

Western Dragon Mahjong Club Doragon no Taikai Touurnament Rules 2019



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Part 1

Introduction

Welcome

Welcome and thank you for showing interest in our club's annual tournament! To make this guide as user friendly as possible, we divided this ruleset into three parts. Introduction, Tournament Rules and Gameplay Rules.

The Introduction tells mainly of the objectives of the tournament, the Tournament Rules talk solely on the structure and rules of the tournament itself and not the rules regarding a game of Riichi Mahjong, and the Gameplay Rules section goes into full detail on all the rules regarding a full game of Riichi Mahjong.

Are you a newer playing in Riichi Mahjong who feels like you're not experienced enough to play in a tournament? No worries. We encourage you participate! This tournament is geared to be more accommodating for newer players and still be a competitive tournament for experienced players. All we ask is that you do your best to play an excellent and honorable game!

How Does One Play an Excellent and Honorable Game?

It might seem like a simple answer, but there's a little more to it. Playing an excellent game doesn't necessarily mean to win the tournament (Because only one player can do that) but to play the best game *you* can based on your skillsets and experience. Even if you're in last place, as long as you played the best you could, you still played an excellent game. So what about playing an honorable game? Playing an honorable game means two things. Being a humble winner and a graceful loser. It's always great to win, but it doesn't look good when you're pouring salt on the losing player's head. Losing can be a bummer, but by learning from mistakes made within your control and the experience of losing makes oneself a better player.

One custom we will be doing during this tournament is that at the beginning of each game, all four players will sit at the table and bow to each other while saying "Let's have a good game". Whether you want to say this in English or in another language is entirely up to you. At the end of the game, all players will again bow to each other and say "Good game".

How Do These Rules Differ from Other Tournaments and Casual Gameplay?

The next two parts go into this in more detail, but the following items explain what things make this tournament different or similar to other tournaments. Because this tournament focuses more on being accommodating for newer players, some rules that exist in higher tournaments (i.e. the WRC) aren't used here.

1. **The Uma system is similar to the JPML Tournament** – Unlike the WRC tournament which uses a flat Uma system, the Uma players receive will be based on how many players at the table finish at and above 30,000 points, how many players finish below 30,000 points, and which place each player is.
2. **Red 5s will be used** – Most tournaments don't use Red 5s, but for a tournament that is more accommodating towards newer players, 3 of the four Red 5s will be used.
3. **Double and Triple Ron are Used** – Most tournaments don't do this and use a headbump rule instead. We kept this rule because we believe for a player to have a winning hand and not win points for it merely because of their seat position makes gameplay needlessly discouraging.
4. **There are no Null/ Abortive Hand Conditions** – This covers anything that can make a Hand abort due to certain conditions happening. Most tournaments go by this.

5. **Players Can't Go Bust** – Most Tournaments follow this rule. If a player's point value goes negative, they will receive two 10,000 point Poker Chips showing that they have negative 20,000 points and will receive 20,000 points worth of Black colored Point Sticks.
6. **There is the Ippatsu Yaku and Ura Dora** – Only a handful of tournaments in Japan don't use the Ippatsu Yaku and have no Ura-Dora.
7. **"Open Tanyao" and "Pinfu Only" Hands are Allowed** – Some tournaments don't allow these hands, because some argue that they're sometimes considered too quick and easy to get, but we allow these to be accommodating for newer players.

Changes from Last Year's Rules

Since last year, we have made a few revisions to these rules. Most of the changes are for adding clarifications to issues that arose in last year's tournament. The following are the changes that have been made to this year's rules

- Adding a Fouls, Infractions and Penalties Section to the Tournament Rules section to better specify such items in tournament play.
- Changes that were made to the WDMCs Non-Tournament rules have also been added to these rules where applicable.
- Any ties in scores will no longer result in a headbump rule. Uma for those placements will be combined and split among the 2 or 3 players who are tied.
- The words "An Optional Yaku in other rulesets" erroneously listed next to some of the Yakus have been removed.

We look forward to seeing you at the upcoming tournament. Go out there and play an excellent and honorable game!

Part 2

Tournament Rules and Structure

Section 1 – Introduction

This section covers the rules of the tournament itself. This part is divided into the following sections....

1. Introduction and Concept
2. Definitions
3. Tournament Setup and Schedule
4. Hanchan Gameplay
5. Uma
6. Prizes
7. Tournament Rules and Policies
8. Fouls, Infractions and Penalties
9. Appendices (Hanchan Final Score Sheet)

This section does not cover the rules for an actual game of Mahjong, but only the rules for the tournament itself. All gameplay rules are covered in part 3 of this ruleset.

Section 2 – Definitions

In tournament play, there are two new terms that are not used in regular gameplay. Those terms are “Hanchan” and “Uma”. Those terms are defined below.

Hanchan – A time block consisting of a session of multiple games of Mahjong that are being played at the same time at multiple tables.

Uma – An adjustment that is made to a player’s final score at the end of a full game of Mahjong. This adjustment is based on which place the player finished in, plus how many players in the game finished at or above 30,000, and how many players finished below 30,000 points.

Section 3 – Tournament Setup and Schedule

3.1 - Setup

The tournament will be setup by having one table for every four players that attend the tournament rounded up. If the number of participants is not a number divisible by 4, there will be fill-in players who aren’t playing as part of the tournament, but for the purpose of filling a seat so every table has four players.

Each table will be setup with one Japanese Mahjong set with three Red 5s (one of each suit) to substitute one of the regular 5s in each suit. At the start of the tournament, all sets will be displayed with all of the tiles face-up neatly arranged so players can see that each set has all 136 tiles and that each set has all of the correct tiles in it. Each player will have 30,000 points worth of point sticks arranged using the Club’s point stick arrangement, which is covered in greater detail in part 3 of this ruleset. There will also be a special wind tile (that looks obviously different from the tiles being used for gameplay) on each side of the table marking the seat wind at each table showing the starting seat wind for each player. Players may choose to keep those markers to reflect the current seat position if they wish. Each table will also have eight Green colored 100 point sticks which are solely used to mark Bonus Hands during the tournament game so players at the table won’t have to use their own point sticks to mark Bonus Hands with. Each table will use Chessex Black 12mm 6-sided dice (Product No. 25808) instead of the standard dice included with the Mahjong set. This is to ensure that all tables will be using higher quality balanced dice during the tournament.

