



The HappyStick Seasonal Tour consists of three season-themed tournaments held once every couple of months, starting out with the Spring Tour! Winter will be skipped as it would coincide with the osu! World Cup (OWC).

Our goal is to create a tournament accessible to everyone, with a prize pool worth playing for regardless of your rank. Starting around week 4 of the tournament we'll also be streaming and casting a lot of the matches. The first Seasonal Tour installment will allow for 640 players, spread across 10 different ranking tiers of 64 players each.

### Schedule:

**Jan 26<sup>th</sup> - Feb 3<sup>rd</sup>:** Prize Pool Crowdfund on [www.twitch.tv/happystick](http://www.twitch.tv/happystick)  
**Feb 4<sup>th</sup>:** Total Prize Pool Announced: **\$1,250.00**  
**Feb 6<sup>th</sup>:** Sign-Ups Open at **1PM PST / 10PM GMT+1** at <https://goo.gl/AWN5tA>  
**Feb 17<sup>th</sup>:** End of Sign-Ups  
**Feb 20<sup>th</sup>:** Release of Schedules & Map Pools  
**Feb 25<sup>th</sup> & 26<sup>th</sup>:** Week 1 <https://goo.gl/dTH0bs>  
**Mar 4<sup>th</sup> & 5<sup>th</sup>:** Week 2 <https://goo.gl/XKMNi2>  
**Mar 11<sup>th</sup> & 12<sup>th</sup>:** Week 3 <https://goo.gl/1CdBhj>  
**Mar 18<sup>th</sup> & 19<sup>th</sup>:** Week 4 <https://goo.gl/Z2aU1R>  
**Mar 25<sup>th</sup> & 26<sup>th</sup>:** Week 5 (Finals) <https://goo.gl/LJZksL>

## Ranking Tiers & Prize Pools:

### 1,000 – 2,999:

1. My Rabbit Chino (\$150.00)
2. Electovoid (\$70.00)
3. PainSinger (\$35.00)
4. Jensen (3 x Supporter)

### 3,000 - 6,999:

1. Doughy (\$120.00)
2. DGmG (\$50.00)
3. TBA (\$20.00)
4. TBA (3 x Supporter)

### 7,000 – 11,999:

1. Meow-Mix (\$90.00)
2. MrKHfan2 (\$35.00)
3. Mancis (\$17.50)
4. Zapalon (2 x Supporter)

### 12,000 – 17,999:

1. Cyndere (\$80.00)
2. EiW (\$30.00)
3. Mysterious (\$15.00)
4. CoZero (2 x Supporter)

### 18,000 - 24,999:

1. The HarutoKun (\$70.00)
2. Markus\_264 (\$27.50)
3. Mosha (\$12.50)
4. TheNinja729 (2 x Supporter)

### 25,000 – 34,999:

1. Renquiem (\$60.00)
2. Saftmaschino (\$25.00)
3. TBA (\$12.50)
4. TBA (2 x Supporter)

### 35,000 – 47,499:

1. Chanigan (\$50.00)
2. BiFi (\$25.00)
3. Ebanineo (\$12.50)
4. Razzmatazz (2 x Supporter)

### 47,500 – 62,499:

1. Akarii (\$40.00)
2. School Girl 8P (\$20.00)
3. Emfrefya (\$10.00)
4. Llamatron (1 x Supporter)

### 62,500 - 79,999:

1. [Misty] (\$40.00)
2. Diamondturtle01 (\$20.00)
3. Vake (\$10.00)
4. Chickenbible (1 x Supporter)

### 80,000 – 100,000:

1. Syltrix (\$40.00)
2. Darkreyz (\$20.00)
3. ConDroid 2 (\$10.00)
4. Domschke101 (1 x Supporter)

You must have access to an active PayPal account in order to receive your prize money. The account can be yours or someone else's. All the above amounts include any transaction fees so the amounts shown are exactly what you'll receive.

