

ARA Event Observer Report

Observer Name: Kristy Chang

Observer State of Residence: PA

Event Name: Rochester Riichi Open 2025

Event Location: RIT (Rochester Institute of Technology)
Gleason Hall GLE-2139, 2149

Event Date: 4/11/2026 - 4/12/2026

Number of Participants: 36

Event Schedule Summary: *(Days played, number of rounds, finalist rounds, time per round, etc.)*

6 hanchans (90+0) were played on hand shuffle. Cut to top 4. Top 4 played a set of 2 final hanchans. Free play for all other players.

Names of Officials/Judges:

Tournament Organizer: Jianzhuang Jiang

Judges: Luke Morgan, Gavin Que

Subs: Taylor Klein, James Chen, Kyle Heish

Communication to Players: *(How were announcements, standings, pairings etc. communicated to players during the event?)*

Announcements were made in-person. Hanchan start/end and time warnings were announced clearly. There was one projector in the room that displayed the remaining time, visible from all seats. Pairings and standings were posted on Discord.

Prizes:

Top 4 received trophies and 5th to 8th received medals.

Catering:

Coffee was provided. Food was available for purchase at restaurants within a short drive.

Tournament Atmosphere:

Fun, competitive.

Finished players had a dedicated room down the hall for socializing, which kept noise to a minimum near the tournament room.

Complaints and Issues:

There was no ARA observer. An observer was chosen spontaneously after players asked who the observer was.

The event ran late as some players were late and announcements took longer than expected. Despite this, lunch break was not cut short, so day 1 ended quite late. Hanchan times were different across the two days and led to some confusion.

Standings were incorrect until after lunch break on day 1. Promptly fixed.

More than half of the sets contained a shiro-pocchi with a gem. These were replaced by a season tile for only those sets, meaning some players had four normal hakus while others played with three hakus and a season tile. Furthermore, these sets had 0p with gems, but these were not replaced despite looking like 4p. Some players almost miscalled due to these 0p tiles.

Time was announced in ten minute intervals. Some players found this more distracting than helpful.

Observer Personal Summary:

The atmosphere was respectful and players generally kept noise down. The separate room for socializing after the game was nice to have.

My main issues were with the season tiles. I think it would have been better to use shiro-pocchi instead because the walls still stacked fine with the 0p with gems.