



Observer report for Manganneken Pis 2024(Riichi, MERS 3.5)

Observer: Diogo AMORES

Date: November 2nd – 3rd 2024

Place: Brussels, Belgium

Website or other source(s) of information: All information available on the tournament website:
<https://brusselsmahjongclub.home.blog/2024/05/06/manganneken-pis-2024/>

Participants: 60 players

Countries represented: 9

- Belgium: 28 players
- Portugal: 3 players
- France: 13 players
- United Kingdom: 1 player
- Finland: 3 players
- Sweden: 2 players
- Netherlands: 2 players
- Germany: 3 players
- Switzerland: 5 players

Playing schedule: 2 days, 9 rounds (5+4) of 75 minutes (90 minutes would be the total time to accommodate for finishing the current hand and playing one more).

Location: The tournament took place in the Belgique-Chine Association in one of the association's rooms. The space was comfortable enough to host all players.

Equipment: Standard Riichi Mahjong sets and tables.

Refereeing:

- Phanpanich Piti (head referee)
- Germeau Nathan (player referee at the 2nd day)
- Gonstas Thomas (non player referee)

Complaints: While the venue was pleasant and big enough to accommodate the players even when not playing, sometimes there could be a bit of a queue for the bathroom, it didn't seem to influence much and we started every hanchan on time. There were also some small instances of loudness from excited players. There were some complaints about the lunch food on the first day not being up to par with the price range of the tournament. No complaints were made about the food on the second day.

Information / communication during the tournament:

Visible clock projected on a computer, from every table I played on there were no issues with checking the clock whenever I wanted. A staff member would announce the beginning of a session and click a "Start timer" button. A beep would play out when the session was over.

Sessions: Good playing atmosphere. There seemed to be one incident of unfriendliness which was quickly dealt with by the staff members before the next session began. The staff members addressed the situation and advised everyone to be friendly towards one another and call a staff member if there were any issues. For the remainder of the tournament, no incidents were reported and the atmosphere remained FFF (Fair-play, Friendly and Fun).

Catering: Lunch in the same place, players had to go to a room downstairs, pick cutlery and wait for a plate and soup. Afterwards, the players would be redirected upstairs and could sit in any of the available rooms of the association to have lunch (besides the main playroom). There were plenty of drinks (beverages, coffee, tea, water) and snacks available and in good quantities. From what I've experienced, these were always available and I didn't notice any shortage.

Prizes: Trophies for individual ranking (1st, 2nd and 3rd). There were also chocolates given out for plenty of other achievements (last place, top 10 hanchan scores, yakuman hands) which made the ending ceremony pretty lively and fun.

Conclusion: It was a good and very fun tournament. The staff members were very friendly, always available and constantly checking if everything was running smoothly. The atmosphere was nice and most participants seemed helpful and well spirited. The small prizing for different achievements at the ending ceremony was very fun and everyone seemed to be in good spirits by the end of the tournament. The complaints were small in nature and a normal part of organising tournaments like these. Will definitely attend again in the future.