



**Observer report for Great Wave 2023
(RCR, MERS 2,5 [Days=2, Countries=0, Players=0,5, Extra=0])**

Observer: Jasper Germeys

Date: 21-22 October 2023

Place: Espoo, Finland

Website or other source(s) of information: All information on the website of Aalto Daigaku Maajanbu ry (アールト大学麻雀部): registration, program, list of participants. The website was not updated during the tournament. The pairing was provided by a combination of printout and a google sheet document that could be navigated to by a QR code. The day1 results were also visible in that weblink but the individual results per round were only displayed on projector display between the rounds.

Participants: 44 players
Finland: 39, Austria: 1, Estonia: 1, Denmark: 1, Ukraine: 1 & Sweden: 1

Playing schedule: 2 days, 8 rounds (4+4) in alignment with the RCR specifications. At least 15 minutes break between the rounds. Schedule is shifted late + early to easier allow travel to and from the tournament during the weekend.

Location: The bar Taproom d20 is located in Espoo, easily accessible from central Helsinki by public transport, ~20 minutes. Playing area was on the smaller side for a tournament this size but had great ventilation. The playing area was part of one big room that also contained the resting area and a bar that had a good assortment of local craftsbeer. There were a few toilets that produced a few queues but was not really an issue and was not the source of any delays in starting the hanchans.

Equipment: We played with multiple different sets of games sourced from the local groups using a junkmat. The table sizes were slightly bigger than the junkmats making a good combination. There was a laminated copy of the EMA yakulist and scoring table provided at each table. The orasu-sheet was laminated for reuse with whiteboard pens. All tables had 500-pts-sticks which were in some different colorvariants depending on table. One table had a homemade variant. Multiple tables had a amos compass that was used.

Refereeing: There was two non-playing referee (head: Petteri Huuskonen, support: Yuanqi Shan). There was also a few other of the local players helping with the non refereeing parts of organizing. There was reminders to turn of the phones at the start of the days and additional announcements to keep the silence down at at least one occasion.

Information / communication during the tournament: Visible clock on a screen on one of the walls. At the start of the tournament this was on a computer screen that was not clearly visible from everywhere in the room, but this did not pose a problem. The gong that ended the rounds was not very clear but there was no noted confusions on that people did miss the information. Ranking up to date between each session displayed on projector.

Sessions: The schedule for the first day was shifted a bit due to having to regenerate seating as 3 players did not show up for the registration. The whole schedule got shifted to ensure that the food break was not shortened.

On the second day one player was arriving late for the first hanchan making one table receiving a slightly shorter break than planned. Overall the atmosphere was really good and everyone seemed to have great fun.

Catering: There was scheduled food breaks between the second and third game each day. There was no food provided but there was plenty of options available at the nearest mall and plenty of time to go there. There was also an arranged ordering from a local pizzeria for those who preferred that, most players participated in this option. For between games snack there was plenty of candy and some cookies and of course coffee. You could also order drinks for the bar unless the bartenders both were still playing their games.

Prizes: Trophies for individual ranking (1st, 2nd and 3rd), A huge trophy for the Finish Champion. The top 3 also received some chocolate boxes. Chocolate was also given to the yakuman achievers, which there were 2 and a bonus one for a 九連宝燈 where a kan was made invalidating its yakuman status.

Complaints: Overall there was almost no negative feedback at this tournament.

Notes:

- **No-Shows:** There was 3 players not showing up for the registration the first day. The decision was made to remove one of local registrants and reduce the tournament to a 44 player tournament. This created a small delay before the new pairing was published. It was clear that they were at least partially prepared for this as the new pairing was as good as the original one where each player had no repeats and the wind distribution was perfect. In total, all this did was delay the tournament about 15 minutes.
- **Spacing and Noise levels:** The venue was on the small side and the tables were placed very close to each other, even after reducing the table count to 11 due to the no-shows it was fairly crowded. No complaints about this was actually given. That the ventilation was great might have played a huge part in this.

Observers remarks;

At most tournaments this would have been a huge problem, especially on the noise levels but somehow this was not a big issue and the noise levels were actually lower than many other tournaments I have attended. Everyone tried to help to ensure that everything went as smooth as possible, almost as if all the players were there to play mahjong.

- **No Social Play:** There was no (to the observers knowledge) arranged social play in connection to the activities. The play schedule is good designed to *not* have any such activities between the days.

Conclusion: Very nice tournament in Finland. All players appeared to have had a good time and the atmosphere was very good. Its always nice to play mahjong with the Finnish players.