



MERS - June, 23/24 2018

French Championship



Player's Guide

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Weekend schedule

The tournament will take place at the Cercle des Phocéens located 22, rue Montgrand.



Schedule:

Saturday:

9h00: Registration

9h30 – 11h00: first hanchan

11h20 – 12h50: second hanchan

12h50 – 13h50: lunch break

13h50 – 15h20: third hanchan

15h20 – 17h10: fourth hanchan

17h10 – 19h00: fifth hanchan

Sunday:

9h00 – 10h30: sixth hanchan

10h50 – 12h20: seventh hanchan

12h20 – 13h20: lunch break

13h20 – 14h40: eighth hanchan

15h10 – 16h40: ninth hanchan

17h00: award ceremony

Referee seminar

An EMA referee seminar will take place on June 22th.

Informations on: <http://www.chuuren.fr/vrac/seminar.docx>

Free play

A free play session is planned on Friday next to the referee seminar. It will provide a chance to meet before the tournament and to draw seats for the next day.

Internet coverage

You can get live results on live.chuuren.fr, and watch the finals live on Chuuren potos'

Twitch channel: <https://www.twitch.tv/chuuren>

Mini-tournament

Players who couldn't qualify for the knockouts will be offered on Sunday morning a mini-tournament focused on fun and discovery (see [Mini-tournament](#))

Tournament format

This is a playoff tournament in 9 hanchans: first 5 are the qualifiers and are played in a round-robin format. After the 5th hanchan the 8 best ranked players enter the knock-out stage, and the tournament is over for the others. The knockouts consist of two semi-finals hanchans, then two finals hanchans for the two best ranked players of each semi-final, without point reports between each stage (points earned in the qualifiers don't count for the semis, neither do points earned in the semis for the finals).

Seating scheme

Several seating schemes will be planned, to be able to deal with a different number of players than originally planned (if for example four players or more are unable to play). They will aim at avoiding rematches or a player playing several times at the same table as much as possible, but players' seats in each game will be randomly drawn for each game. For the semis, players will be grouped based on the parity of their ranking (even players together, odd players together).

These seating schemes are not yet ready. In order to guarantee a fair tournament, the seating schemes as well as the method used to build them will be available to anybody on request.

Seating draws

In order to keep organization simple, seats will be drawn the day before the tournament. To guarantee a fair tournament, the drawing will take place in public, after the referee seminar around 6 pm. Players are not required to attend the draw.

Substitutes

On Saturday three substitute players will be available to be able to face any configuration. On Sunday, since it's knockouts, if a player is unable to pursue their seat will be offered to the next player in the ranking (if the substitution takes place during play the substitute won't be ranked on the knockout rounds).

Tie break

In case of ties to enter or stay in the knockouts rounds, ties will be broken according to the following criteria, successively:

- 1) best average position at the end of games
- 2) best score on a single game
- 3) toss of a coin

Rules

We will play according to EMA rules. The complete rules are available at this URL:

<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>

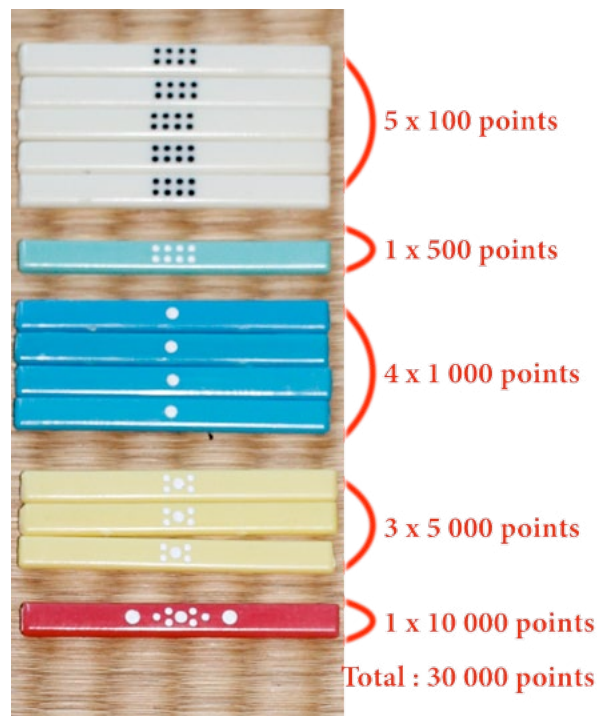
In order to help counting points, you are allowed to use point sheets. We will provide the EMA (english) sheet, but you are free to use your own sheets if you like them better:

http://mahjong-europe.org/portal/images/docs/riichi_scoresheet_EN.pdf

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:

