

Donut As Hitcircle Tournament 4

Staff debriefing

Helooo everyone!! A few more words from me as this tournament has finally come to its long-awaited conclusion~

This is directed to the staff of DAHT4. I'm going to text wall here a bit, you are by no means obliged to read any of this ofc.

First off, let me thank you all for joining the staff team and spending your free time and efforts on something I'm very passionate about; mundane tournament hosting. I still find it super incredible how some of you are willing to invest abominable amounts of free time with a bunch of total strangers on something like this, and I will forever be amazed by how lovely, mentally caring, and competitive this game's community truly is. I really feel humbled to be able to do my part in this epic game and contribute to the competitive scene that I'm so fond of.

Now, allow me to show just that extra bit of gratitude towards these most sanest individuals with a bit of advice added for no apparent reason.

★★★★ [MetaBee](#), I still consider you more of an admin than an actual host for this tournament, this is due to me obviously making the biggest decisions and whatnot, but I truly cannot imagine managing a variety of things and decisions without you on board. Your experience and knowledge in both the game and its tournaments combined with those rapid decision-making skills that constantly made me double-check whatever and whatnot - turned out to be a real necessity for this tournament, even if not everything was by the norm and how I envisioned it, you still managed to find fixes and give me assurance that everything would be manageable and we'd get this tournament to its conclusion. The maps you swiftly were able to map were (let us dismiss gs1nm2 lmao) honestly amazingly good and hit way above any quality standards I initially had with customs. As for advice, you probably do not need any from a novice amateur like me but perhaps consider others opinions to have a little more value than you initially judge them for; you stubborn goofer. So again, thanks A LOT for joining in, METAL BEE! (and pliz fix audio ~UwU~)

★★★★ [Senndwich](#), I'm a little confused as to how you are able to have so many different things going on for you (on the online side of things) and still find a way to prioritize such an insignificant project like DAHT. NO ONE, not one person that has noticed you in the staffing of things hasn't recognized your kind nature and

professionalism in what you're doing/staffing and always searching for the best way to word things with sometimes taking multiple things into consideration (ex. scheduling matters). Streaming was a huge partaking that you did and you managed it all on a laptop with no external second monitor, I can barely comprehend why one would even attempt such a thing, genuinely admirable efforts there. The only constructive advice for any tournament management staffing in the future is to think further about an idea you impulsively or carelessly suggest as I've seen you make throughout the tournament (I'm not talking about the goofy sarcastic ones ofc). But, as (I believe) this is your first tournament staffing, can this easily be forgiven, and NO ONE is faulting you for making an effort to suggest a solution to a possible or factual problem. Thank you SO much, SENNDWICH (god I love that name 🍷)!

★★★★ [Rosiee](#), uncertain how I should consider the way you originally became an admin, as you suggested yourself to help with administrative matters. But one thing turned into another and we ended up with the most sleep-deprived admin to have ever existed. You helped out so much with setting up the discord server that Senn was getting disappointed not being able to help out. This maddening drive you had to staff really showed and helped out so so much. Though not expected, you willingly ruined your sleep schedule for the staffing of a bunch of simple osu! matches to ease the load of other staff members. As this is much appreciated by everyone involved (i.e. staff and players), you MUST allow your OWN personal matters/health to take priority sometimes and boldly make others do the effort. I feel terrible you had to do so much despite us having plenty of other staff members to take on such jobs. Please don't view this as me throwing shade at your efforts but rather as a suggestion going forward. And lmk if you need me to sing Blimp again for whatever reason. Thank you, goddess, ROSIE!

★★★ [megafasator](#), allow me to start this off with a compliment, you are a very lovely person to work alongside - your humor and goodwill really showed through and through in this tournament and one mustn't dismiss all the effort you contributed whilst some were literally giving up sometimes. Whether this motive to help came from having little other things to do or not and whether you'll in the future still have the time for it or not - I hope we can stay involved with each other, such as in 6WC Belgian management or really anything else because I feel at ease knowing there's someone other than me that could take charge whenever for whatever. And I'm certain that I'm not the only person thinking this way about you. And lastly, have a little more confidence in your work, and don't stress the end result too much. Thank you, good chum, MEGAFASATOR!

★★★ [Yumenexa](#), "HOLY FUCK, THIS GUY NEEDS TO GET HIS SHIT STRAIGHT", is what I thought multiple times whenever you started talking about your busy schedule. Yet somehow always finds a way to deliver and map such bangers of maps with outstanding quality, you really do not understand how much your efforts

are appreciated by me and a lot of other people. Do try to make an effort in setting your schedule in order before adding new things to it, you know better than anyone what kind of stress and trouble this can result in, but ain't no one complained in the end - and those are facts. Thank yu(me)o, YUMENEXA!!!