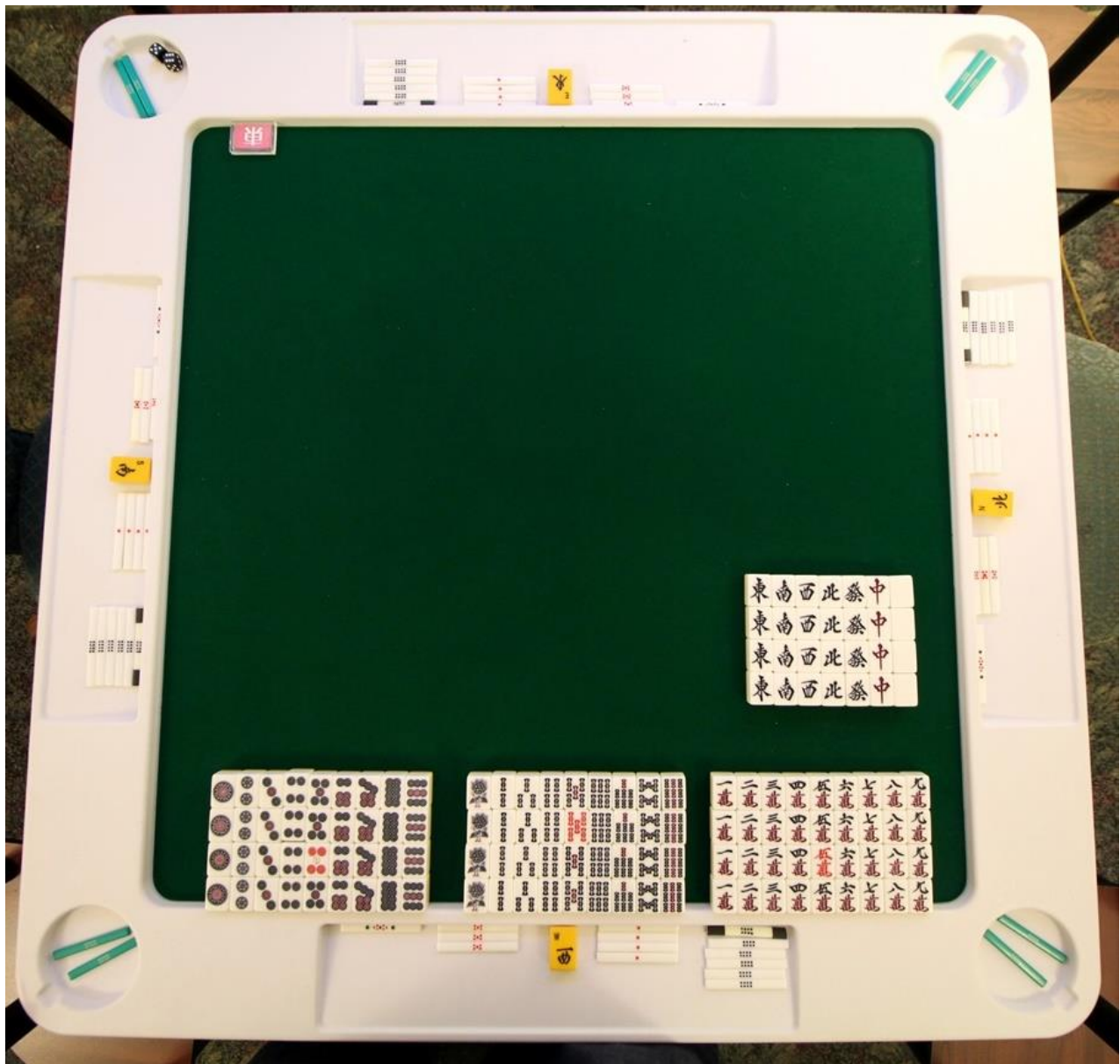


Illustration T1 – Starting Tournament Table Setup

Each table will have available a final score sheet which players will use to write their scores at the start of the final Hand and after the final Hand of the game. This will be covered in greater detail in the next Section.

The judge will have available 10,000 point chips and Black colored point sticks which will be used to give players whenever a player's score goes negative. This will also be covered in greater detail in the next Section.



Illustration T2 – Negative Point Chips and Sticks

3.2 Schedule

The tournament will start at 11am with opening ceremonies with the Head Judge giving introductions and going over the general rules and customs for the tournament. The tournament will have six Hanchans of gameplay over a 2 day period. Each Hanchan will have a reserved 2 hour block. After the 2nd Hanchan will be a 60-90 minute Lunch break. After the break, the next two Hanchans will commence. Sunday will be the 5th and 6th Hanchan. 30 minutes after the 6th scheduled Hanchan finishes, awards will be given out to the top four players. If all goes according to schedule or finishes earlier, there will be open gameplay available afterwards.

3.3 Tournament Excel File

The tournament will be using an excel file created by Luke Morgan (which is available for download on www.mahjong-ny.com) titled “RROTournamentHelper” which show players ranks and scores during the tournament. Only the Head Judge is allowed to enter info on this file.

3.4 Players and Player Number

Each player will have a pre-assigned player number which will be their official player number for the duration of the tournament.

Section 4 – Hanchan Gameplay

4.1 General Gameplay

Each Hanchan will be 90 minutes long. If a game is still playing when the 90 minutes is up, then that current hand will be the final hand for the game, even if the game is not on the South 4 Hand. In order for a Hand to continue after the timer goes off, the dice to determine the wall split MUST be rolled before time is up for the Hanchan.

At the start of each Hanchan, the Head Judge will have a timer to say when the Hanchan starts. Before the time starts, players are allowed to build their walls and draw tiles BEFORE the timer starts. The first discard cannot be made until AFTER the timer starts. The starting Dealer is allowed to put their first discarded tile upside down before the timer starts and flip the tile face up once the timer starts. The Head Judge will say when there is 60 minutes, 30 minutes, 15 minutes, 10 minutes, 5 minutes, and 1 minute left in the Hanchan.

Before players start shuffling tiles at the start of the Hanchan, all players must bow and say “Let’s have a good game” or something similar in whichever language they like to each other. The Head Judge will be responsible for letting all players know when to perform these customs during the tournament.

The official rules for one game of Riichi Mahjong for this tournament are explained in Part 3 of this ruleset.

4.2 Calling the Judge

If a player has any question on gameplay rules, the player must raise their hand and say “Judge”. The Head Judge will go to the player and answer the player’s question. Anytime a player calls for the Judge, all players must take their hands off the table and not touch any of the tiles, dice or point sticks on the table. The Judge is not allowed to give advice on gameplay or strategies. The Judge can only answer questions regarding gameplay and tournament rules.

If there is a dispute or question on a ruling etc., a player at the table must raise their hand and say “Judge”. The Head Judge will go to the player. The Head Judge’s final decision will be based on the official gameplay rulings. If in the rare case there is an unspecified ruling on something not covered in the Gameplay Rules, the Judge will let everyone know the ruling after it has been decided and that ruling will carry over for the rest of the tournament.

Whenever a player’s score goes negative, a player at that table must raise their hand and say “Judge” and call the Judge over to inform of the player whose points went negative. The Judge will give that player two 10,000 point chips to show that the player is down 20,000 points. The player will also receive 20,000 point worth of Black colored point sticks. The reason for these sticks being a different color is so at the end of the game, the extra point sticks can easily be separated without having to count out the point sticks to figure out which ones are the extra sticks.

4.3 Point Count

Anytime during the game at the beginning of a new hand, any player is allowed to ask for a point count. Whenever a player asks for a point count, all players at the table (including the player asking for the point count) must count and announce their points so all players at the table know every player’s current score. Players’ point sticks should be laid out so everyone at the table can easily verify a player’s current score.

4.4 Final Hand and Score Sheet

At the start of the final Hand, all four players must do a point count and fill out their pre-Uma final Hand scores on the square Pre-Final Hand card. At the end of the game, all players must fill out the score sheet. All players at the table are responsible for making sure that all scores on the spreadsheet are properly filled out. Once the sheet is filled out, any player from the table raises their hand and says “Report”. The Head Judge will take the sheet and sign it. The Head Judge will fill in all the post-Uma final scores on the Tournament Excel file.

At the end of the game, all four players must bow to each other saying “Good game” or something similar in any language they wish followed by resetting all point sticks so the table is ready for the next Hanchan.

Section 5 – Uma

Uma is a point curve that adds or subtracts a player’s final score based on two things...

1. How many players in the game finished at or above 30,000 points, and how many finished below 30,000 points.
2. Which place that player is at the end of the game.

Uma is broken down below based on how many players in the game finished at or above, or below 30,000 points. If a player’s score is +-0 (which is exactly 30,000 points) their score is considered to be positive solely for the purpose of determining which Uma to give to players.

Place	1 Player finishes Positive and 3 Players finish Negative.	2 Players finish Positive and 2 Players finish Negative	3 Players finish Positive and 1 Player finishes Negative
1st Place Player	+12	+8	+8
2nd Place Player	-1	+4	+3
3rd Place Player	-3	-4	+1
4th Place Player	-8	-8	-12

If any players have a tied score, their placement Uma will be combined and split among the 2 or 3 players who are tied.

In the extremely rare case all players finish a game tied at +-0 (Which is exactly 30,000) all players Uma will be Zero.

A player’s post-Uma Final Score is what will be entered into the Excel spreadsheet as their final score for the Hanchan.

Any Riichi sticks left on the table at the end of a Hanchan do NOT go to any player.

Section 6 – Prizes

The top four players will get a choice of one of the top four prizes available for the tournament. The 1st place player will get first choice, 2nd place gets 2nd choice, 3rd place player gets 3rd choice, and 4th place player gets last choice. Top four players will get a framed certificate, and the 1st place player will get an award plaque for being in 1st place.

Section 7 – Tournament Rules and Policies

This section covers all official policies of the tournament that players can use as a reference sheet for tournament etiquette etc. Each item is numbered below.

