

## BBC Takes the Win in the Bi-Annual Valorant 'SUSOG Slam' Valorant Gaming Tournament

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Result brackets of semester 2's 'SUSOG Slam' visualised, SUSOG, 2021

Team Bible Boys Club, stylised as BBC, have beaten team iFORGOR with 4-3 round victories overall in the bi-annual Sydney University's Society of Gamers (SUSOG) Valorant online gaming tournament hosted on the live-streaming platform Twitch yesterday night.

It was an extremely close match, but due to superior team cohesion, BBC reigned victorious after taking two rounds from iFORGOR during the third and final day of the tournament, iFORGOR's team leader Art "CLRArt" Livermore said.

'SUSOG Slam' is a University of Sydney semesterly gaming tournament held in a round-robin style for the first-person shooter game Valorant, created by American video game developer Riot Games.

According to the 'SUSOG Slam' rules, each team has five players and one sub-in, with a minimum two University of Sydney students required on every team. The teams are only allowed a maximum of 2 Radiant (the highest ranking Valorant) and or Immortal (the second highest ranking in Valorant) players in order to keep the matches balanced. The team with the

most matches won by the end of the three-day tournament is declared the winner. All of the matches are streamed live on Twitch with commentary from SUSOG executives. This livestream can later be saved and accessed upon the match's completion.

This semester's 'SUSOG Slam' was held between the 1st and 3rd of October during the University of Sydney's mid-semester break. All participants were university students. It was declared in the rules that there was no prize for the winning team.

Over the 3 days, there were 5 teams that played against each other: BBC, Bad Duelists, SoloQ Grinders, Reality K and iFORGOR.

"It is a community-for-fun Val(orant) tournament that gives casual players experience in a competitive environment," SUSOG general executive and tournament co-organiser Jack "MrBanks" Cherry said.

"The event this sem was a really big success," he said, "and good job to BBC because they deserve the win."

Regarding the sentiments of the two teams that played in the finals, both teams bonded over the live-time calling application Discord. BBC celebrated their victory joyously with alcoholic drinks and online party games while iFORGOR reflected on their loss as a group, the respective teams said.

BBC were very happy with the victory and were very proud of how each team member played, said BBC team leader Tobias "Tobobo" Walsh.

"We have this indie tradition where we consume lots of alcohol while playing Jackbox party games over Discord," he said, "I even popped open a bottle of green tea plum wine!"

This win was attributed to their team chemistry as they often played Valorant games together, Tobobo said.

"I just knew how to hype everyone up," he said, "we almost had a routine of sorts when it came to playing against them (iFORGOR)."

BBC team member Laiba "Ashen" Jamal added that they had spent approximately 3 months playing together which definitely helped their team synergy.

"You guys (iFORGOR) were tough, but good game."

On the other side, iFORGOR contemplated what they could have done better by reviewing the saved videos of their live gameplay and discussing it with the team, CLRArt said.

iFORGOR team member Ichiro “CrystalMethods” Leehy said it was a very close final match and it was unfortunate they could not win.

“Them as a team had definitely practiced a lot more than we did and it was frustrating to lose to them,” he said solemnly, “I think this was synonymous within the team.”

Despite iFORGOR’s disappointment, they still held onto hope and are training to succeed in the next ‘SUSOG Slam’.

“Though it was a very interesting competitive experience, it was a fairly disappointing loss,” CLRArt said, “they were obviously the better team, but we’ll definitely come back stronger.”

“Watch out BBC, we’ll organise a bootcamp and kick your ass next sem!”

The two team leaders agreed that it was a very fun experience and are looking forward to the next tournament.

Even though the event had been praised by both finalist teams for being enjoyable, there was criticism regarding the round-robin format of the tournament.

Audience member Nathan Hall who had watched all of the matches live on Twitch lamented that the round-robin format was quite boring as it “did not feel competitive enough” and “want(ed) to watch more teams play”. Hall said that a cash prize could be a good incentive for more teams to sign up.

CrystalMethods also stated that the tournament felt “a bit short and empty” as each team could only play 4 matches.

MrBanks shared this sentiment, stating that he would bring this issue up to the SUSOG executive team and will be considering adding prizes.

“There are things behind the scenes that are hard to access, so funding for prizes is a bit hard, but it’ll definitely be worth it.”