★★ [Syvatzia](#), FOR FREE?!?! Yeah, everyone is amazed at the quality of the works you have provided and the crazy amount of time you've spent finishing them all. But let me shine a light on how important something else was that you did other than your amazing GFX works. Your direct complaints after having dealt with a quite annoying match helped me realize that a serious change in attitude from a lot of staff members needed to happen (remember that silly post in #backstage). Though I can understand how this doesn't look very related to your complaints at all, it still was (also Louis was involved in this, ofc he was, its Louis). Then also, I pray that you grow in the world of GFX design and find good work that is decently paid, I hope I wasn't too much of an annoying, high demanding client - I very much loved working with you on this tournament, and hope the badges will go through and your work be eternalized. Thanks so much, SYVATZIA!!!

★★ [LouisD](#), one of the few that took certain matters to BEE without enlightening MEE about them. How dare THEE!!! But in all seriousness, you were a huge help in giving us that extra intell what we needed to focus on regarding the pools and much more. It always was much appreciated by all the pooling staff and players. Really don't have much to say here but wanted to mention you anyway. Merci, LOUISD!

★ Others, obviously I'm not forgetting about all the other people that helped out in the staffing for DAHT4, I couldn't have done it without the amazing staffers for the matches and EPIC peeps involved in the pooling.

Prepping

Most uncontroversial take here; the [information document](#) was unnecessarily elaborate and detailed in its layout + a total waste of my time. For the most simple reason: It's, too, long. I'm sure that some people found it useful to have extra details about certain rulings. However, this also caused a contradicting effect which made extra confusion for some people with me having to explain it in another way or go back and rewrite it, and even worse, referees having to explain the rules in the middle of a match. Though this is partly their own blame, I won't dismiss the fact that if it was sufficiently sized and understandable, they may have not asked to have the rules explained. It irritated me to no end that I got comments saying it was poorly written and that no one would read into it that much. Rather disappointing that my efforts were so misdirected for this document. It's a good document and I take pride in how it turned out, but was just not adequate for this tournament. A

little side note here too; this document did not mention the screening week anywhere apart from the schedule.

Now the sheets. I believe the main sheets turned out to be somewhat what I hoped they would become, apart from that UGLY main cover which is hidden away as it's way too embarrassing. They all did their job and the information was displayed in a clear and readable manner, with only sometimes going a bit overboard with its layout. I don't think it topped anything from the [DAHT3 sheet](#) apart from the schedules and player/team listings. The staff sheets had little to no problems, the only issue we had was my lack of proper attended guidance. With this I mean the uncompleted guide documents and false promises for some one-take tutorials videos I had planned. Apparently, it was much easier talking everyone through the sheets' usages and the steps of certain roles and setup guides for match-related staffing (i.e. IRC chat and both tournament clients). So once again, misaimed my efforts a bit, but way less serious compared to the information document.

Schedule/Planning

I believe that the general schedule that was laid out when prepping was able to be upheld with only 1 extra week in the BEGINNING for the screening. I misread how long they estimated it would take and didn't want to commence with the qualifiers if we did not receive our screening results from tournament support back. But let me evaluate a little bit more specifically, with players and staff, all with different time zones, where the availability never really neatly overlaps - I can't help but be amazed at how manageable things still were regarding the matches. Two people really putting in the effort and giving up their free time and half-decent sleeping schedule for something as unimportant as staffing a match. 14 weeks was a lot of time spent by not only me but so many others and I'm so glad it's finally over.

Management

W, I don't think there are any significantly different ways I could've gone about managing this tournament. I'm very proud of my communication abilities when it is needed, and I'm happy I could resolve all problems that we faced - either myself or knowing the right person for the job (let us dismiss the main sheet cover I attempted to fix, it was simply not foxy's cup of tea, lolololol). I think the key to good management is having proper and correct planning of what you're going to be doing and also finding potential issues you may come across so you know exactly what to do and aren't totally dumbfounded. This can be very challenging if you're new to everything but I believe that for this tournament everything went in such a way that I didn't sweat almost anything and it was pleasant for everyone involved that was directly under my command (ex. not the custom mappers).

