This document is written to help provide a sense of understanding of what goes into setting up a team for World Progression. I will try my best not to digress towards in-instance logistics as that is mostly a case-by-case set of rules for the unique team/set of individuals.
While we will be setting up expectations for behavior or performance in-instance, actual behavior/performance and the results of meeting or not meeting those expectations will not be discussed.
The closest we get to in-instance related outlines is “Pulling Efficiently” as that directly relates to reducing wasted time and is a very basic framework on how to handle post-pull discussion.

Team Composition

We describe an optimal group of raiders that should be able to compete in World Races for FFXIV.

Raiders

- In-instance Raid Lead (separate from Out-of-instance Raid Lead)
    - 1 raider
        - While this role may encompass a large number of the other roles, the most important action that said raid lead needs to take is related to conflict breaking. You absolutely want someone to stop discussions and decide how the team is going to handle the next pull. This is not meant to be a power grab, but rather a way to quickly and effectively handle issues that occur during raid sessions.
            - Technically, **everyone can be in-instance raid lead**, but exactly one person, no more or less, should be **appointed** to be the official one.
            - They should understand that they are not a dictator, and should be making educated decisions based on how the team feels.
                - That is to say, just because the raid lead thinks X strategy is easier, but the entire rest of the team thinks Y strategy is easier, doesn’t mean that the raid lead should pick to proceed with X.
        - This role should be monitoring the team’s mental health, and physical health if applicable.
        - Having someone the team trusts to make final decisions will help alleviate fatigue. Although, this person must have a strong understanding of what makes a solution good and bad. They should also have an open-mind in case better options are presented.
        - While they don’t need to say anything for most discussions, there will be instances where they must.

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    - This role dives much deeper into in-raid logistics rather than pre-raid logistics and the such, so descriptions of this role will end here before I digress.
- Mechanic Solvers
    - 2-3 raiders
        - These raiders should be able to identify how to solve mechanics or at least be confident in partially solving mechanics and explaining it to the group.
- Conflict Breakers
    - 2-3 raiders
        - These raiders should be able to break up any arguments of any sort that occur during progression. Extended time spent on arguing with each other that does not contribute to progression discussion should immediately be halted.
        - These raiders should also make the decision on what solutions to test if discussion is taking an extremely long time. If it seems like too much of a solution is being based on unknown information, test the solution as it is.
- Game Competence
    - 2-3 raiders
        - These raiders should know an extended amount about the game relating to mechanics, server ticks, and all jobs/roles. This will help your team decide on how to solve a mechanic by utilizing the entire party's utility.
        - They should be extremely familiar with party mitigation, raid buffs, and all jobs being played to some degree in order to suggest uptime improvements to solutions.
- Solution Adjusters
    - As many raiders as possible
        - Raiders should be comfortable suggesting alternatives to developing/developed solutions in order to make them more consistent. This should reduce the number of "wasted" pulls. Care should be taken if switching a solution would waste more time, case-by-case.
- Fast Learners
    - All raiders
        - Every raider should be able to absorb solutions from at least one other raider in the group in the form of visuals, audio, or text. This is critical as the longer it takes for a raider to recognize how to solve a mechanic, the longer you will spend on said mechanic.
        - Every raider should also be comfortable switching mechanic solutions between pulls. This typically requires the raider to understand how the mechanic resolves from the bottom/fundamentals up.
        - Raiders can also practice this skill by performing different/precise solutions. The goal here is to quickly acclimate to what can and cannot be done in the least number of pulls.
- Progression Mentality

    - All raiders
        - While progressing through mechanics, every raider should prioritize doing mechanics correctly. DPS does not matter until you are on enrage progression.
            - All raiders should think about optimizing their gcds/damage however not at the expense of wiping the party during mechanic progression if particularly risky. This should not include optimizations that significantly change or create difficulty for others.
        - In terms of enrage progression, every raider should understand that there is absolutely no need to greed unless the enrage check is extremely difficult and the mechanic solutions cannot be adjusted for increased damage/buff uptime.
- Role/Job Competence
    - All raiders
        - Every raider should understand their own job/role to a high level and be able to provide solutions with their job's utility or mixing up how they are solving the mechanics they are giving with the tools they have.
        - When a raider is competent in their job/role, they should be able to watch other raiders during pulls and be able to help provide constructive criticism that will help the team progress faster.
            - In mechanic progression, players should be focusing on watching mechanics, their positioning and status, as well as other players positioning and status. Obviously making sure they, themself, can perform first and foremost.

