



Observer report for Reunion Island Open (MCR, MERS)

Observer: Coralie MODESTE

Date: December 08 2024

Place: Saint-Pierre, La Réunion

Website or other source(s) of information: All information on the website of Federation Réunionnaise de Mah Jong: registration, program, list of participants...

Participants: 52 players (FRANCE)

Playing schedule: 1 days, 4 rounds of 115 minutes

Location: At the "Panthères Club" room is large enough to host all the players and leave enough space between them and no more.

Equipment: We played with various games and tables.

Refereeing: André BALAGOUROU was non-player referee. With a substitute player

Complaints: None.

Information / communication during the tournament:

The East wind was clearly visible and pointed for the players. Visible clock projected from a computer on a screen. A gong informs players of the start and the end of sessions, and the referee give us a warn 15min before the end of every session. Ranking up to date between each session, projected as well. The route of the players was drawn at random.

Sessions:

A speech was given before the first round by the president and the rules was reminder, the referee was presented also. Excellent playing atmosphere, not to loud and in the respect.

Catering: Breakfast was provided (sweet and salt with several choices) and lunch in another room (hot buffet dishes and several choices again), water and others drinks available during breaks. At the end of the day, an appetizer also provided to celebrate the tournament. Really nice and user-friendly.

Prizes: a personalize trophies by rank and presents for individual ranking (1st, 2nd and 3rd), and also a present for the referee and the observer and the volunteers.

Conclusion: Very nice tournament in Reunion Island, with a very hot day of summer. The morning was better to play with this weather and explain the start at 8 am because the afternoon

was warmer. The room has air conditioning, and it was essential to finish the day in good condition. Good organization for this event.