



MERS 1 - 16 avril 2016



Tournament overview

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Schedule

The tournament will take place in «La Crypte du Jeu» game shop, at 7, cours Lieutaud.



Registration will start at 9:30. You will draw a card stating your player number and the tables where you'll get to play. You can also use it to write down your scores if you'd like.

About the schedule:

- 10:00 - 11:30 : first hanchan
- 12:00 - 13:00 : lunch
- 13:00 - 14:30 : second hanchan
- 15:00 - 16:30 : third hanchan
- 17:00 - 18:30 : fourth hanchan
- 19:00 : prize ceremony

Please be aware that this schedule is only a rough sketch. Especially, breaks between each game are very long, 30 minutes, in order to have a safety margin in case we are late. In reality, 15 minutes should be enough, so we will try to keep breaks that short. First, long breaks are bad for concentration, and seconds some players will come back with the last train at 7 pm, so that would be a shame if they had to rush once their last game is over.

Rules

We will play according to EMA rules. Please be aware that they have been updated recently, so it is a good idea to get used to the changes in order to be able to play. The complete rules are available at this URL (with an overview of the changes in the first pages):

<http://mahjong-europe.org/docs/Riichi-rules-2016-EN.pdf>

You can also view this document (in french) that shows the differences with the local Marseilles rules:

<http://www.chuuren.fr/regles-ema>

Especially, some yaku have changed: their han value may have changed, or they may have been suppressed, and tanyao is now allowed in an open hand. In order to help you count points, you can use the Chuuren potos club's helping sheets. However, since they show the yaku as they are applied in the club, there are some minor differences. You should thus be aware of those differences or come with your own helping sheets. You can see the Chuuren potos sheets here:

<http://www.chuuren.fr/vrac/yakus.pdf> : detailed yaku explanation

<http://www.chuuren.fr/vrac/fiche-mahjong.pdf> : yaku overview and counting tables

There will be a time limit for each game: 75 minutes after the game started an alarm will ring, from then players will be allowed to finish the current deal and play another one (unless a full game has already been played).

Point sticks

In this tournament points will be counted with point sticks instead of using a score sheet. Instead of starting with zero point, each player will start with a capital of points materialized by sticks, in the same fashion as poker chips. At the start of the game each player has 30,000 points in the same way as in the following picture:



At the end of each deal, the hand value will be payed using sticks to the winner. Since there is no bankruptcy in EMA rules, if a player doesn't have enough points left to pay they will receive 20,000 points that will have to be taken into account when counting the final score. In case of chombo, no payment takes place, but the players have to take it into account at the end of the game (see next section).

Point sticks also have another purpose: they are used as riichi bets as well as honba counters (counting draws and dealer consecutive wins). For riichi bets, players are simply required to take one of their 1000 points sticks and place it in the middle of the playing area. As for honba, it is the duty of the dealer to keep the count. In order to do that, they have to use 100 points sticks that they will put in the corner to their right. It is only a way of counting and those sticks are still the dealer's, so when there is a dealer rotation the current dealer takes back their sticks and the next dealer takes up the count if necessary.

Score sheet (end of game)

Even though points are counted with sticks during the game, when the game is over they are written on a sheet that the tournament promoters will use to keep track of scores. This score sheet will help players calculate the final score from the point they have and the possible debts and penalties. Here is an empty sheet, as well as a filled example to understand how it works:



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Table n°.... - Hanchan n°....

	東	南	西	北
Numéro (Number)				
Nom (Name)				
Points				
Dette (Debt)	x20	x20	x20	x20
	- 30 -	- 30 -	- 30 -	- 30 -
Sous-total				
UMA				
(+15/+5/-5/-15)				
Chombo				
Total				



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Table n°^A... - Hanchan n°¹..

	東	南	西	北
Numéro (Number)	1	2	3	4
Nom (Name)	Simon	Seiko	Matthieu	Mathieu
Points	11.2	32	40	56.8
Dette (Debt)	I x20	0 x20	0 x20	0 x20
	- 30 - 20	- 30 - .0	- 30 - .0	- 30 - .0
Sous-total	-38.8	+2	+10	+26.8
UMA	-15	-5	+5	+15
(+15/+5/-5/-15)	-53.8	-3	+15	+41.8
Chombo	0	0	-20	0
Total	-53.8	-3	-5	+41.8

In this example we are dealing with the A table at the first hanchan (game) of the day. The players are: Simon, 11,200 points ; Seiko, 32,000 points ; Matthieu, 40,000 points ; and Mathieu, 56,800 points. We'll write down thousands, so Simon is at 11.2, Seiko is at 32, Matthieu is at 40 and Mathieu is at 56.8.

Simon had to rebuy points once, so he is in debt of 20. This is counted under the “debt” line and reported in the next line (if he had to rebuy points twice the top line would read “II x20” and the bottom line would read “-30 -40”).

This shows what we have to subtract to the points to have a sub-total centered around zero, which is calculated at the next line (the total of all players’ scores is thus zero). For example, Simon had 11.2 to which 50 points have to be subtracted (“-30-20”) so he gets -38.8.

We'll then add UMA (placement bonus), the first line's purpose being to write who gets how much depending on their rank ; the result being written in the second line. For example, Simon's sub-total is -38.8, and since he finished last he gets a -15 UMA which makes his total score -53.8.

In the next to last line are written penalties from chombo, that are taken into account to calculate the final score. For example, Matthieu finished the game with +15 including UMA but since he did chombo his final score is -5. (You can see that with the new rules you can get the UMA as the second player and still finish as the third player of the table).

Equipment

Players are responsible for the equipments, according to the following rules:

- no objects unrelated to the game on the mats, no drinks or food in the immediate neighborhood. If you fill the score sheets on the mats at the end of the game, please use some support in order to protect the mats (for example you can use the score helping sheets that are laminated),
- at the start of the game players should check that they indeed have the required 30,000 starting points (and they should reorganize them in the initial configuration at the end of the game),
- some tiles may have some wear marks that can be used to recognize them. In that case, it is the players' responsibility to make a claim to the promoters in order to have them exchanged (no claim will be possible at a later point)
- at the start of the first game, tiles will be presented in an organized fashion. It is the players' responsibility to make sure that the set is complete.