Observer report for Swedish Mahjong Championship 2026 (MCR; MERS 2,5)

Observer: Jack Main

Date: 31st of October and 1st of November; Social play on Friday 30th of October

Place: Varberg, Sweden

Website or other source(s) of information: All information on the website of Varbergs Mahjongsällskap (http://varbergmahjong.se/tournament/somc26): registration, program, list of participants, results.
Questions about participating in lunch, dinner or social event were communicated in clear emails before the start of the tournament. Choices made by the players could be found on the personal pages on the dedicated website.

Participants: 60 players from 4 countries:

 = 54  =4  =1  =1

Playing schedule: On Friday evening before the tournament there was a social event, where most of the players were present and played in a relaxed atmosphere. Pizzas and drinks provided by the club. And there was live music.
The tournament was played over 2 days, 7 sessions (4+3) of 120 minutes (gong after 115 minutes), and the last hand finished to the end.

Location: Folkets Hus, Varberg. The venue had a gaming area and a break area and there was plenty of space between the tables. Snack area was in the gaming area.

Equipment: We played with sets of high quality and same layout, on tables with borders. The scores were registered in a phone app developed by Johan Eklund from Varbergs Majongsällskap. He was available during the tournament as webmaster and monitoring the scoring with the app. Ranking was updated between the sessions very quickly.

Refereeing: KseniaTrishina was non-playing referee. There was not much to do for the referee but if there was a question, it was dealt with quickly and quietly.

Complaints: None

Information / communication during the tournament:
The tournament opening meeting was used to welcome the players and give them some global information. Additional information was given at the start of the sessions if needed.
The referee clearly informed players of the start and the end of sessions with a gong and when 15 minutes were remaining. During the sessions a visible clock was projected on the big screen in the gaming area.
Ranking was up to date on the phone app between each session.

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

Catering: Drinks and snacks were available between the sessions.
Players could chose if they wanted to have lunch and the optional dinner on Saturday evening.
Lunch on Saturday was at an Asian restaurant with Chinese food, Thai food, sushi and barbecue available. Very good.
Lunch on Sunday was more Swedish style with Smörgåstårte with typical Swedish fillings and a dessert with the green Swedish Prinsesstårta.
Dinner on Saturday was at the restaurant Fästningsterrassen at the Varberg fortress. Nice location and good food.

Prizes: Top 3, best Varberg player, highest hand in each session and overall, and first Hu of the tournament.
There was a special prize for the organizer Ingrid-Maria Erlandsson, which was a red dragon, bought in Shanghai by the Swedish delegation at the WK 2026

Conclusion:
Just a few observations:

- The snack area in the gaming area caused a bit of noise at the end of the sessions. Replacing the snack area to the break area would be an improvement.
- The scoring app was easy to use and for the most part reliable. Only once did the app malfunction and I could not approve the result. After a restart of the app it worked again. The webmaster had to approve that session.
- Because of the many Swedish players, there was much talk at the table in Swedish during the sessions. Language should be only English at an international table during the sessions.

Overall the tournament was very well organised and well executed. Respectful players, very nice people and a very nice location. It was a joy to play in this tournament.

Jack Main
Delft, Netherlands 7-11-2026