1. No unruly or inappropriate behavior allowed.
2. Dress nicely if you can.
3. No bad sportsmanship.
4. All players must bow to each other at the beginning and end of each game.
5. If you have to leave the tournament due to an emergency, contact the Judge, and a fill-in Rep. player will sit in for you. Your score will be whatever the fill-in player's score in place of you, and it will be noted that you had to leave due to an emergency. Your name will not be put on the final list of players who participated after the tournament on any website etc. The nature of the emergency will be kept confidential. You will not be eligible for any prizes at the end of the tournament.
6. No blatant protests at the Head Judge are allowed. You may speak civilly with the Head Judge after a hand if there are any issues or let the judge know of any issues they may have overlooked, but the Head Judge has the final say in any decisions made regarding any ruling or player's behavior.
7. Anyone caught cheating will be removed from the tournament without a refund.
8. Anyone who gets removed from the tournament or has to leave the tournament due to an emergency will not be eligible for a refund.
9. Unless you need to keep your phone on in case of an Emergency, Cell Phones must be off or put on silent.
10. No talking about other player's hands or your own.
11. No verbal bluffing with your hand.
12. No intentional stalling of a Hand.
13. No chasing Rabbits! That means no looking at undrawn tiles from any part of the wall at the end of a Hand.
14. Do not slam the tiles or drop them on the floor.
15. Once you are finished with your game during a Hanchan and have filled out the Hanchan Final Score Sheet, all players must leave the Tournament room until the start of the next Hanchan. If you have to return to the tournament room for something, let the Head Judge know.
16. If you need to use the bathroom etc. raise your hand and call for the Judge. They will let you go if you need to. Please try to use the Bathroom before and after each Hanchan if possible.
17. If you need Water or anything, raise your hand and call for the Judge and they can provide you with Bottled Water if you need it.
18. When discarding a tile, please try to discard it in a way so all players at the table can see the tile being discarded.

Section 8 - Fouls, Infractions and Penalties

In the game, wrongfully made calls or actions made during the game (depending on what's been done) can result in either a minor penalty or more. The following section lists all wrongful actions that can be done during the game and the penalty (or penalties) for performing them.

Declaring Riichi when not in Tenpai

If you declare Riichi and you are not in Tenpai, you must pay a Chonbo penalty.

Calling Pon, Chi or Kan and not having the Proper Tiles to Make the Call

If you call Pon, Chi or Kan and don't have the appropriate tiles to properly make the call, your hand becomes a dead hand if you don't catch it before your discard.

Making The Wrong Call

If you make the wrong call (i.e. say "Chi" instead of "Pon" or "Ron" instead of "Pon") but catch it before making the call with the tiles, there will be no penalty. If it's not caught before the next player's draw and called out, the player's hand becomes a Dead Hand.

Discarding an Illegal Tile after calling Pon or Chi.

If you call Chi and discard the other tile that can also complete the meld, or if you call Pon and discard the 4th copy of the tile you stole to call Pon, your hand becomes a Dead Hand.

If a player Declares Tsumo or Ron and does not have a Qualifying Winning Hand

If you call Tsumo or Ron and do not have a qualifying Winning hand, your hand becomes a Dead Hand if you catch the mistake before revealing your tiles. If you made this mistake and you revealed your hand, you must pay a Chonbo Penalty.

Drawing from the Wrong Part of the Wall or from the Wrong Wall

If you draw a tile from the wrong part of the wall, the drawn tile is exposed, it must be announced that the tile was exposed. If this happens a 2nd time by the same player during the same Hanchan, their current hand becomes a Dead Hand.

Any condition that makes the Hand have to Reset

If enough tiles are knocked over so that hand can't continue, or you have the wrong number of tiles in your hand, the hand resets and you must pay a Chonbo Penalty. The only exception to this is if you knock over tiles building your wall before players draw tiles. In this case, just re-shuffle your tiles and re-build your wall.

It is encouraged that if a player catches another player drawing a tile from the wrong wall or wrong part of a wall that they say "Stop, Wrong Tile.", "Put the tile back, wrong wall", or something similar.

Having Too Many or Too Few Tiles in Your Hand

When this happens, a player's hand becomes a Dead Hand. The player with the wrong number of tiles in their hand cannot draw up to or discard down to the proper hand size.

Showing Up Late to a Hanchan

For each minute late a player shows up, they get 2,000 points subtracted from their score. If a player is more than 10 minutes late, that player will be replaced by a substitute for the rest of the Hanchan with a 20,000 point penalty. If there is an emergency situation, the Judge may waive this and just have that table start X minutes later based on when the player returned.

Cell Phone Ringing

If you didn't inform the judge that their phone ringer is on in case of an emergency and your phone rings and you answer it, you will be asked to put it away. If it happens again, that player must pay a Chonbo penalty. Each future time will result in a double Chonbo penalty.

Being Disruptive

This is based on the Judge's call. Depending on the nature of the incident, the person will most likely get a one time warning. If it happens again, they will be removed from the tournament with no refund, or will simply be removed without warning with no refund. Disruptive actions include (but are not limited to) swearing at other players, being impolite, intentionally delaying a game, or intentionally revealing tiles.

Cheating

Anyone caught cheating will be removed from the tournament without warning or refund.

Using an Electronic Device (Walkman etc.)

At the Judge's discretion.

Crossboarding/ Passing Information

At the Judge's discretion based on severity and intent of the action.

Other Fouls, Infractions and Penalties

Any other Fouls that are not listed here that may occur are handled based on the Judge's discretion.

Definition of a Chonbo Payment

If a player commits a Chonbo Penalty, that player will have 12,000 points subtracted from their final score.

Definition of a Dead Hand

If a player's hand becomes a Dead Hand, that player can no longer call Chi, Pon, Kan, Ron or Tsumo. If the hand goes into Tenpai Payments, the player's hand (even if it is in Tenpai) is considered a Noten hand.

Needing Time to Make a Call

If for any reason during the game you want to make a call but you need a few seconds to think about it, simply say "Wait" before the next player's draw so you can quickly decide whether you want to go ahead and make the call or not.

2019 WDMC Doragon no Taikai
Hanchan Final Score Sheet
Saturday & Sunday June 8-9, 2018

Hanchan # _____ Table # _____

No.	Name	Final Score	Mods (Chonbos etc.)	Pre-Uma Final Score	Uma	Post-Uma Final Score

ALL SCORES ARE WRITTEN AS A DIFFERENCE OF 30,000 POINTS.

By signing this, you confirm that all these scores and Uma adjustments are 100% accurate.

Head Judge: _____

Player 1: _____ Player 2: _____

Player 3: _____ Player 4: _____

Place	1 Player Positive and 3 Players Negative.	2 Players Positive and 2 Players Negative	3 Players Positive and 1 Player Negative
1st Place Player	+12	+8	+8
2nd Place Player	-1	+4	+3
3rd Place Player	-3	-4	+1
4th Place Player	-8	-8	-12

In the extremely rare case all players finish a game tied at +-0 (exactly 30,000 points), all players Uma will be Zero. Any ties in score will combine their placement Uma and split it evenly between the 2 or 3 players tied.

Part 3

Gameplay Rules

WDMC Doragon no Taikai

Riichi Mahjong 4 Player Gameplay Rule Guide

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Section 1 – Introduction and Game Components

1.0 Introduction

Welcome to the game of Riichi Mahjong. Mahjong is a tabletop game with a similar concept to Gin Rummy, except that you play the game using tiles instead of cards, plus you have more options and strategies than in Gin Rummy.

Mahjong originated in China over a thousand years ago, and has evolved into its more modern form in the 19th and 20th centuries. Many countries have their own rules and variants of the game.

This guide covers the Western Dragon Mahjong Club's (WDMC) official ruling for the 4 player Japanese Riichi version of the game, which is the main version of the game played in Japan. This guide will cover all the official rulings for gameplay, along with each of the winning hands of the game in the WDMC Doragon no Taikai tournament for 2018.

