

NARMA Observer Feedback

Observer – Everett Leo

Rochester Riichi Open

Rochester, NY

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- There were multiple people giving me feedback about players emoting during the game in response to draws/what to discard/etc. even after the initial announcement not to do it.

- NARMA should have independent unbiased observers at their future events. Possible solutions could be:

 - Player(s) ahead of time can apply to be an observer and events could have multiple observers getting information from players/TOs

 - NARMA could have a dedicated observer who goes to every event and would also not have any power in NARMA outside of reporting information from the player base to the NARMA board

- It was a really serious concern that there was no timer in the room. It made it impossible to know what you needed to do to win without shouting at a judge for an update, which was very disruptive to the entire room and gave away information on choice points to your opponents. It was critical info to not have especially when you're playing 90+0 and don't get another hand after time is called.

- They think there weren't enough staff. With only one judge people had to wait for rulings as only one situation could be handled at a time. For 64 ppl, more judges would have improved player experience.

- Some players were uncomfortable with the judge not being in the room, both because you needed to shout out if anything happened (disruptive, requires courage) and because there wasn't anyone to see issues. For instance, when one of my guys was in a game where someone was getting aggressive and tilted and the three in the game felt it would escalate and didn't feel comfortable shouting outside of the room for a judge, but if a judge had been in the room they would have heard when people get escalated and act inappropriately to manage the situation.

- The tables had ridges in the center that caused tiles to slip and lean dangerously on two peoples' walls and hands, causing tiles to fall over sometimes which was uncomfortable

- Having 9 1k sticks was cumbersome and caused players to have mountains of sticks , and especially without color tenbo, it was very hard to see how many points you and your opponents had without taking a lot of time counting
- The use of a trans person's legal name instead of preferred name in the standings until they asked for their dead name to be changed to preferred was a mistake
- They liked the 90-minute timer as they could finish their games more often than in 75+1
- They thought the judging was very fair and reliable
- They thought the room was very comfortable and well-spaced out so people weren't crunched together
- Finalists liked and appreciated not having spectators (allowed them to focus and not be anxious or self-conscious)
- Coffee and water bottles were very greatly appreciated
- The break time lengths were nice and comfortable
- Free play was nice to have in the extra time
- Price point was extremely budget friendly!