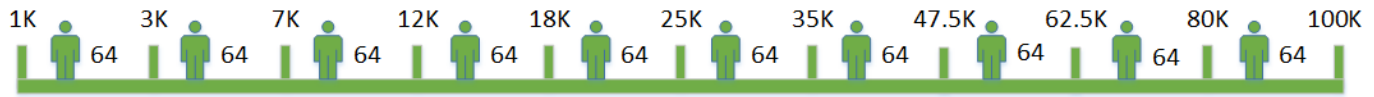


# HappyStick Spring Tour

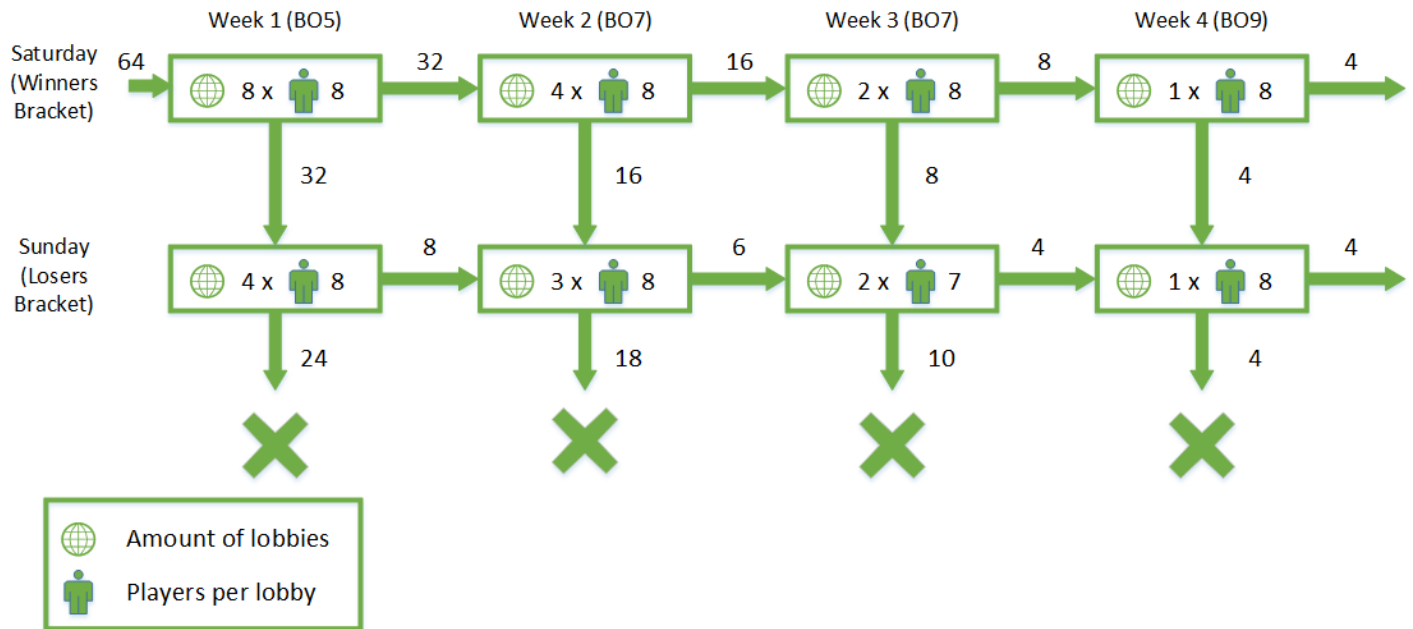


640 Players

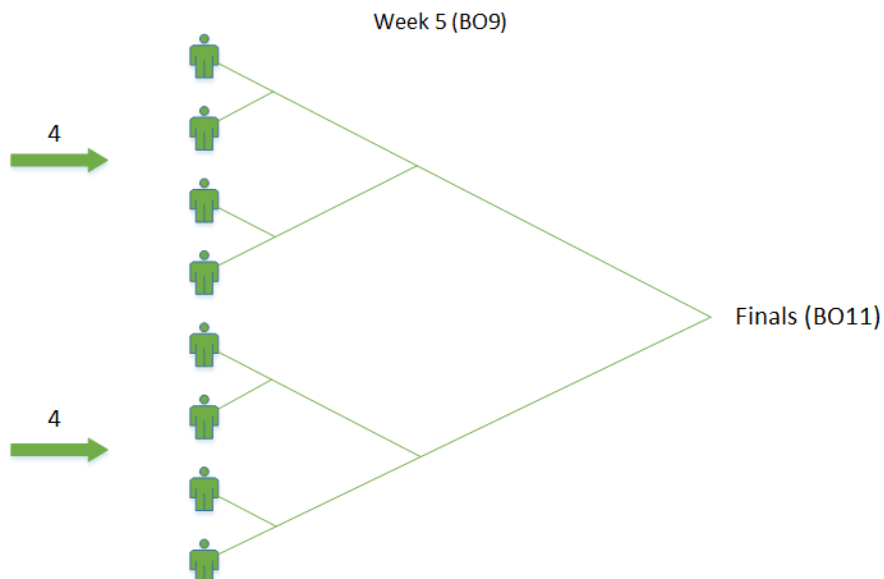
10 Rank Tiers



## Double-Elimination Bracket



## Single-Elimination Bracket



## General & Groupstage Ruleset:

1. Each ranking tier will have a total of **64 sign-ups**.
2. The scoring system will be **v1**.
3. **Winners Bracket** matches are held on Saturdays, **Losers Bracket** matches are held on Sundays
4. **No-Shows during the first round** without communication to staff will be blacklisted and banned from participating in the Summer Tour.
5. Schedules & map pools will be released on **the Monday before each match**, with the first release being February 20<sup>th</sup>.
6. Make sure you're online at least 15 minutes before your assigned match time. You will have been assigned a referee who will invite you to the multiplayer room. **Turn off "block messages from non-friends" and "block multiplayer invites from non-friends"**.
7. Your placement after each map gives points as follows:
  - a. **1st** = 6 points
  - b. **2nd** = 4 points
  - c. **3rd** = 3 points
  - d. **4th** = 2 points
  - e. **5th and up** = 0 points
8. In the winners bracket the top 4 players of a lobby proceed to the next round, the bottom 4 will drop down. **See the above graphic** for losers bracket specifics.
9. If after all maps are played there's a tie in points between players where it decides their subsequent placement, a tiebreaker between those players will determine the result.
10. Map picks will be determined by a lobby-wide !roll with the highest !roll picking the map. Once you've won a !roll and picked a map you can no longer !roll in subsequent rounds. If people tie a !roll, those specific people will re-!roll. During the BO9 matches in Week 4, the !roll restriction resets after the 8<sup>th</sup> map.
11. There will be **no map banning mechanic** during the groupstage.
12. A free-mod pick **must include** Hidden and/or Hard Rock; everyone can individually decide which mod(s) to use.
13. Players **are allowed** to use Hidden and/or Hard Rock on tiebreakers.

14. Disconnects happen and are unfortunate but our tournament staff can't verify their legitimacy. Therefore a disconnect during a map will result in 0 points for that map.
15. At your sign-up you'll have chosen a **US / EU (PST / GMT) time zone preference**. Our goal is to have matches played between 5 to 8PM for those time zones. During the group stages we **will not be able to change your specific match times** based on your schedule.
16. If you get a **name change** during the tournament, communicate it to staff.
17. Registered accounts must be **at least 1 month old** to be eligible to participate.

### Finals (Week 5) Ruleset:

1. The 8 players per ranking tier that make it to week 5 will be randomly placed in a **1v1 Single-Elimination bracket** to determine the final placement.
2. Week 5 matches will be **best of 9** until the **Grand Finals** matches, which will be **best of 11** maps.
3. Week 5 matches will feature two changes:
  - a. One **warm-up pick** per player: Each player will !roll, and the winner of the roll picks the first warm-up map. These picks must be Pending, Loved, or Ranked maps 4:30 or less in length.