1.1 Foreword and Disclaimer

Some of the terms in this Rule Guide are used in a different context compared to how they are used in Japan and Europe. One major difference is the use of the term “Meld”. In Japan, a meld refers to a called set or sequence of tiles. In these rules, a meld refers to a general triplet, a quad or a sequence of three tiles, regardless of whether it's open or closed. Also, unlike the EMA (European Mahjong Association) rules, the terms Chow Pung and Kong are not used. In the EMA rules, those terms are used to describe a general sequence, triplet or quad of tiles. There is further terminology added to these rules to better differentiate different kinds of melds in the game, and whether those melds are closed or open. Those terms are defined in Section 1.7 of the Rule Guide.

One other thing to note is that some sections of these rules are spoken in a 2nd person point of view, and other sections are spoken in a 3rd person point of view. Although this is technically considered to be grammatically incorrect (Along with a few other things in these ruleset), this is done to keep clarity in explaining the rules of the game. This is not a School Essay!

1.2 Objective and Concept

The objective of the game is to have the most points after two rounds of gameplay. Whoever has the most points at the end wins the game. A game can end earlier if a player's points go below Zero. Each round is divided into four Hands of gameplay (not including Bonus Hands). During each Hand, a player will try to be the first to form a winning hand, which usually consists of four melds and a pair. A Meld is either a Sequence of three tiles of the same suit, a triplet of the same tile, or a quad of the same tile. However, a player can't have a winning hand solely based on having four melds and a pair. There must be at least one win condition to the hand. These win conditions are referred to as “Yaku” in the game. Those different Yaku will be listed later on in this ruleset.

Each Hand of gameplay will consist of players shuffling the tiles, building a wall with those tiles, splitting the wall and drawing tiles from the wall for setup. Each turn, players will either draw and discard a tile, or steal an opponent's discard under certain conditions to eventually form a winning hand of tiles. A player can go out on a winning hand by either drawing their winning tile (Tsumo) or winning off an opponent's discard (Ron). This will be explained in greater detail later on.

1.3 Game Components

This game of Mahjong will consist of the following components. A Mahjong set (1.3.1), two six-sided dice (1.3.2), Point Sticks (1.3.3), a 4 Player Cheat Sheet or Scoring and Yaku Chart (1.3.4) a round indicator (1.3.5) and an optional Junk Mat (1.3.6)

1.3.1 Mahjong Set

You should use a Japanese Mahjong set for the game.



Illustration 00 – A Japanese Riichi Mahjong Set

A Japanese set will usually contain four red colored tiles. These are also known as “Dora” tiles. They are treated like special bonus tiles in the game. For the WNYMC’s version of the game, three of the four red tiles are used. The 2nd Red 5 of Circles tile will not be used in the game. Make sure these Red tiles replace one each of the non-red version of their respective tile in the game.

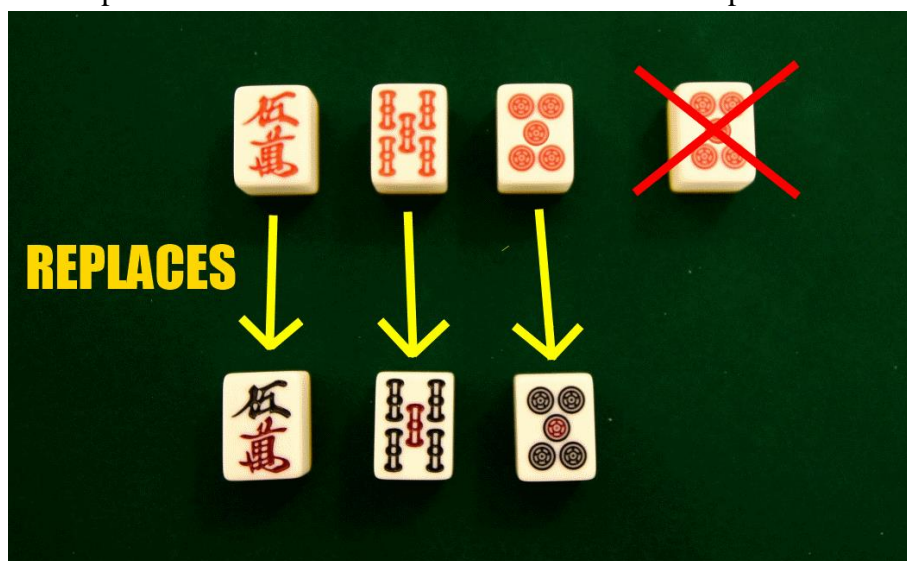


Illustration 01 – Red Dora Tiles

1.3.2 Two Six-Sided Dice

Most sets will contain at least two 6-sided dice. Some sets contain 3 or more dice. Only two are needed for the game.

1.3.3. Point Sticks

These are used to keep track of points in the game. Most sets usually have enough so that there are 30,000 points for each player.



Illustration 02 – Point Sticks

1.3.4 4-Player Cheat Sheet or a Scoring and Yaku Chart

This is a reference for players to have during gameplay so they can easily access the list of the different Yaku and scoring configurations in the game. The WNYMC's official 4 Player Cheat Sheet contains these two items plus other essential info for newer players. If you don't have one handy, a Yaku and Scoring Chart will work just fine.

[illegible]

Illustration 03 - Scoring and Yaku Charts

1.3.5 Round Indicator

This is used to indicate the current round of the game. One side is used to show that it is the East round of the game, and the other side is used to show that it is the South round of the game.



Illustration 04 – Round Indicator (East Round Side and South Round Side)

1.3.6 A Junk Mat (Optional)

This is an optional component that can make the game easier to play on. Junk mats contain point stick trays, plus the notches between the point stick trays can make it easier to build a wall of tiles without having to count the tiles.



Illustration 05 – Junk Mat

1.4 The Four Winds

1.4.1 Definition In this game, there are four wind directions. East, South, West and North. This listing of the four winds is the official wind order in the game. Not only are these four of the tiles in the game, but they are also the wind directions that are assigned to each player. Wind directions are also used to name each round in the game as well. This will determine which specific wind tiles are worth points for specific players in the game.

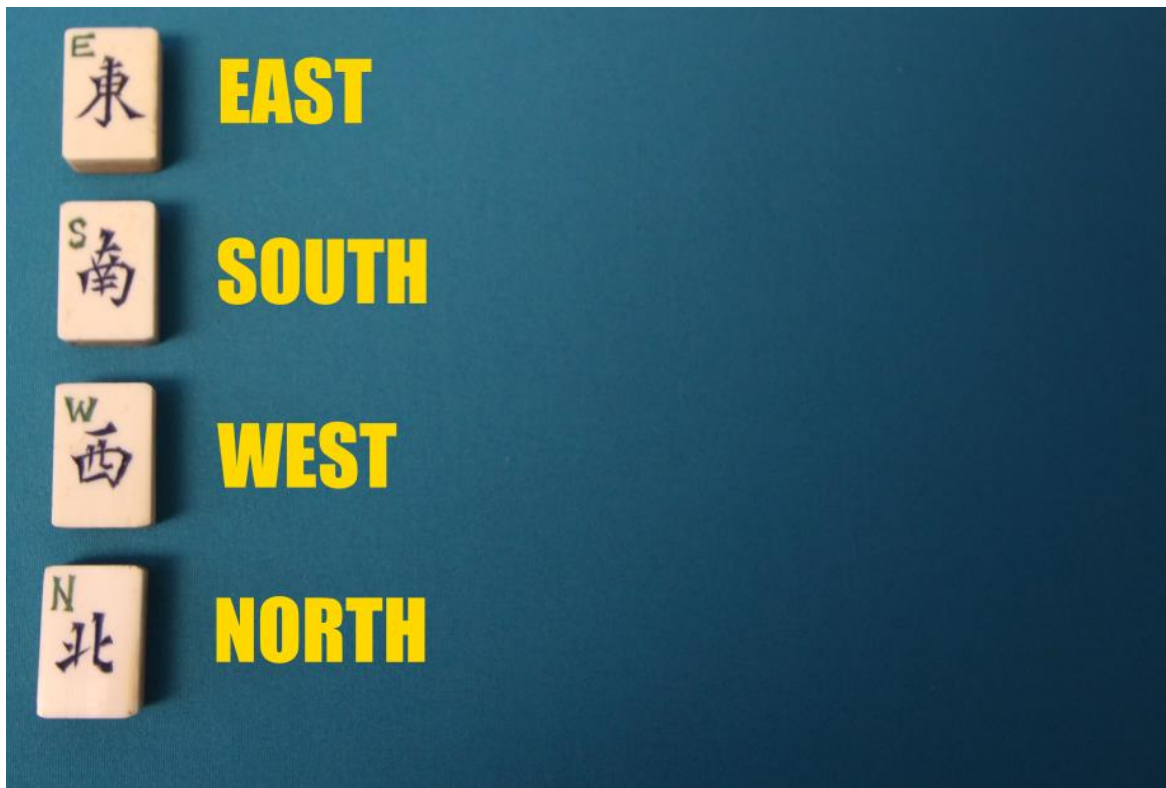


Illustration 06 – The Four Winds and Wind Order

1.4.2 The Dealer – The player assigned the East Wind is also known as the Dealer in the game. The dealer is the player who will be taking the first turn in the game. Being the dealer also affects how points are paid in the game depending on who wins a Hand.