Mappools

Mid, I think everyone involved including players can agree that we did not have the best of best mappools. I'm not discarding the efforts that went into them and I'm super grateful we finished all eight mappools ofc, and I'm not gonna throw any shade on the amazing individuals that helped select the maps. But here's this theory from me, we spend 3 to 4 weeks too many on the first mappool (Qualifiers) and ended up with little time, and motivation to start constructing the pools further into the tournament. This unfortunately brought us into a reoccurring loop of rushing every pool right before the release date was due. Giving very minimal time to the playtesters and not being able to take their availability into account which was possibly the reason most were demotivated to even attempt to help if such an issue wasn't getting resolved and never did. The quality of certain slots also suffered from minimal time to find decent maps for them. All this together resulted in less-than-desirable pools that were a real hit or miss for the players. And no, I'm not sucking the cock of some negative feedback we've gotten throughout the tournament, I'm just trying to explain its root cause.

Now let me recognize some of the positives. I believe that despite anything - the pools turned out to be decently balanced and hit all the skillset marks they were supposed to test. I loved how we were able to stay lenient and pick banger maps such as Blimp despite having many red flags, and god bless Chocheman, ofc. Needless to say, the voice chats were always amusing and fun and never 100% focused on pooling and pooling alone; we all enjoyed the banter and the sidetracked atmosphere very much, or at least, I did. Lastly, The customs exceeded my expectations in both the quantity and quality of the maps, I feel immensely honored to be able to have them specifically made (or some at least) for this tournament.

Compared to previous iterations

Statistically, we always gained in every aspect for each next iteration. Going from 1v1 to a 2v2 to a 3v3 to a 4v4. The biggest difference was the last one as all the previous ones didn't allow for a team size bigger than the required lineup. Only for DAHT3 was this a massive problem + all teams were random, which was both hilarious and painful to manage, what moron could've ever thought of such a silly idea, haha! But teams of 6 to 8, 4v4 seemed more of a standard and much much more manageable for the administrative side of things; registrations and scheduling. For each next iteration, we also had more staff to help out and each time they seemed to be more professional, which for the last one was a necessity as the tournament was going for badged. Any significant problem that could be caused by any staff member, could be enough to mark the tournament as ineligible for a badge. Very stressful to leave so much trust and responsibility in the staff that I don't know much about and can't fully predict. Proper guidance was needed for

every little thing, even if they were familiar with their assigned jobs. My strictness stayed surprisingly low for many things, this was also true for every other iteration. I think in DAHT2 I remember being called “chiller than most other hosts” by a well-known tournament player, I took this as a compliment and tried not to change the way I communicate too much and such, and wonder if I was able to succeed on this or not, because I don’t really know. Huge W to all the staff or players that stayed involved across the previous iterations, only one player came back from DAHT1; Cant Even FC. Very cool Seb, you’re awesome.

Me; Friendly Spy

Ah yes, me, the friendliest of spies, checking out at once! Finally! Weeeeeeeee \o/ Lemme break it down a bit, Donut As Hitcircle Tournament started with a simple friends-only 16-player 1v1 and ended up spanning 4 iterations with the last one cutting it close to 400 people involved. I’m embarrassed to even think about how much of my time it has consumed. (If you for whatever weird reason want to read into the story a bit more, there is always the [Donut Lore](#) (AN: as of 24/06/2023, the rewrite is yet to be completed)). I never really thought I’d host another tournament after DAHT2 but I did, and after that, I did it again and again ([DCT](#) was also a thing). And I but truly wonder why. Regardless of how we got here, I’m glad it is over and I will be able to continue on with my real life - freed from any tournament obligations I set up for myself. I will be playing the game a little more before I too, will close that chapter. I don’t plan to just keep on playing like I’ve always done, I’ve achieved most of what I’m capable of and wanted to achieve. Super satisfied with everything and so so done with the hustle.

Talking to people who match your energy about a certain topic is fun and it’s super cool to be able to work with such people on a project as lengthy as an osu! tournament. The challenge of management really kept me going throughout the years I’ve hosted and I feel so much improvement in my communication skills from when I started to where I am today. Believe it or not, I’m a HUGE introvert that has pretty much no real friends IRL and doesn’t know how to handle a lot of things. Perhaps I really wish to stay in contact with some of the lovely gamers I met; whether players or staff.

And then to close this OVERLY long text wall off, I’m still going to be down to do some minor staffing if asked, but obviously, nothing crazily time-demanding.

GGWP!!!