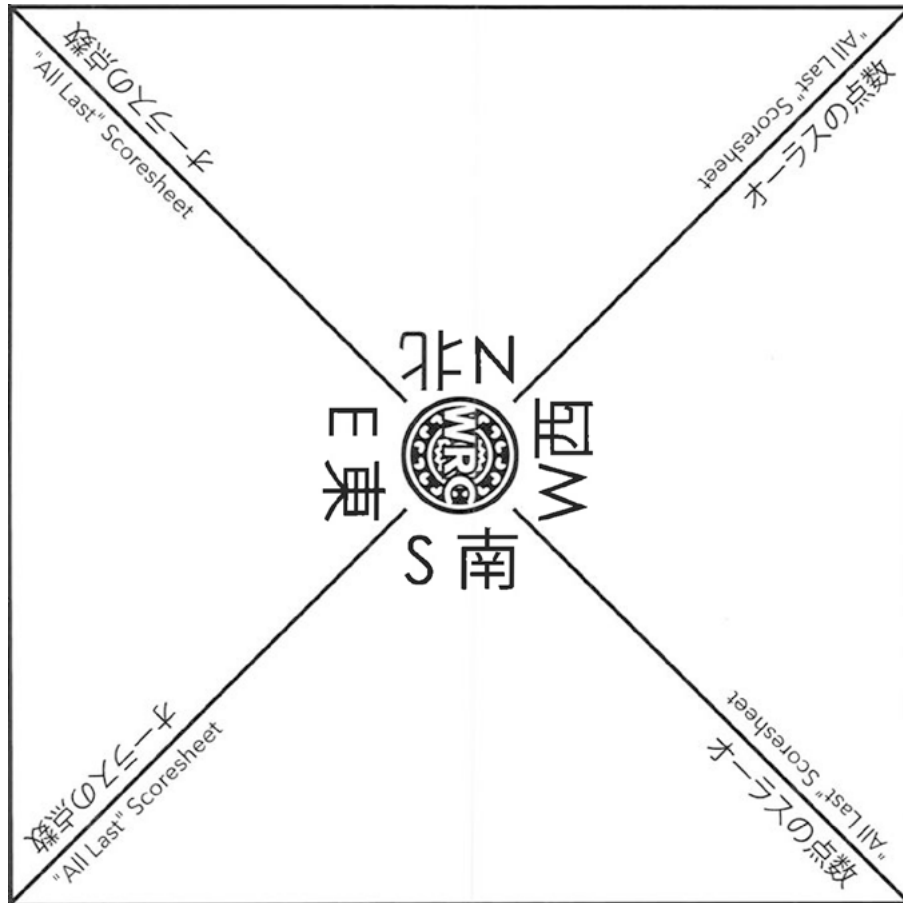


At the end of each deal, the hand value will be payed using sticks to the winner. Since there is no bankruptcy in EMA rules, if a player doesn't have enough points left to pay they will receive 10,000 points from the referee (players are never allowed to lend each others sticks) that will have to be 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 a deal)

Since knowing one's and other players' scores for the last deal is of the utmost importance, we will use the sheets created by Sylvain Malbec for the World Riichi Championship. They are used to keep track of points and should be placed at the center of the table:



Score sheets (end of the 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°... - Ronde n°...

	東	南	西	北
Numéro (Number)				
Nom (Name)				
Points				
Dette (Debt)	x10	x10	x10	x10
	- 30 -	- 30 -	- 30 -	- 30 -
Sous-total				
UMA				
(+15/+5/-5/-15)				
Chombo				
Total				



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Table n°A... - Ronde n°!..

	東	南	西	北
Numéro (Number)	1	2	3	4
Nom (Name)	Picard	Hayase	Goudeau	Chambe
Points	11.2	32	40	56.8
Dette (Debt)	II x10	0 x10	0 x10	0 x10
	- 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: Picard, 11,200 points ; Hayase, 32,000 points ; Goudeau, 40,000 points ; and Chambe, 56,800 points. We'll write down thousands, so Picard is at 11.2, Hayase is at 32, Goudeau is at 40 and Chambe is at 56.8.

Picard had to rebuy points twice, 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 once the top line would read "I x10" and the bottom line would read "-30 -10").

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, Picard 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, Picard'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, Goudeau finished the game with +15 including UMA but since he did chombo his final score is -5.

Mini-tournament

This tournament is focused on fun and discovery: for a lot of players in Europe mahjong is only the “official rules” (implying EMA rules), but actually Japanese mahjong is played according to several rulesets which share a common base but differ enough that strategy is different! We’re offering you to try out these rules that can be uncommon in Europe.

Each hanchan lasts 60 minutes after which players will only finish the current deal before the next game.



Japan Professional Mahjong League
日本プロ麻雀連盟

First hanchan:

Japanese Pro Mahjong League A-rules

Main features: no ura/kan dora, no ippatsu, no red fives, UMA varies depending on placement, no bankruptcy, no points objectives.

Complete ruleset is available on

<http://ooyamaneko.net/mahjong/rratw/>

(JPML A column)

Second hanchan:

Tenhou Rules (*final scores halved*)

Main features: with red fives, UMA: 20/10, 30k points objective, OKA: 20.

Complete ruleset is available on

http://arcturus.su/wiki/Tenhou.net_rules



Third hanchan:

Kake-mahjong (gambling)

Played with (fake) money bills, initial capital depends of tournament ranking.

Similar to Tenhou rules, except:

- shuugi: players who deal in have to add a ¥1000 bill in case of ippatsu, for each red five and for each ura-dora,
- game stops if a player goes above 60,000,
- no sudden death,
- the negative part of the score is not payed,
- each point won or lost is worth ¥1000 (“decapin”)

Recommandations

Equipment

Players are responsible for the equipment, 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,
- 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)
- players are asked to put tiles in order in a corner of the table at the end of each game and to set the winds apart,
- 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.

During play

Player should make use of fair-play. In order to do that, it is recommended to behave according to mahjong traditional manners, which are not written in the rule book but are nonetheless part of the game and help things go smooth. It is especially important to maintain a reasonable speed, since games are played with a time limit.

Players who don't feel familiar with this aspect of mahjong can find advice in the following pages:

<http://www.chuuren.fr/bonnes-manieres/> (french)

<http://reachmahjong.com/en/2013/04/beginners-mahjong-4-mahjong-manners/> (english)

<http://osamuko.com/completely-unofficial-wrc-manner-guidelines/> (english)

A sheet with the most important points will be given to you, you can see it now at the following URL:

<http://www.chuuren.fr/vrac/fairplay.pdf>