1.5 Point Sticks (In Detail)

Most Mahjong sets contain point sticks which players will use to keep track of their score during the game. The point value of each point stick is shown below.



Illustration 07 – Point Stick Values

There is a standard 500 point stick design which has 5 horizontal dots on it or a slightly different configuration. These point sticks aren't easily available in the U.S., so taking a 100 point stick and wrapping tape on the sides or using a different colored 100 point stick will work to create 500 point sticks.

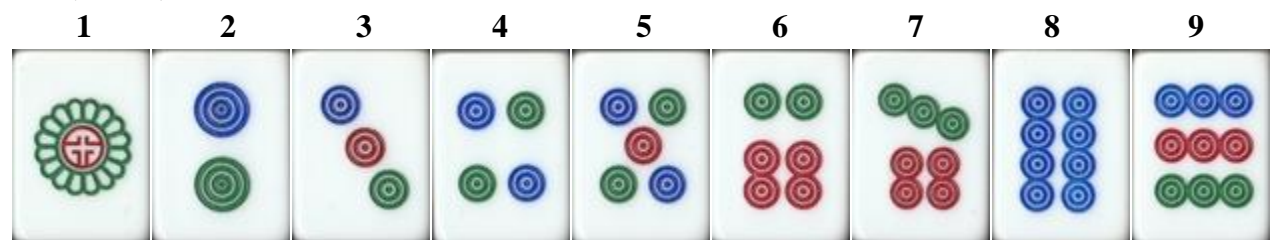
1.6 The Tiles (In Detail)

For Riichi Mahjong, a total of 136 tiles will be used for the tile set. Four copies of each different tile. There are two main types of tiles in the game. Suit Tiles and Honor Tiles. There are 27 different suit tiles and 7 different honor tiles in the game.

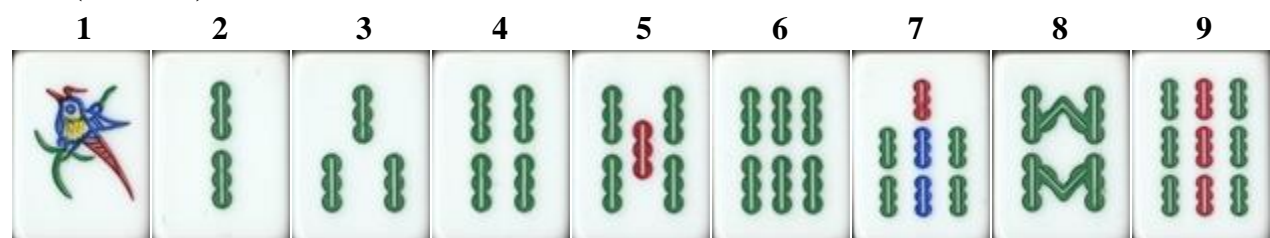
1.6.1 Suit Tiles

These are also known as number tiles in the game. There are 27 different Suit tiles. 9 of each suit numbered 1-9. There are three different suits in the game.

Pin (Circle) Tiles



Sou (Bamboo) Tiles



Man (Character) Tiles



All 1s and 9s in the set are defined as Terminal Tiles or Terminals for short. All 2-8 tiles are defined as Simple tiles or Simples for short.

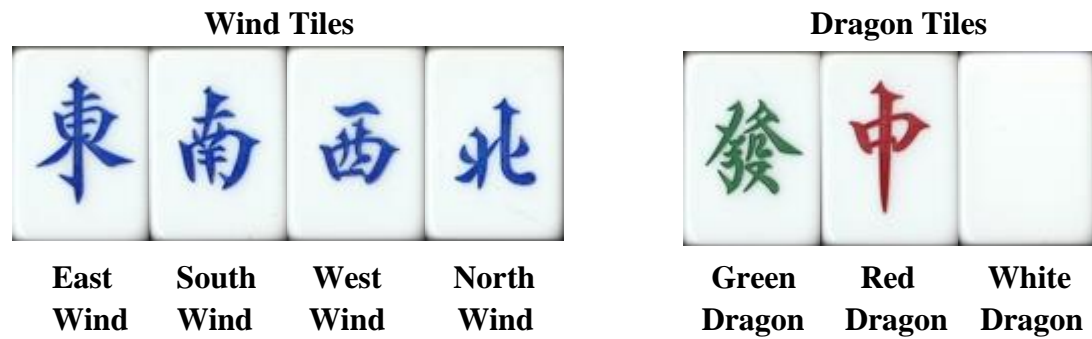
Suit Tiles can be used in a winning hand as a pair, a meld of three sequential tiles of the same suit, or a set of 3 or 4 tiles.

When using Suit Tiles as part of a sequence, sequences can't wrap around. This means that 8-9-1 and 9-1-2 are invalid sequence melds.

An important thing to note is that any set will have a variant of a Bird of some sort for the 1 Sou tile.

1.6.2 Honor Tiles

These are the non-numbered tiles in the game. There are two types of honor tiles in the game. Wind Tiles and Dragon Tiles.



Honor tiles can only be used in winning hands for pairs, triplets and quads in the game. Honor tiles cannot be used in sequences. However, for the sole purpose of using Dora indicators, there is a sequence that is used. The honor tiles listed above are listed in that sequential order for the purpose of Dora Indicators. (See Section 2.7)

1.7 Glossary of Game Terms

This section covers all of the terminology that will be used in the game, except for the different Yaku (win conditions) in the game. Those are listed in Section 4.1. A couple terms used only in tournaments are also mentioned just so the reader is aware of the existence of those definitions.

Baiman: A ranked hand that is worth 8-10 Han that scores 4,000 basic points.

Basic Points: The base number of points a hand is worth based on a winning hand's Han and Fu.

Bonus Hand: An additional Hand (Also known as a Dealer Keep) that occurs when the Dealer wins a hand. Bonus Hands will continue until the Dealer is either no longer in Tenpai during a Drawn Hand or when a player besides the Dealer wins a hand. (See Section 3.7)

Bonus Stick: A 100 point stick used to signify a Bonus Hand. The number of Bonus Sticks indicates which Bonus Hand players are on. Each bonus stick on the table adds 300 points to the Score of a winning hand. (See Section 3.7)

Bust/ Going Bust: When a player's score goes negative. Anytime a player goes bust, the game ends immediately after all points are paid at the end of the Hand.

Call: When a player says "Chi" "Pon" or "Kan" to steal a player's discard to form a meld. This also applies to when a player draws a 4th copy of a tile to form a Quad.

Check: An action that is performed whenever a player draws a tile from the wrong part of a wall or from the wrong wall. This action requires a player to announce the tile that got drawn.

Chi: A called meld that consists of a sequence of three tiles of the same suit.

Chonbo: A point penalty a player pays when one of a few wrongful actions happen. This includes calling Ron when in Furiten, knocking over enough tiles that the Hand can no longer continue, or when someone goes out after declaring Riichi and wasn't in Tenpai. (See Section 3.10)

Closed hand: A hand of tiles that has no open calls. A closed Kan does not count as an open call.

Closed Kan: A declared Kan that consists of four of the same tile in a player's hand. (See Section 3.3.2.1)

Dead hand: A hand of tiles that cannot go out either on a Tsumo or a Ron. (See Section 3.11)

Dealer Keep: Another term for Bonus Hand. See “Bonus Hand”

Dealing In/ Dealt In: This is when a player discards a tile that one or more players call “Ron” off of.

