



Observer report for MCR Moscow Open 2019 (MERS 2)

Observer: Katarzyna Chabelska

Date: 20 – 21st of April 2019

Place: Moscow, Russia

Website or other source(s) of information: All necessary information provided on the tournament website (http://mahjong.ru/index.php?option=com_content&view=article&id=446). The website was constantly up-dated and was available in English and Russian.

Participants: 36 players from Russia and Poland.

Represented countries

RUS	POL	---
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34	1	1

Playing schedule: 2 days, 7 rounds of 120 minutes, twenty-minute breaks between the rounds, eighty-minute breaks for lunch. Rounds started on time.

Location: Russia, Moscow, Arbatskiy per. 2/6, bookstore "Shansboku". The tournament venue was an atmospheric place beautifully decorated with Chinese red lanterns. This place provides enough room for 36 players, additional rooms could be used during the breaks. Lighting at the tables was good.

Equipment: Mahjong sets in good condition. We played at square tables with felt mats on top.

Refereeing: Vitaly Novikov (head referee, non playing), Denis Lugannikov (playing), Aleksei Shpilman (playing), Petr Maniakhin (playing).

Complaints: None.

Information / communication during the tournament: Visible clock projected from a computer on a screen. Ranking up to date between each session, projected on walls.

Sessions: Excellent playing atmosphere, FFF (Fair-play, Friendly and Fun).

Catering: Coffee, tea, soft drinks, sandwiches, fruit and snacks were available before and between the sessions.

Prizes: Cups for individual ranking (1st, 2nd and 3rd) and for the best Moscow player, boxes of chocolates for the players with the fewest points, chocolates and souvenir for the observer.

Conclusion: The assignment of players to tables was done using the so called 'Moscow Pattern', which means that in the first round it is completely random, while in the following ones it is done according to individual scores (players with the best scores are assigned to the same tables, but playing with the same opponents is avoided). I believe it is a pretty good way of assigning players, as it reduces randomness in the game, even though it requires more effort on the organizers' part. Very nice tournament in Moscow, very good organization, happy participants!