

## ARA Event Observer Report

**Observer Name:** Jai Srivastav

**Observer State of Residence:** California

**Event Name:** Las Vegas Riichi Open 2025

**Event Location:** Cosmic Fluff

**Event Date:** Aug 30-31, 2025

**Number of Participants:** 24

**Event Schedule Summary:** 2 days of games. 4 games a day. No cut so just cumulative score. Forgetting the exact time control but I think it was 75+0.

**Names of Officials/Judges:** Luna was the TO. Stanley was head judge. There were some other staff members as well.

**Communication to Players:** Communication was mostly through discord in the tournament channel. Communication was mostly pretty smooth.

**Prizes:** They had trophies for the top prizes and gave nicely printed riichi book 1s for various placements.

**Catering:** They gave some small snacks and a couple of bottles of water to all contestants. Lunch and dinner were not provided.

### **Tournament Atmosphere:**

Overall the tournament was a lot of fun and decently well run. It was challenging because Vegas was quite hot and the location didn't have AC but they had set up a lot of fans and a "swamp cooler" (I think?) that was able to cool the room as well. In the end, a couple of corner seats got a bit hot but I think the organizers did everything they could to cool the room.

### **Complaints and Issues:**

The only complaint I heard was that the organizers tried to update the ruleset to a more updated ruleset (from 2019 saikousen rules to 2024 rules) the night before the tournament because the ruleset had more clearly defined penalties. To be frank I thought this was fine but after a couple contestants thought this wasn't ok, the organizers quickly backtracked and kept using the 2019 ruleset.

Other than that, the venue, Cosmic Fluff, was a little small but we were able to fit everyone inside.

### **Observer Personal Summary:**

Overall this was a well run tournament. It was the first time the Vegas club had run an open and I think they did a great job. I'm looking forward to attending their next open.