and expecting it.

I haven't played CS in awhile but shit, I've played complicated games and if you don't put your foot down for your group you're gonna get headaches.

ryan786 - May 28, 2015, 7:28 am

A team , for me I can only make teams with my best friends otherwise it causes problem

P.S. I don't have close friends playing CSGO

P.P.S. I don't have too many best friends

imi-tat0r - May 28, 2015, 12:43 pm

The team i manage is practicing 4 hours daily.

skriming 3 days/week and we still have to learn alot.

We are all Supreme/Globals with alot of experience but still we need a lot of practice.

The key to success is not your aim. It is your gameread and Teamplay :)

Keep practicing