Support Members

Important to note about Support Members is that many of these roles can be mixed and matched depending on the individuals in the Support Member group.

- Main Communicator
    - 1+ member outside of raid (role can be flexed among support members)
        - This role should be how the raid team gets a majority of their information if possible. However, for certain mechanics or discussions, it is still best for the person who is most knowledgeable about the discussions to communicate it.
        - Any information that needs to be passed through to the raid team should be reviewed by said person to make sure it's concise, clear, and easy to digest.
        - Preferable to have back-up communicators in case of absences
- Callout Assistant
    - 1 member outside of raid (role can be flexed among support members)

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        - This role is ideally also the Main Communicator
        - This person should have a strong understanding of how raid callouts work. Any background or experience as an in-raid caller is extremely valuable.
        - Callouts should be concise, clear, and consistent across pulls to help develop auditory memory for raiders if needed. As a support member, you should have a lot more time (compared to a raid member) to deliberate exact wording using feedback from other support members and the raid team when they have time.
        - If a support member has an easier time recognizing certain patterns, they can do callouts until someone on the raid team is comfortable enough to call it themselves.
- Timeliner
    - 1 member outside of raid
        - This role should be accurately timelining cast start times, cast resolutions, and important timings during major mechanics. This helps provide a sense for when important cooldowns might come up for both defensive and offensive measures.
- Job Analyst
    - 1+ member outside of raid
        - This role ideally has someone who is extremely knowledgeable about both jobs the raid team is bringing, and jobs that the raid team has pocketed.
        - Responsibilities here involve understanding when a certain opener is better and recognizing optimization that can be made over downtime/killtime.
            - The simplest examples are SPS SMN vs CRIT SMN and FoF opener vs Req opener (although Req opener is almost always better for full melee uptime fights).
        - Analyzing buff/mitigation timelines can also fall under this role.
- Information Gatherer
    - 1+ member outside of raid
        - This role should be analyzing streams that are progressing the same fight. They should specifically be able to differentiate stream solutions to team solutions and identify important details that would make pulls more consistent.
        - This role could also try to gather information that was overlooked about proceeding fights through the normal raids.
- Internal VoD Clipper
    - 1+ member outside of raid
        - This role should be clipping VoDs for both the raid team, and the support team to analyze.

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        - This is probably the most intensive role if you want to be “good” at it. I define “good” as clipping every wipe, every new and old mechanic, and labeling everything in a consistent manner with numberings.
        - They should have a focus on clipping VoDs from the raid team. Clips from outside teams should come from an Information Gatherer.
- Strategist
    - 0+ members outside of raid
        - Having a strategist is a very volatile toss up.
        - This is a role that is not necessary and will more likely than not, create confusion and potentially reduce time efficiency.
        - However, when properly utilized, a strategist may potentially reduce the amount of time spent on a mechanic exponentially.
        - A strategist can also provide **strictly better** adjustments/modifications (preferably better in terms of solution difficulty or executional difficulty) to already developed strategies/solutions that could potentially increase raid dps. Uptime strategies are also possible suggestions, however they will only have value during enrage prog on tight dps checks.
            - There is a concern that it might be difficult for the raid group to adjust in a short time.
            - The strategist should weigh pros and cons (including the time loss from the raid group learning the adjustment/new solution) and then quickly present said pros and cons with the mechanic so the raid group can quickly make a decision.
            - The exchange should take roughly less than a minute or two if properly conducted for minor adjustments
        - A strategist can also provide precise information about debuffs, mechanical targeting, etc from a recently completed pull. They should be present during the first time a mechanic is seen and correct incorrect information the raid team might be delusional about (Having raided for multiple hours is tiring and will result in misinformation).
        - A strategist can also be delegated to solve a mechanic properly while the party cheeses it and takes a damage down/vuln. This allows the raid group to make progress and solve the mechanic at a later time. This helps accelerate prog by bypassing a mechanic that is not understood.

