



## Observer report for the Graz Riichi Open 2022






**Observer:** Manuel Kameda-Schlich

**Date:** 15<sup>th</sup> – 17<sup>th</sup> of Oktober 2022

**Place:** Kinderfreunde Jakomini, Friedrichgasse 24, 8010 Graz, Austria

**Website or other source(s) of information:** Website <https://riichimahjong.at/neuigkeiten-terminen/graz-riichi-open-2022/> provided all the necessary information about the location, the tournament fee and time schedule.

**Participants:** 24 players representing 5 countries

AUT	GER	PL	DK	FRA
				
10	6	5	1	2

**Playing schedule:** 2 days, 8 hanchan of 90 minutes each

**Location:** A redecorated classroom of the Kinderfreunde Jakomini, which had been separated by a folding wall to create a playing area and an entrance area. The location was very good to reach by foot as it was in the heart off the city. Parking spaces were also available though there was a limitation on the duration on Saturday. The room itself was big enough and toilets were directly adjacent to the playing area.

**Equipment:** The six folding tables were equipped with junk-mats and standard mahjong sets with yellow-ocre backs. All sets were in a good shape and were usable without any issues. Some tables were a few centimetres too small to fit the mats perfectly but could still be used.

The point tracking was done via the pantheon app. Winning hands han and fu-point values were entered and the feeding player (ron) or in case of tsumo, the player sitting to the right confirmed the points. No Tenbo were used besides a Riichi-Bo and some as Tsumi-Bo (Honba counters).

**Refereeing:** Michael Gürtl-Dusleag, Dominik Hammerl and Lena Weinguny served as the playing referees. A few calls for them were made during whole tournament

### Complaints:

- Some tables were too small for the mats, as mentioned above. One of the players accidentally hit the mat with their knee, which tilted the complete hands of another player and resulted in a chombo.

- One player was suspected to shuffle the tiles incorrectly by keeping some of them under or in his hands. He was warned about that from Manuel Kameda-Schlich and stopped with the behaviour.
- The room temperature was quite high and stuffy, especially when wearing masks. A request to open the windows was immediately fulfilled to ease the climate.

#### **Information / communication during the tournament:**

A well visible digital clock was prepared, a spoken announcement clearly informed players of the start and the end of sessions. The seating was visible on a sheet with the corresponding player numbers. Live points and placement tracking was possible due to the usage of the aforementioned app at all times.

#### **Sessions:**

Hence, the amount of players was only 24, some people met a player twice during the tournament. All the sessions went quite smooth. The players I played with were quite good and could keep up with a reasonable pace. There were one or two players who behaved a little odd at the table but the overall atmosphere was really FFF (**F**air, **F**riendly and **F**un).

- One player didn't show up and had to be substituted by a club member.

#### **Catering:**

Snacks, water, tea and coffee, juices, self-made brownies and even some vegan options were available all the time. For the lunch breaks we walked to a Vietnamese restaurant (1<sup>st</sup> day) and to an italo-american restaurant (2<sup>nd</sup> day), both like 15 mins from the venue. Dinner options were chosen beforehand via an online form. Drinks were paid by oneself.

#### **Prizes:**

There were trophies for the 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> places. Winner of the tournament was **Dominik Hammerl**, runnerup **Alexander Doppelhofer** and the third place went to Lukas Gerhold an all-Austrian podium.

#### **Conclusion:**

Very pleasant tournament in Graz. Well organised, this also goes back on the long history and experience of the organizers. Competition level was high, manners and etiquette was well trained by the players, even though people sometimes touched other player's walls instead of just asking the ones in front of it. It was a good experience to use an app as point tracking tool. Problems sometimes arose, when players input the values wrong and the organizer had to reset the round which stopped also the playing table he was sitting at.