

# ECNet State of The Network Report

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## 1 Introduction

In this yearly report, I will state the status of the network as a whole throughout 2006, notable events from this year, as well as my general plan for the future. As always, this plan isn't an absolute, but rather is a template I believe we should follow to achieve our goals.

## 2 Year In A Nutshell

This year overall has been full of chaos, setbacks, but also considerable gains. I will attempt to briefly enumerate on the things we have achieved as well as where we have perhaps not achieved as much as we wishes this year. We should

not allow the setbacks here overshadow what we have accomplished, we continue to be one of the freest and most stable IRC networks.

## **2.1 The Twins and Runedude**

There are two notable incidents this year so interrelated that they deserve to be together. Most of us recall the drama which occurred throughout the early parts of the year regarding the twins and runedude, here I will go over this briefly for those who forgot or those who don't care to remember.

### **2.1.1 The Beginning**

In the beginning of this incident, the twins moved #starlight to ECNet. This was fine with us, as it constituted more users and a new demographic on our network. We welcome all with open arms.

Soon, emotions ran high as this room became a matter of contest, runedude trying to find excuses through which he could take control at times, and becoming furious at the twins for banning him from the room.

### **2.1.2 The First Incident**

Runedude moved and banned them, and while they had committed a wrongful act, the way he banned them without explanation nor justification was unclear and perceived as potential operator abuse. The dramatic chain of events triggered lasted for months.

The twins struck back after the ban was found enforceable. They attacked the servers with floods and multiple other methods. Runedude assumed control of #starlight, the legality of which has never been determined in entirety.

### **2.1.3 Runedude's Fall**

Through time, runedude became more and more protective of his power on #starlight. He used methods of deception against other operators, and there is evidence that he violated the rules multiple times to maintain control and subvert other operators trying to investigate his actions. While there is no definitive proof of flooding, it is suspected.

Throughout this, the operational staff continued to give him the benefit of the doubt, though as time went on sanctions were laid against his server to control him. He circumvented these multiple times, requiring yet more sanctions. Eventually, his seat on the infrastructure committee was revoked.

### **2.1.4 The Final Chapter**

After repeated abuse and threats, as well as evasion of a G:line meant to keep him off so he would cool down and stop abuse, the decision was made to remove him from the DNS pool. This decision was not taken lightly, and was considered the last step short of kicking him off the network.

Finally, several days later, enough was enough, and a unanimous vote of the infrastructure committee delinked him and banned him from rejoining the network for at least 6 months.

His rules violations meant that he was also banned from ECNet until further notice. At the time of writing, runedude is one of several members of a group who is banned from ECNet indefinitely.

## **2.2 Floods**

As always, we had several small floods this year, though nothing worth writing home about. The addition of new defense systems helped to stop these floods, as well as quick and very well trained operators acting fast to reduce the damage done by floods. Flood protection is one of our best systems around, and the operators of the network should be applauded for their fast reactions and skill in keeping flooders at bay.

## **2.3 New Security Systems**

As mentioned previously, the new EBattleServ system, as well as installation of BOPM have limited proxies. Our own custom blacklisting systems and private defense systems which will not be enumerated here as they are many and diverse have helped to stop floods as well. We should continue working on this, but for the time being we have achieved the upper hand on most flooders. Flooders are no doubt capable of getting around our systems, but the casual flooder would no longer consider us an easy target.

## **2.4 Teams**

Several teams were formed this year, and several others got their first real use. Mostly, the use of the teams has been extremely beneficial to ECNet and as we grow the number of teams will no doubt grow with us. I will enumerate some specific instances here.

### **2.4.1 Abuse Team**

The abuse team has acted admirably this year, handling the situations with extreme speed and composure. They are to be commended for their work, and all of ECNet is indebted to them. There isn't much that should be changed in this realm, as they continue to be our oversight.

### **2.4.2 Appeals Team**

The appeals team was formed to help create a definitive way to clear up areas of the rules which are not clear. In the past, when one thought a ban was unfair they had to appeal to whoever they could find for help, and there was no way to clarify the rules easily. This team is now charged with any appeals for bans which are not considered abusive but rather where interpretation of the rules is

questioned. They decide the issue of whether the ban was correct, and if not remove it, and then furthermore clarify the rules, if any, which were unclear and caused the misunderstanding to begin with. The team is composed of 3 operators and 2 users, elected every 6 months, and cannot be removed from office.

This team has proven itself invaluable to breeding a sense of fairness and due process. This system protects operators from undue accusations of abuse by creating a formal channel for abuse, and also allows a degree of transparency. The mixed composition of the team has led to users feeling that their needs are better represented than in the old system of disagreement resolution.

The members of this team should be commended for their work, and all that can be said is to keep on going.

## **3 The Next Year**

This next year, there isn't too much that needs to be improved upon, we just need to maintain our natural growth and "keep on trucking".

### **3.1 AOL Oversight**

The AOL Oversight team was created to help maintain a not yet implemented blacklist system for AOL. This should be implemented as soon as possible and made operational. This system should stem abuse and ban evasion significantly once in operation.

### **3.2 Growth**

Our growth has slowed slightly but is still going. We should attempt to reach out and make ourselves unique. This means we may need to get some more people interested in the network. We can do this through a variety of means, but first and foremost is that staff and users talk to each other, and that we all keep going. There are times we may need to take breaks, which is 100% cool, we just have to keep going though.

## **4 Conclusion**

This year has tested the ECNet system of government and abuse regulation, and we have passed albeit with a few scars. We are going strong, we are still growing, and we are still an example. We just need to keep pushing and not let up. Setbacks should not demoralize us but make us push all the harder. It has been my pleasure to serve as the leader of this network, and I look forward to many more reports like this, all of them continuing to be positive. Long live ECNet!