Third Parties

- Crafters
    - A small number of trusted people or a single outsource
        - You will most certainly require crafted gear in order to compete past the first two turns. This is typically going to be a 250m gil investment. If SE continues a week delay between Normal Raids and Savage Raids, then it is likely that crafted gear will cost significantly less (2m/person = 16m-20m total)
        - You should not need the gear until partially through the third turn at the latest. This should plan to get your gear after approximately 2-3 hours if you are racing at a good speed.
            - Although having more gear always helps, being able to perform and execute effectively will always save more time than better gear.

Team Synergy

Mid-Pull Conduct

Because this document is about seriously competing in the world race, all actions/communication during pulls should be related to making pulls more efficient. However, it is up to the team if they want to allow for irrelevant banter. It is arguable that such banter might make the race experience more enjoyable and potentially reduce fatigue across the group, while minimally affecting progression speed. **This should be a decision made by the group.**

Raiders should be actively communicating to each other in an attempt to preserve as many lives as possible during pulls. Any irrelevant banter should be stopped immediately when arriving or a few seconds before new mechanics or when testing a plan of action. This provides a few seconds allowing raiders to change their mindset from the fun banter to a focused progression mentality, however might not be required.

Being Comfortable with the Raid Environment and understanding the power of Emotional Intelligence

Personal Note: I cannot emphasize enough the importance of this section. To put it simply, teams should always be looking for players of the same skill level, whether that means Softcore, Midcore, Hardcore, World Prog, or World 1st among other “skill level” denotations. When you start reaching “skill cap” and start looking for higher level teams, you will start to notice that everyone plays relatively well (on the same skill level/cap). Similar to other team projects, raid/team environment starts becoming one of the most important things to consider for the team.

You will get irritated with team members if they act in an unpleasant demeanor or have unpleasant habits. This irritation combined with raid fatigue, raid shock, and all the other mental/emotional/physical effects that a raider may be experiencing will affect play. While it shouldn’t, it is difficult to argue that it doesn’t or won’t.

I’ve had many talks about valuing skill over personality and the such, and my stance is, and most likely will always be, that **bringing in a personality that doesn’t mesh well, despite being a strong raider, will actually cause the team to lose more time in the race** than if a different raider were to be taken. People can argue with me on this. The only time it becomes truly evident is when you are in the middle of prog and said person is getting on your already flared up nerves.

This doesn't mean you need to raid with your friends, but that everyone comes into world prog with a professional demeanor with understanding if some people would like banter or funny moments. **The team is essentially trialing for high Emotional Intelligence (EQ).**

P.S. Please be careful if you have an open mic and you like to slam the desk or sigh after wipes/mistakes. Small things like that will also affect the mentality of the group.

Raiders should be comfortable with the raid mood. You may have a completely different personality from someone and might not even respect their decisions outside of the game, even if you respect their gameplay. You should consider whether or not you want to raid with this person before trying to tolerate them. In the case that either of you two become unable to tolerate each other, **progression will be severely impeded**.

Raiders should understand and recognize each other's personalities. This will help give you insight in how to reduce their fatigue as well as keep them in a comfortable state of mind. Recognizing each other's flaws and learning strategies will also help when it comes to explaining solutions to each other.

It is of utmost importance that you are not only raiding with people that you respect, but also people that you trust and are comfortable communicating with. This provides a good raid mood and will help reduce fatigue across pulls. The raider's minds will also have more clarity as they will be able to better focus on raid in general.

Pulling Efficiently

We describe certain procedures that should be followed and considered between pulls in order to make sure each pull is as efficient as possible. The assumption is that discussing how to make a pull more efficient and consistent will save you more time than continuously pulling in order to solve certain issues.