  - b. One **map ban** per player: Each player will !roll again; the **loser** of this roll bans first, then the **winner** of this roll bans.
    - i. The **Winner** of the second !roll will choose who selects the first map that will be played.
4. If a player disconnects within the **first quarter** of a map as observed by tournament staff, the map will be redone.
5. If a player disconnects after the first quarter of a map as observed by tournament staff, **the opponent decides** if the map is redone or not.
6. Match times are open for discussion if communicated with staff beforehand.

### Ranking Tier Placement & Seeding:

What's a seed? To keep a tournament fair we have to come up with a way to make sure that the skill levels of the players competing are fair and balanced across the field. You will be assigned a number, called a seed, that helps us place you in the right spot at the start of the tournament. If you're interested in how we make it fair, you can read the

explanation below.

We are aware that during the sign-up period and tournament in general your osu! rank might increase or decay. This is why your **osu! rank on February 17<sup>th</sup>** will determine in which ranking tier you will be competing regardless of subsequent increase or drops. The ranking tier you sign up for **must match your osu! rank** at the time of signing up or you will be **removed** from the tournament. You'll be seeded based on your rank and assigned a seed from 1 to 64.

Seeding for the initial winners bracket per ranking tier will [follow a diagonal](#) as follows:

- Each Lobby 1 will consist of the players seeded as 1, 10, 19, 28, 37, 46, 55, 64
- Each Lobby 2 will consist of the players seeded as 2, 11, 20, 29, 38, 47, 56, 57
- Each Lobby 3 will consist of the players seeded as 3, 12, 21, 30, 39, 48, 49, 58
- Etc...

Seeding for the initial losers bracket per ranking tier will be as follows:

- The bottom 4 players of Lobbies 1 & 5, 2 & 6, 3 & 7 and 4 & 8 will drop down to Losers Bracket Lobbies 1 through 4 respectively.

**UPDATE (February 18th):** We've decided on changing the Winners Bracket to Losers Bracket combinations to Lobbies 1 & 3, 2 & 4, 5 & 7 and 6 & 8. This doesn't change the seeding effectiveness but ensures we keep full GMT and PST lobbies for as long as possible (Losers Bracket Week 2 and Winners Bracket Week 4)

Seeding for the finals week will be randomized.

## Top 5 Prize Pool Contributors:

- **Knoorxx \$150.00**
- **MrKHfan2 \$150.00**
- **Shiimen: \$134.11**
- **jdeich121 \$100.00**
- **Henrikandre12 \$100.00**

We want to give a huge shoutout to everyone that contributed to the prize pool over the past two weeks. It'll help us tremendously to ensure the success of the first Spring Tour and to create a strong foundation for all the future installments. So truly, thank you <3

If you have any questions/suggestions or would like to help out you can drop a message in the #tournament-discussion channel on our Discord at [www.discord.gg/happystick](https://www.discord.gg/happystick) or email [happystickbusiness@gmail.com](mailto:happystickbusiness@gmail.com)

We'll see you there!,

**HappyStick & Staff**