\*If the Storyboard ever using strobes, pulses or flashing, mention that to the mapper and have him/her add a epilepsy warning.

\*If you have to apply an offset to a storyboard as well, just use the "Design - Move all elements in time" menu and you'll be able to fix. (Credit goes to Card N'Force for mentioning it.)

\*When it comes to Storyboard. .png files are a most to use. however, the mapper can use .jpeg files too.

\*Check the timing if they are all the same for very difficulty including the Taiko difficulty.

\*Hitburst must never cover the reverse arrow. It's unrankable because you may not know if the slider ball is going to bounce back.

\*Always remember to check the tags!

\*Check the folder if there is any unecessary files in it. Like if there is a second osb. file that has all the Storyboard script, two of the same difficulty (except if it's mapped by to different mappers) and files that are not used in the Storyboard.

\*The minimum requirement bitrate for the mp3 is 128 kbps while the maximum is 192 kbps.

\*mp3 and ogg audio file types are acceptable.

\*Check to see if the background is 1024 x 768 or 800 x 600. There are exceptions however. So, watch out for those.

\*Backgrounds that is .jpeg is a most. However, backgrounds that is .png is acceptable.

\*Always check to see if the combo colors are all the same for every difficulty. There are exceptions that the combo colors could be different because of a different background. So, perhaps it's best to let it slide.

\*Check if the kiai time is consistent for every difficulty. Guest difficulies' might not count.

\*Make sure there are no new combo spamming on the eaiser difficulties. It would confuse a newbie by not knowing which note they are going to hit.

\*Check to see if the tick rate is the same for all the difficulties. Remember, the mapper doesn't have to do that but it's a recommendation.

\*tick rates must never be set to 0.5. It's unrankable because that is showing that the mapper is throwing away the main element in osu!. If the mapper has a tick rate of 4, ask him why he set it. If the mapper said that he put it in just have a higher score, then tell to remove it because that's silly.

\*Make sure that sliders don't overlap themselfs. That is unrankable because it confuses the player by not knowing where the slider ball is going to go to.

\*When it comes to submitting a map, make the the artist and song title follows the english format. No other language is acceptable.

\*Make sure the difficulties names have the correct spelling and correct grammar!

\*When it goes to guest difficulties, make sure that the guest difficulty name is not the guest's username. Difficulty names such as "Roddie" for example, may not be acceptable because you might not know if it's going to be a a Hard or a Insane. Those are examples. "Roddie's Hard" is acceptable. There are exceptions however but try to be a a bit srtict to the mapper and/or the guest mapper. (Credit goes to Gonzvlo for mentioning it.)

\*Inform the mapper to have his breaks dragged for all the difficulties if he has dragged breaks on let's say two difficulties but not the other two.

\*A difficulties must not have 1/4 notes or 1/4 sliders for a Normal and Easy difficulties. It depends on the bpm but not a recommendation for bpm of 125 or so on.

\*Check the spinners to see if they have new comob placed on them. If not, MENTION IT.

\*The maximum file size to have for the video is between 18-20mb.

\*The appropriate file type for videos is .flv (Flash Video) or .avi (Audio Video Interleave).

\*Check to see if there is no audio in the video. If there is audio playing, inform the mapper to have it remove ASAP.

\*The stack must be visable to see. If the stack leniency set to 0, it's unrankable. If the stack leniency set to 1. It's borderline? If the stack leniency set to 2 or higher, then that's fine.

\*AImod (crtl + shift + a) is there so it can point out unsnapped note(s), longer combos, spacing errors, unique slider speed changes, gerneral information on ranking criteria that the difficulties should follow. However, SOME of the information the AImod pointed out could be wrong. Mostly about the spacing because if mapper left the spacing on that intentionally, then the AIMod is wrong.

\*Use the AIBat to see if you or the AImod missed something that you or it didn't spot. If interested on obtaining it, copy this url (http://osu.ppy.sh/forum/viewtopic.php?f=2&t=55305) and enter that web page

\*And remember! Give friendly mods and improve the the mappper's mapping style! Have a general knowing on how mapping works and make sure the patterns the mapper puts in makes sense.

\*One philosophy I believe in mapping is always go with the flow.