Do not pull without a plan of action.
Acceptable plans of actions are:

- Seeing mechanics for the first time
- Testing a solution
    - Gathering Information
- Killing the boss

Do not pull because someone is antsy. They should be contributing to the discussion or latching onto an acceptable plan of action.
Everyone should be recording footage in some manner, and so even if you only see the first few seconds of a mechanic with everyone alive, you should be able to identify enough information to develop a rough solution.

First wipe at a mechanic

- Identify arena features that are new and relevant to the mechanic.
- Identify debuffs that are new and relevant to the mechanic.
    - Identify the debuff timings and if possible, their timings relative to arena mechanics.
    - Check Proximity
    - Make the assumption that the debuffs are role random (DPS and T/H)
        - This should save you more time than assuming the debuffs are party random.
          You will most likely lose more time trying to explain how to solve a T/H debuff to a DPS that they may or may not get the debuff. Paired with the fact that your first solution will not always work and might need to be changed, you will have lost more time trying to teach every member every debuff pattern.
    - Count artifacts of the mechanic. Usually 2, 4, or 8 indicating specific targets usually.
        - 2
            - Target both healers
            - Target both tanks
            - Target dps and a t/h
        - 4

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                - Target T/H
                - Target DPS
            - 8
                - Even responsibility
                - Target Light parties
                - Target Role split
- Identify damage taken.
    - Identify who took damage and why.
        - Non-shareable damage 1.5x a DPS health pool typically suggests a Tank buster.
        - Damage cap typically suggests the mechanic was failed or a zone during the mechanic was dangerous.
        - Shareable damage 7x a DPS health pool typically suggests an 8 stack
            - 3.5x → 4 stack
            - 2.5x → 3 stack
            - 1.5x → 2 stack
    - Identify short duration vulnerabilities.
- Identify vulnerabilities/damage down debuffs
    - This suggests someone did the mechanic wrong.

Second wipe at a mechanic

- Did you wipe because of poor execution?
    - Discuss if you need to pull again with better execution. It may be the case that someone saw a flaw in the solution and you should adjust the solution.
- If not, did you wipe because a previous assumption was wrong?
    - Fix the assumptions and adjust the solution.
- If not, did you wipe because of an unaccounted for pattern?
    - Check/adjust the solution for the pattern that you just wiped to.
    - Also check the solution for any other new patterns that the previous pattern might provide insight for.

Wiping at a solved mechanic

- Did you wipe because of poor execution?
    - Discuss how to execute better and make sure people are aware they executed poorly.
    - If someone has an extremely difficult execution pattern, can you make that pattern any simpler?
- All raiders should avoid these kinds of wipes because they are inefficient and increase fatigue significantly.
- Check “Second wipe at a mechanic” above.

Stopping for the day

Do not stop at a mechanic that you have a working solution and can easily get through with the entire party alive. You should stop upon seeing the next mechanic, preferably a non-trivial mechanic, with enough information to deduce a solution. This will typically be the first or second pull to that mechanic.

If you stop early, you should plan to start early the next day. There is no reason to push everyone to go over 12 hours a day **unless** the race seems like it will be that short, or you are pushing enrage. This is significantly more efficient than bashing your tired heads against a mechanic solving wall that could be solved by a raider during their sleep or before a raid session after a sleep break.

Maybe put something about health; food, sleep, illnesses
Don't want someone to get so ill that they need to go to the hospital…
Then you are down a raider…

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Reducing Wasted Time

Inefficient Pulls

Failure to gather information, wiping early, or inefficient gameplay from an individual raider will all cause your progress to slow down.

Make sure everyone is aware of arena effects and debuffs. Recorded footage is important for not only your own review, but to show other raiders who could have the same solution pattern. This will help speed up progress by giving them an idea of how to solve the example visually through the game. The more information the team can gather, the more they can spread it around to each other and make better decisions.

If the team wiped early, identify the reasons why and remove them as best as possible. In the case of fatigue, discuss what should happen on the next pull and take a short break.