Dead Wall: This is where the Dora and Ura-Dora indicators are drawn, plus where replenishment tiles are drawn whenever a player declares a Kan.

Dealer: The player who is sitting in the East position.

Discarded Kan: A Kan that is called when a player has three copies of a tile concealed in their hand and an opponent discards the 4th copy of that tile. (See Section 3.3.2.3)

Dora: Bonus tiles that add to your score at the end of the game. (See Sections 2.7 and 4.1.8)

Dora Indicator: A tile that is drawn face-up in the deal wall to show what Dora is. (See Section 2.7)

Drawn Hand/ Draw: A Hand that finishes without any player going out. Not to be confused with players drawing tiles from the wall. (See Section 3.6)

Final Score: The difference of your end of game points minus your starting game points divided by a thousand. (See Section 4.3.4)

Fu: Mini points you win in the game for meeting certain conditions. (See Section 4.2)

Furiten: When (at least one of) your winning tile(s) is a tile you have already discarded. The only way you can win with that tile is if you draw it and call Tsumo, or change the nature of your wait(s). Even if you have an open wait and one of your two waits are discarded, you are still in Furiten. (See Section 3.9.1) (See also Temporary Furiten. Section 3.9.2)

Going Out: When a player wins a Hand by either drawing their winning tile (Calling Tsumo) or winning off an opponent’s discard (Calling Ron). (See Section 3.5)

Han: The main points you win in the game based on your winning hand’s Yaku, plus any Dora tiles you have.

Hand (Cycle): A cycle of the game where all players shuffle tiles, build a wall with those tiles, split the wall and draw tiles from the wall (sometimes stealing an opponent’s discard) to build towards a winning group of (usually) 14 tiles which (usually) consists of four melds and a pair and has at least one Yaku (win condition).

hand (of Tiles): A group of 13 tiles that each player keeps concealed to themselves during a Hand (Cycle). Whenever a player makes any open or closed calls, tiles from that group of tiles will be revealed to players. A winning hand of tiles consists of a group of (usually) 14 tiles that (usually) consists of four melds and a pair and has at least one Yaku (win condition) to it. This winning hand can be obtained either by a player drawing their winning tile (Tsumo) or gaining their winning tile off an opponent’s discard (Ron).

Haneman: A ranked hand that is worth 6-7 Han that scores 3,000 basic points.

Honor Tiles: Tiles that are either Wind or Dragon tiles. These tiles cannot be used in sequence melds.

Kan: Another term for a Quad. (See Section 3.3.2)

Kan-Dora: Dora Indicators that are flipped face-up when a player declares a Kan. (See Section 3.3.2)

Kazoe Yakuman: A ranked hand that is worth 13 or more Han that scores 8,000 basic points.

Late Kan: A Kan that occurs when a player has a Pon and draws the 4th copy of that same tile. The 4th copy of that tile is added to the Pon. (See Section 3.3.2)

Live Wall: The section of the wall where players draw tiles from each turn if they did not make an open call.

Man: Character suit tiles.

Mangan: A ranked hand that is worth at least 3 Han 70 Fu, 4 Han 40 Fu, or 5 Han that scores 2,000 basic points.

Meld: A unit of 3 or 4 tiles that contributes towards a winning hand. Can refer to either a triplet, a sequence of three tiles or a quad. A winning hand (usually) consists of four melds and a pair and has to have at least one Yaku.

Null Hand: A Hand (Cycle) that ends prematurely due to a specific occurrence in the game being met. Also known as an Abortive Draw. (See Section 3.8)

Pin: Circle Suit tiles.

Pon: A called triplet.

Quad: A meld of four of the same tile. Also referred to as a Kan.

Ranked Hand: A hand that is worth a fixed number of basic points. When a hand reaches the value of a Ranked Hand, Fu is no longer counted.

Riichi: A Yaku that involves using a 1,000 point stick betting that you'll win the current hand. If you do win the hand, it will add more possible Dora and 1 Han to your score. (See Section 3.5.1)

Riichi Stick: This is a 1,000 point stick that has been placed in front of a player's discarded tiles near the center of the table.

Ron: When you are in Tenpai and win off an opponent's discard. (See Section 3.5.3)

Round: A section of a game that consists of at least four hands where each player has gone around the table being dealer for a Non-Bonus Hand.

Round Wind: The assigned wind to a round. The first round of a game is the East Round, and the second round of a game is the South Round.

Sanbaiman: A ranked hand that is worth 11-12 Han that is worth 6,000 basic points.

Seat Wind: A designation that is assigned to each player based on who the Dealer is and where a player is sitting in relation to where the Dealer is sitting. (See Section 2.0)

Sequence: A meld of 3 consecutive numerical tiles of the same suit. 8-9-1 and 9-1-2 are invalid sequences.

Set: A Quad or Triplet.

Simple Tiles/ Simple: Suit tiles that are numbered 2,3,4,5,6,7 or 8.

Sou: Bamboo suit tiles.

Suit Tiles: Tiles that are numbered 1,2,3,4,5,6,7,8 or 9 and belong to one of the three suits.

Temporary Furiten: If you are in Tenpai and pass up calling Ron on a tile just discarded by an opponent that would complete your hand. (See Section 3.9.2)

Tenpai: When you are one tile away from a winning hand (of Tiles). Also known as a hand being ready.

Terminal Tiles/ Terminals: Suit tiles that are numbered 1 or 9.

Tiles: The central component of the game of Mahjong.

Tile Stack: Two layers of tiles placed with one tile on top of another in the wall. 1 Tile Stack is 2 tiles high.

Triplet: A meld of three of the same tile.

Tsumo: When you are in Tenpai and draw your winning tile from the wall.

Ura-Dora: Dora Indicators that are underneath the Dora Indicators. (See Section 4.1.8)

Ura Kan-Dora: Ura-Dora indicators that are under the Kan-Dora indicators.

Wait: A condition to a final tile, or tiles that are needed to complete a winning hand (of tiles). (See Section 3.5.2)

Wall: Four structures of tiles that are 2 tiles high and 17 tiles wide with each stack on each player's side of the table.

Wind Position(s): These are the designations assigned to each player based on who is the dealer and how many seats away from the dealer each player is. The Dealer is the East Wind/ East Player. The player to the right of the Dealer is the South Wind/ South Player. The player across from the Dealer is the West Wind/ West Player. The player left of the Dealer is the North Wind/ North Player.

Winning hand: A hand (of Tiles) that is (usually) four melds and a pair and contains at least one Yaku.

Yaku: A win condition that is required to score a winning hand (of Tiles). Every winning hand must have at least one Yaku. (See Section 4.1)

Section 2 - Setup

2.0 Rounds and Hands

The game consists of two rounds. An East Round (The 1st round) and a South Round (The 2nd round). Each round consists of four Hands (Not counting Bonus Hands). Each Hand consists of all four players trying to form a winning hand which (usually) consists of four melds and a pair. As soon as a player goes out on a winning hand and scores points for their hand (unless the Dealer wins the hand or was in Tenpai during a hand that finished in a draw or the hand becomes null) players will go to the next hand where the wind position changes in counter-clockwise order. All players physically sit in the same seat during the game, but their wind position rotates. So the player who was East last Hand is now the North player. The player who was South last Hand is now the East player. The player who was the West player last hand is now the South player, and the player who was the North player is now the West player.

