



O B S E R V E R R E P O R T
for

16th HUNGARIAN MCR OPEN 2025
SISI CUP I
(MCR, MERS 4)

Observer:  Krzysztof DĄBROWSKI, *Founder of ChiiThorn Toruń Mahjong club*

Date: 25-26 October 2025

Place:  Budapest, Hungary

Source(s) of information: Information was available on the organizers website (<https://mahjong.hu/tournaments/mcr-hungarian-open-2025>). The information included: date and place, agenda and list of competitors.

Participants: 84 competitors, representing 13 countries.

												
HUN	FRA	ITA	SWE	NED	AUT	ESP	GER	SUI	BEL	POL	POR	SVK
19	18	12	11	7	7	2	2	2	1	1	1	1

Playing schedule:

Four games on Saturday, three games on Sunday, with timer set by default at 110 minutes. There was an announcement 15 minutes before time was up and the gong was used to start and end of each game.



Location:

The tournament took place in H13 Kultpont, the Cultural Centre of the eighth district of Budapest, Józsefváros. The location was on the border of the town center - there were many hotels in close proximity as well as there was not much issue arriving to the venue from the Keleti Station. The room was shared between the competition area and the rest areas. Despite that, there was not too much commotion. There was a large banner indicating East on the wall. The tables were rather tightly packed in some parts of the room - in case of needing a referee, they risked disturbing play on a couple tables along their way.

Equipment:

Each of the 21 tables were equipped with a numbered mat, a set and a pair of dice. The sets themselves were in okay condition. The dice on some tables definitely saw many tournaments though to the point there was a small problem in reading them. Tables

had mixed size and shape, which caused some problems.

Refereeing:

🇩🇪 Timur Hahn and 🇦🇹 Martin Scheichenbauer were both serving as the playing referees. The calls for the referees were regular in the early rounds and referees were acting as swiftly and efficiently as possible.

Information / communication during the tournament:

A visible clock showing remaining time was projected on a wall. Additional information was provided by the organizer before each Game. In later games, a gong signaled the beginning and end of each session, as well as all the moments, where there was an announcement. Standings were shown to players after Game 2 (live), Game 4 (live and online), Game 6 (live) as well as final standings.

Sessions:

First day sessions started late due to scheduling issues. Sessions on day 2 started generally on time. The atmosphere was positive and players in general were telling that they definitely enjoyed the tournament.

Catering:

Lunch in a restaurant located in a walking distance. Typical meals prepared for each competitor, based on their decision before the tournament. The quality varied, but that is a matter of opinion. Sweets, snacks and fruits available for players in the rest area, as well as the water, available all the time.. To help to identify owners of the bottles, the numbered stickers were introduced. There was also hot water prepared for every coffee and tea connoisseur.

Prizes:

Trophies and awards for the top 3 players, best Hungarian player. Small gifts for the Observer, the Referees, second and third best Hungarian player, the youngest player and the best player of each separate session.

Complaints:

- The emails turned out to be sent without using Blind Carbon Copy (BCC) mode, so it ended up with revealing emails of the competitors to each other.
- There was no opening ceremony at the beginning of the tournament. This caused some problems in the first game, as there was no public information about the referees and the observer.
- The tables did not have any edges, which, despite "enforcing" more careful shuffling of the tiles, still made them fly outside of the tables.
- Near half of the tables were the round tables with a diameter smaller than a diagonal of the cloth being on them. That decreased the available play area and was an additional reason for tiles flying out of the tables.
- One of the round tables had a tilted top.
- A couple of competitors complained about the not so stable temperature in the room.
- In the eyes of some competitors, tables were marked in a way finding the correct table was a nuisance. Tables had their numbers written in the middle of the mat which was usually covered by tiles.
- Some of the mats did not manage to fully straighten up before the tournament, which ended up with bumps on them and nuisance to players.
- The first game had the timer incorrectly set up at 120 minutes, which, alongside a case of five players on one table, fully derailed the schedule on the first day. The tournament ended up in 30-40 minute delays at one point.
- Not every set was thoroughly checked before the tournament. Two of the sets had additional tiles, which was discovered during Game 1.
- There were no public results in the early phase of the tournament. Then, for a while, results were shown in a form which made it difficult to read (players sorted alphabetically)
- There were no non-playing referees. One of the referees was not EMA-certified and the second one ended up taking nearly every call.
- The timer was set up on a computer which had inactivity mode active. In the effect, there were regular moments in which the timer was unavailable due to the computer entering said inactivity mode.
- Lunch service was not so efficient on Day 1, not helping with the schedule derailment.
- The only type of coffee available in the rest area was instant coffee.
- There was no information about updating the schedule.
- Standings were not posted between every round. It looked like the staff members were struggling with swiftly adding the results.
- In the eyes of some competitors, language barrier plus lack of knowledge regarding rules was a problem.
- Some tables had malfunctioning pens which made writing results problematic for people writing them on the protocols
- According to some competitors, there were not enough toilets for 84 players to comfortably use the break between games. Info about additional toilets available was revealed late.

Conclusion:

The tournament went okay despite having its problems. There are a lot of things which need to be worked on for the next edition and the Hungarian Mah-Jong Association already started to fix some of the problems. This shows that they want their events to shine. Personally, I enjoyed the tournament and I am looking with hope for the next tournament in Magyarország.