AXIOM

Axiom will be making the switch to a progression based 10-man raiding guild with two 10-man teams that run concurrently on Wednesday & Thursday nights.

Does this mean that we will never run 25-man content?
No. While our primary focus will be our 10-man teams, Cataclysm will be launching with 4 raid instances available. This along with the new ability to split 25-man raids into multiple 10-man raids will afford us a lot more flexibility in how we raid.

From time to time we'll be combining our 10 man teams to form a 25-man in order for us all to play together and keep our camaraderie at a high level. Whether we are doing 25-man content or 10 man content on a given night will be decided by the Leadership Team and schedule/roster maker.

Will our 10 man groups be static or will they rotate?
In theory the groups will be two separate static groups, but they will be created with flexibility in mind so that sign ups and availability will be less of an issue.

Each team will have it's own Raid/Team Leader. Emphatic will be continuing on as the Raid Leader for one of those groups. The other spot is open and will be determined soon.

Who will decide how the rosters are formed?
The Raid Leader of each group and the Leadership Team will get together to discuss who is on each roster. To be 100% clear, the plan is to create two teams that are as close to equal as possible. We are not creating a Main team and a sub team. We will refer to the teams for now as Team Murloc & Team Naga.

What will a raid week look like?
A sample raid week would look like this:
Wed: 6:30-10:00 pm Team Murloc & Team Naga 10-man runs
Thur: 6:30-10:00 pm Team Murloc & Team Naga 10-man runs
Fri: Off
Sat: Off
Sun: Off
Mon: Off – However, either Team Murloc or Team Naga would have the right to add on another night of raiding to work on content if they want.
Tue: 8:00-10:00 pm Axiom Family Night

What is Axiom Family Night? (I mean other than super cheesy)
Every Tuesday night will alternate between PvP and Old World Achievements as we strive to get enough Guild XP to move us up higher in ranking as a guild. We will alternate weeks doing PvP one week, Old World Achievements the next. Much like your typical family game night, at least 2 of these events per month will be required to maintain the Fanatic rank. This would be open to non-raiders as well if there is room.

Wait – I'm pretty good at math and 2 10-mans is still fewer than 25 people raiding. What is going to happen to the other five people?
There is a post on the Axiom Forums explaining how this switch will affect our current raid team. Please check there for that information.