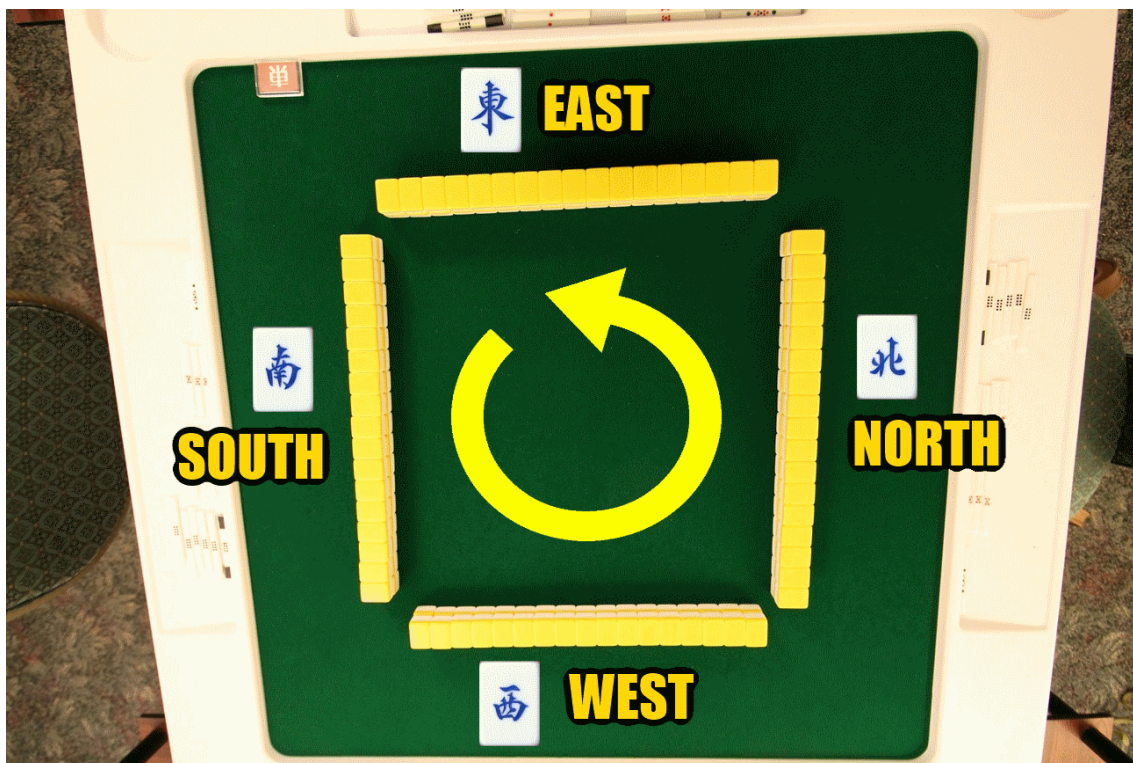


Illustration 08 – Seating and Wind Position and Rotation

When the player who started the game as the East player becomes the Dealer again, the South round of the game begins. The chart below lists the two rounds of the game and the number of Hands in each round. This does not include Bonus Hands.

East Round	East 1
	East 2
	East 3
	East 4
South Round	South 1
	South 2
	South 3
	South 4

The order of Hands is named as follows.... East 1, East 2, East 3, East 4, South 1, South 2, South 3 and South 4. If there is a Bonus Hand, then the Hand will be called (for example) South 2 Bonus 1 etc.

2.1 Starting points

Each player starts with 30,000 points. The illustration on the left shows a normal setup using all of the point sticks that come with a standard Japanese set. This setup consists of one 10,000 point stick, two 5,000 point sticks, nine 1,000 point sticks and ten 100 point sticks.

The illustration on the right shows a setup our club prefers using to lessen the load of point sticks each player has. This setup consists of one 10,000 point stick, three 5,000 point sticks, four 1,000 point sticks, one 500 point stick and five 100 point sticks.

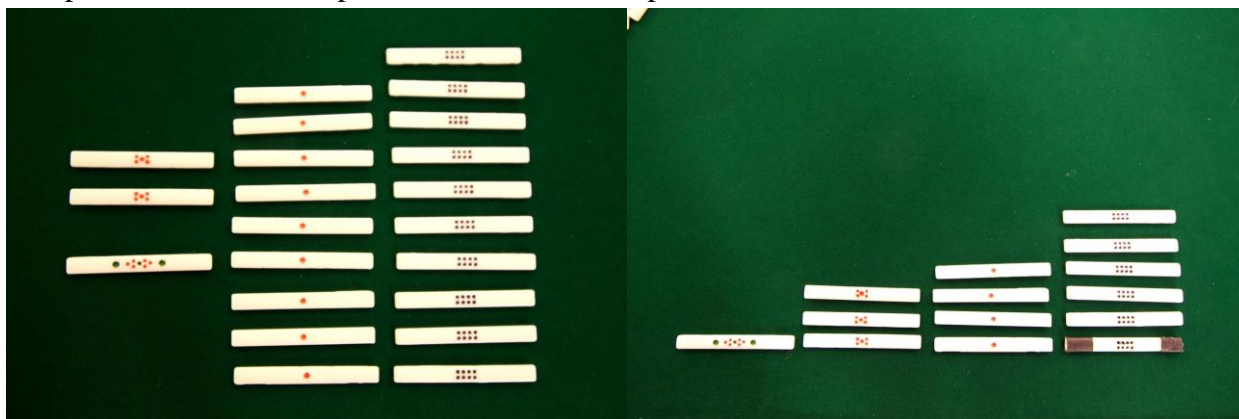
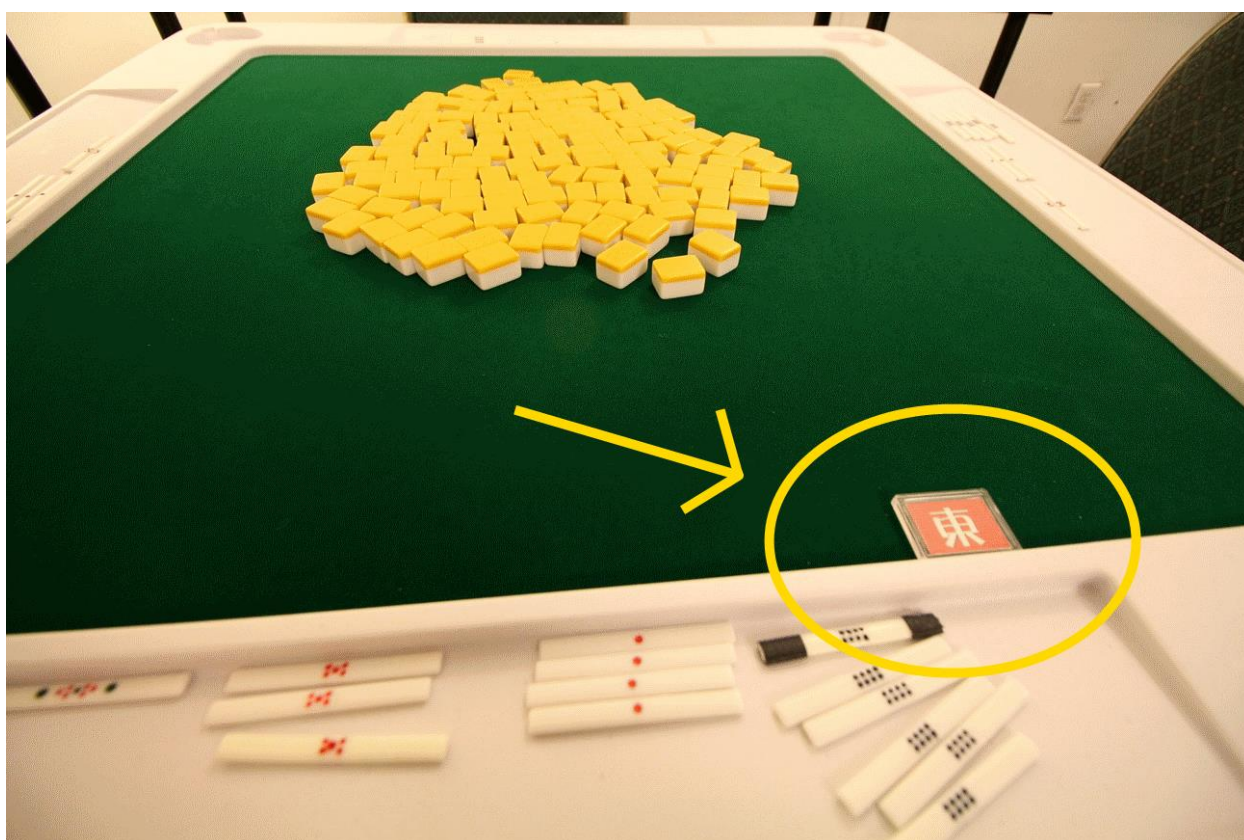


Illustration 9 - Different Point Stick Configurations

2.2 Round Indicator Setup

Whoever is Dealer takes the Round Indicator (if there is one) and places it with the East side facing up for the duration of the East Round. Not only does this indicate the current round, but also which player is the starting Dealer of the game.