From your Host

[Friendly Spy](#)

24-06-2023



This was probably the worst period of my life, thanks spy. At least I got to spend a lot of time with you, that makes up <3
Senndwich

do you wanna dine in my blimp sometime?
Rosiee

Ty for those two staffing experience you allowed me to get, I have learnt quite a lot, and enjoyed a lot helping you in this journey, keep eating donuts for your safety!
LouisD

Congrats on another succesful iteration of DAHT! Thank you for making this tourney possible for all of us to be a part of. Hopefully, this journey has been a memorable experience for you, Spy. Keep up the amazing work and host more tourneys in the near future! Arigatou- thanks for taking me in as well ;)
Quickeryes

You're a mad lad for attempting and executing something on a scale as big as this. Well done and i'm sorry I couldn't live up to my commitment, i'm very sorry for that. Wish you the best buddy ~Tom x
Optimism

he is indeed the friendliest spy out there 99
Hexikey

I appreciate you letting me participate in the tournamant and you a cool ass mfka fr
Recon

Yo spy(with rizz) thanks for hosting all the best 🥰
Polarity

hi i wanna commend you on how much effort you've put into this tournament. Like handling a tournament of this size is pretty challenging but im glad everything worked out in the end. just thanks for having me on the staff team and all the best for your future endeavours! :)
Viprous

thank you spy and staff for this amazing experience as first playtesting, was really fun and i hope to work once again with the rest of yall again <3
Kyrichu

You are the 🍌 for making daht tourney
Cant Even FC

Your tournament was awesome, one of the best I've seen in a long time at this rr. Your feedback on sheeting was actually helpful unlike what I get normally ("the design is awesome!!!" I don't like that). Thanks for hosting this and good luck on future stuff, excited for all of it
foxy1919191919

Thanks spy for being the coolest belgian i know besides senndwhich
blexdark

I appreciate you just adopting a random person that wanted to help out and thank you for all the GFX feedback <3
Syvatzia

Thanks spy for teaching me about reffing and trusting me as a staff member. Me and a lot of other people really appreciate the work youre putting out and the hours youre pouring in!
LGM

Hi Spy, congrats on a successful tourney and thanks for all the work you put in. I had fun doing replays 🥰
Sp1cyy

Hey spy, I would like to thank you for giving me an opportunity to ref and help out as staff in such an amazing last entry to the DAH tournament series (for now atleast) you pushed through to make this amazing tournament happen and I am grateful to have been a part of it, much love
Saikou

Good Shit Mr. Spy Keep Up The Good Work! ❤️
Kuronora

Thank you for hosting the tournament and letting me staff in it. It was a fun time and my first time doing proper work for a tournament. Thank you for reminding me that I am needed when I had off weeks and seeing you say my commentating was "pog" made me happy (even tho I was unable to make grands). :3
Sigge

Hello spy you suck, jk you handled this tournament like a boss i'm really impressed <3
uyaz

tourney was very fumo, thanks for fumo tourney ❤️
Nyariri

Thanks spy for helping me smuggle crack over the uzbekistanian border (and allowing me to make a song that didn't get used in the end unfortunately)
coulrulner1

We staff members are the donuts and you're the topping overflowing, dripping from one donut to another linking us together"
Luminous Sky

Thank you spy for hosting this amazing turnament. Im sad i couldn't help this year at all but life is life. You did a great job and im very proud of you my boy. I hope we see each other in some time. Now after it all ended go tuch soem grass and take a shower. Love.
alek vip 123

Hey Spy, sorry I didn't really do much I kinda wish I did but regardless, you did an amazing job along with the rest of the staff in making the tourney possible. I hope you continue staffing in these tourneys to make dreams possible for others (btw can you get asian staff or is that impossible, I at least want one other person to suffer from scheduling with me)
Monke48

Spy, your dedication towards this tournament was something that I haven't seen in many circle clickers. Thank you for organising this tournament, for letting a no-name like me to pump out custom maps, to testplay maps, and to commentate matches. It was a blast.
Yumenexa

yo spy, we are so done! this tourney was a fun experience (kind of a shame its the last one tho), gave me more confidence in my pooling abilities. i hope we can meetup soon at sportoase (whitedoable!?!?!?) yours truly, megafasator (aka FADED THAN A HO)

Hey Spy,if youre reading this I LOVE YOU!(no homo(UNLESS? 🤔)) anyways i hope you are alright and thanks for letting me be a staff member in this tourney xd
IIANTONIOII

Hello SPY! It's BHou here ,your showcaser from DAHT3 and DAHT4 , your tournaments are very good very high quality, thank you for hosting these!!! thank you SPY!!!
MeowHou

Check the word count, NOW!