All raiders should be examining the other raiders around them in order to help assist them or come up with a better solution that would help make progress more efficiently. Do not “get used to” how things are being done in the moment. It could be extremely inefficient and a better solution could be very obvious.
You are part of a team and are responsible for overlooking any inefficiencies that you can try to fix. Another raiders performance could be improved by your intervention and asking them to try Y instead of X. The team needs to perform together. Individual performance means nothing if the rest of the team is not keeping up.

If the group is having extreme difficulty solving a mechanic (potentially also execution-wise), then the group can elect to cheese the mechanic (usually with damage downs or deaths if possible), and prog past that mechanic without solving it. If the dps-check is tight, the party will need to solve the mechanic properly later, however the solution can be delayed indefinitely to enrage.

Testing Multiple Solutions in the Heat of Combat

This section is mostly directed at 50/50 mechanics. This is referencing mechanics such as E4S’s orange markers/yellow markers where it is not clear what the marker could be indicating.

When encountering a mechanic where there is no clear solution, raid members should try multiple solutions in the heat of the mechanic. Some people should try to stack; some people should try to spread; some people should use a chariot solution, some people should use a dynamo solution. This way, you can gather multiple samples of data and also see slightly further into the mechanic.

Extrapolating Solutions in the Heat of Combat

Personal Note: Not as useful as one might expect. It's a good skill, but also requires everyone to have the skill. Better to quickly discuss a solution and re-pull.

Sometimes, it is extremely easy to extrapolate a solution during combat. The most common example here relates to opposite mechanics (Dynamo-Chariot; Stack-Spread; Conals-AntiConals; HalfCleave-HalfCleave). When encountering such a mechanic (or when having seen such a mechanic in the normal mode fight), the raider should try to extrapolate and direct themselves and the rest of the raid group. The raider should understand that there is no reason not to speak up and do a call out because the alternative is absolute chaos. There is a case where doing a call out is detrimental to progression, however the end result is more or less the same and the group will have to re-pull to the prog-point.

Team Communication

Be clear about your physical/mental state during the raid. If a raider does not understand the plan of action, solution to a mechanic, or is in general completely unsure of what is happening, **ask the group**. If the raider is having physical pain, or physical fatigue, then pulls have a higher probability of failing to reach the prog-point.
Failure to communicate detrimental physical/mental states is critical and will result in wasted pulls.

Additionally, failure to communicate debuffs, debuff timers, and mechanics that you received during a debuff dance will cause the previous pull to be wasted. The fastest way to resolve this is to understand that you will likely receive debuffs and mechanics during pulls and to keep an eye out for them and mouse over them for an extended description. If you could process the information, then the group can be informed almost immediately. If not, you should be recording footage of the pull and should be able to pull it up to retrieve said information, albeit slower than through accurate memory.

Short Breaks

During world race progression, you should take short breaks relatively often. The best time for short breaks is immediately after describing the plan of action for the next pull. This way raiders are able to digest and process the plan of action during the period of relief. This also allows them to form questions about the plan of action if any, and can extend the discussion when everyone returns refreshed. Re-explain the plan of action for clarity when the short break is over.

Do not take short breaks individually or leave the discussion without ensuring the group is aware that you are missing.
You may miss important discussions and the group will be required to spend more time to re-explain the plan of action to you. If you require a short break, ask the entire group to take a short break from pulling and decide on a plan of action together before everyone takes the short break for the reason stated above. This will make your short breaks less frequent, but more efficient as a whole.

Long Breaks and Sleep

During world race progression, long breaks are typically only time to sleep and rest between raid sessions. These long breaks should not be cut short, ignored, or considered a nuisance to racing. These are the most important breaks because they allow long periods of time where raiders could solve mechanics passively, rather than actively.
Generally, sleeping on a problem in life helps people change their state of mind and see the problem in a new or different light, providing clarity and potentially a solution to the problem.

As stated before, the best way to efficiently use long breaks is to stop raiding when you are at a difficult problem. For example, the party either just arrived at a relatively complex mechanic, or a mechanic is solved extremely inconsistently by the group.