



Observer report for RMP RIICHI OPEN 2026

Observer: Jacek Spychala

Date: May 30th-31st, 2026

Place: Perg, Austria

Website or other source(s) of information: All information on the website
<https://www.riichimahjong.at/neuigkeiten-terminermp-open-2026/>

Participants: 24 players

Represented countries: Austria, Poland, Germany, Ukraine, Sweden, Slovakia

Playing schedule: 2 days, 8 hanchans (4+4) 75 minutes each (1 more hand after timer ends).

Location: Mittelschule Perg, Stadtzentrum Linzerstraße 184320, Perg. Main spacious playing room with no noise from the outside. The kitchen next door used a break room with coffee, water, snacks and sweets plus some other Japanese games to try during breaks.

Equipment: We played on standard sets and mats by square tables with comfortable adjustable chairs. Web app Mahjong Pantheon for scoring.

Refereeing: one non-playing main referee Elmar Mohsenzada and two playing referees Lena Weinguny and Michael Gürtl-Dusleag

Complaints: Major complaint with Mahjong Pantheon web app was reported by multiple players: the in-app timer blocks from playing one more round after win call, for example a win was called on round South 3, a moment later the timer was finished, the score was entered and South 4 began as the last possible round with no option to play one extra game if dealer wins. This happened at least 3 times during the tournament, it ignores the new rule of a new round starting when the win is called.

Minor complaints: the playing room temperature was very high, school alarms were going on automatically every 45 minutes (they could not be disabled), the doors to building were closed between games, there was no option to come back without contacting someone from the inside, lights in the playing room were switching on and off automatically depending on the darkness level.

Information / communication during the tournament:

Visible clock projected from a computer on a screen and on the phone app. A ring and verbal communication to inform players of the start and the end of sessions. Sheets with tables available

inside and outside the playing area. Table assignments were also visible on the screen before the game started.

Sessions: Friendly and good mannered atmosphere, there were a few moments where some players were a bit too loud but no interruptions, everything had good timing and we managed to finish the tournament 45 minutes earlier.

Catering: Meal of choice in local Italian restaurant on Saturday, a meal of choice in traditional Austrian restaurant on Sunday.

Prizes: Detailed custom made trophies for the first three places, local sweets for some achievements and yakumans. Last place will be honored a free entry to the next tournament organised by the team.

Conclusion: Very nice and fun tournament in Perg, the organization and communication was on very high level, especially lunches and breaks between games. There was some social play after the main games on Saturday. Great experience in general!