



Observer report for Riichi Open Bratislava 2016 (RCR, MERS 2)

Observer: Konsta Lensu

Date: August 27th -28th 2016

Place: Bratislava, Slovakia

Website or other source(s) of information: All information on the website <http://riichi.harphield.com/tournament/> . Information about tournament, transportation, participants. Results were updated to website in real time.

Participants: 16 players

Represented countries:

Slovakia 9, Austria 2, Czech Republic 2, Finland 1, Poland 1, United Kingdom 1

Playing schedule: 2 days, 8 rounds (4+4) of 90 minutes (75 minute gong with 15 minutes allocated for finishing the game). Basic breaks 15 minutes, Lunch 90 minutes (lunch was held in a restaurant outside the venue, so this wasn't too long)

Location: Slovakian University of Technology Bratislava, Faculty of Informatics and Information Technologies. Quickly reached from city center by bus. The playing room easily fit all 4 tables. The main hall of the building served as a break/snack room. Large bathrooms. Wifi available.

Equipment: All tables used standard uniform Japanese sets. Scoring sticks were used.

500 point sticks were included, and extra sticks could be borrowed from the referee in case of bankruptcy. 3 tables used standard junk mats, while the 4th table was a larger, custom made mahjong table. This table didn't have slots for sticks, so they were stored on extra chairs next to the table. This table also had a camera setup for streaming, but it didn't interfere with playing at all.

Seating scheme: Tables were randomised before the tournament, with seats predetermined. In the beginning of the tournament, each player drew a random tile to determine their number. Seat randomization was optimal. Everyone got to play on the streamed table at least once.

Refereeing: One non-playing head referee, who was enough. My one question was answered quickly.

Complaints: Air conditioning could have been better; the camera table got quite hot.

Information / communication during the tournament:

Visible clock projected from a computer on a screen. No gong, announcements were made verbally. Full table arrangements were posted on the walls. Rankings updated to website in real time, and the website was projected on screen between sessions, printouts were also posted.

Sessions: Friendly playing atmosphere.

Catering: Two lunches included, served in a nearby restaurant. The selection included 7 options, two of which were vegetarian, and one free drink per meal. The hall had a table serving various drinks, fruits, snacks, and sweets.

Prizes: Trophies for 1st, 2nd and 3rd place, and for the best hanchan.

Conclusion: Smoothly organised tournament held in a good venue.

Great catering and the stream was a nice touch.