

## RRO Observer Report Response

Thank you for the report! Here's what changes we will be making going forward.

- I'll definitely suggest that the game times stay consistent between days.
- We weren't told about the "5p with gems looked like 4p" during the event, and no judges were called for any mistakes made regarding this, so we are glad to hear about this issue, and will confirm the look of the tiles with players in advance.
- Due to the travel time on and off campus, historically we've found that shortening the lunch break makes it an issue for players getting to and from lunch. Going forward, we will set more time for announcements, and be harsher on late players.
- It was announced that the reason the white+gems on three sets weren't used was that the gem "stuck out" and caused the tile to rock on the wall, in effect being marked. That's why the decision was made last minute to replace them. Going forward, we'll type announcements onto a screen so people that may not be listening can still see them, and inspect and fix/replace sets in advance that have this issue.
- Time was announced in intervals because a timer couldn't be placed on both sides of the room simultaneously, making it unfair for those with their backs to the timer having to turn around to see it. Going forward we'll provide a second screen or clock on that side.