2.3 Shuffling the Tiles

All players shuffle the tiles face-down pushing them forward so the tiles shuffle in a counter-clockwise direction until the West Player (Player across from the Dealer) says “ok”. If a tile accidentally gets flipped up, simply flip the tile back face-down.



Illustration 12 – Shuffling the Tiles

2.4 Setting up The Wall

Each player sets up a wall of tiles that is 17 tiles wide by 2 tiles high. Each player pushes their wall forward to make all four sides of the wall close enough to each other, but not too close so that any one side of the wall can't be moved easily on either side when the wall becomes split.



Illustration 13 – Tile Wall Setup

2.5 Splitting The Wall

After all four walls are setup, the Dealer rolls two six-sided die. The number rolled will determine which side of the wall will be split, and where that specific wall will be split.

After the two dice are rolled, the following steps are taken to determine where the wall will be split.

1. The dealer counts each player up to the number rolled on the two dice in counter-clockwise order starting with them self. The illustration below shows which player will have their wall split based on the number rolled. Whichever player's wall is split will be split by that player.



Illustration 14 – Tile Wall Split Guide

2. Starting with the right most tile on that wall, count the number of tiles equal to the number of the dice rolled from right to left. The tiles left of the counted tiles are split off from the rest of the tiles. The tiles left of the split is known as the Live Wall. This is where players will draw tiles from during most of the game.



Illustration 15 – Wall Split

3. Right of the split (From the perspective of the player splitting the wall) is where the Dead Wall will be. The Dead Wall is 14 tiles total (7 tile stacks). Split off these 14 tiles from the rest of the tiles right of the Dead Wall to properly distinct the Dead Wall from the Live Wall.



Illustration 16 – Dead Wall Split

2.6 Drawing Tiles

Starting with the Dealer, each player draws 4 tiles (2 tile stacks) from the live wall. Each player takes turns doing this in counter-clockwise order. Each player repeats this step two more times so that each player has 12 tiles. Tiles are always drawn from the live wall in clockwise order during the entire game.

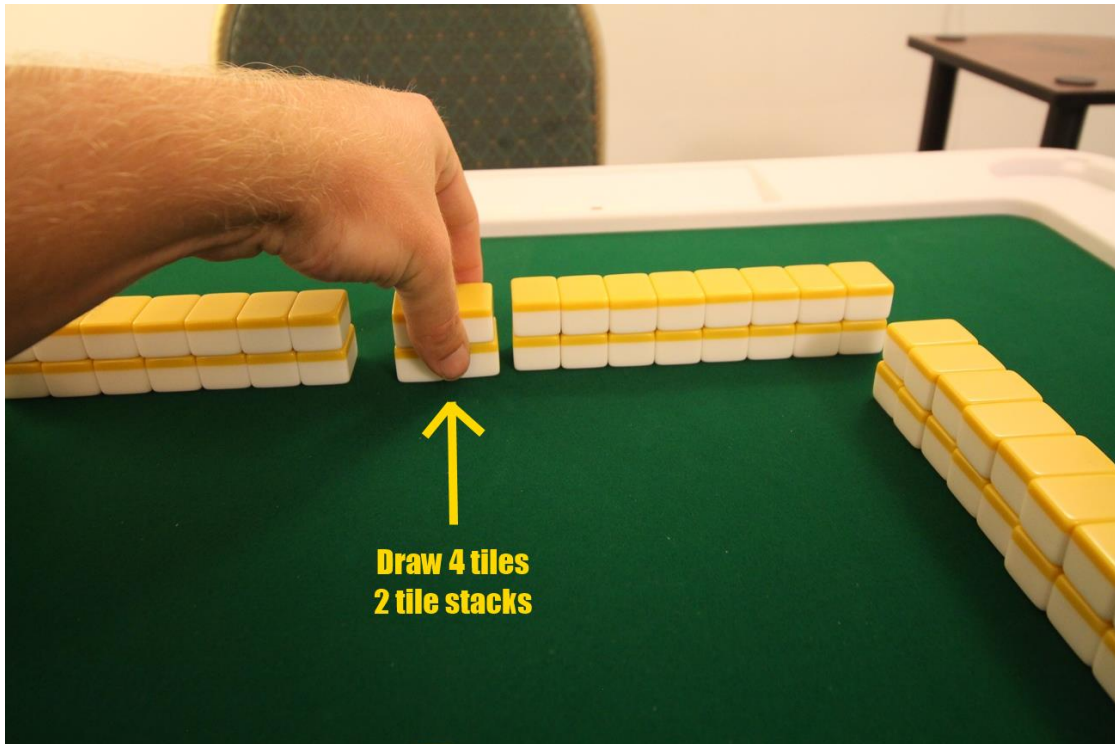


Illustration 17 – Drawing 4 Tiles from the Wall

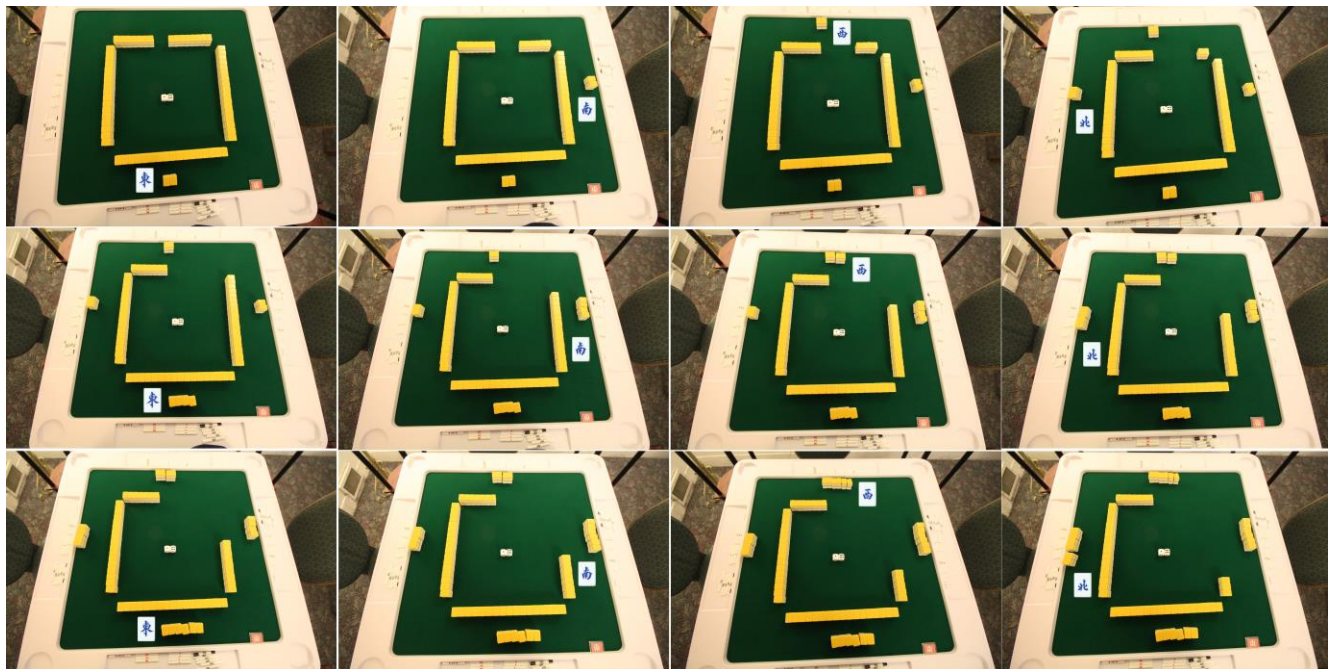


Illustration 18 – Players Drawing Groups of 4 tiles from the Live Wall

Next the Dealer draws the top 1st and top 3rd tile from the live wall. The reason for the Dealer doing this is so they can already draw their first tile for their first turn in the game and can take their turn immediately while the rest of the players finish drawing their 13th tile from the wall.

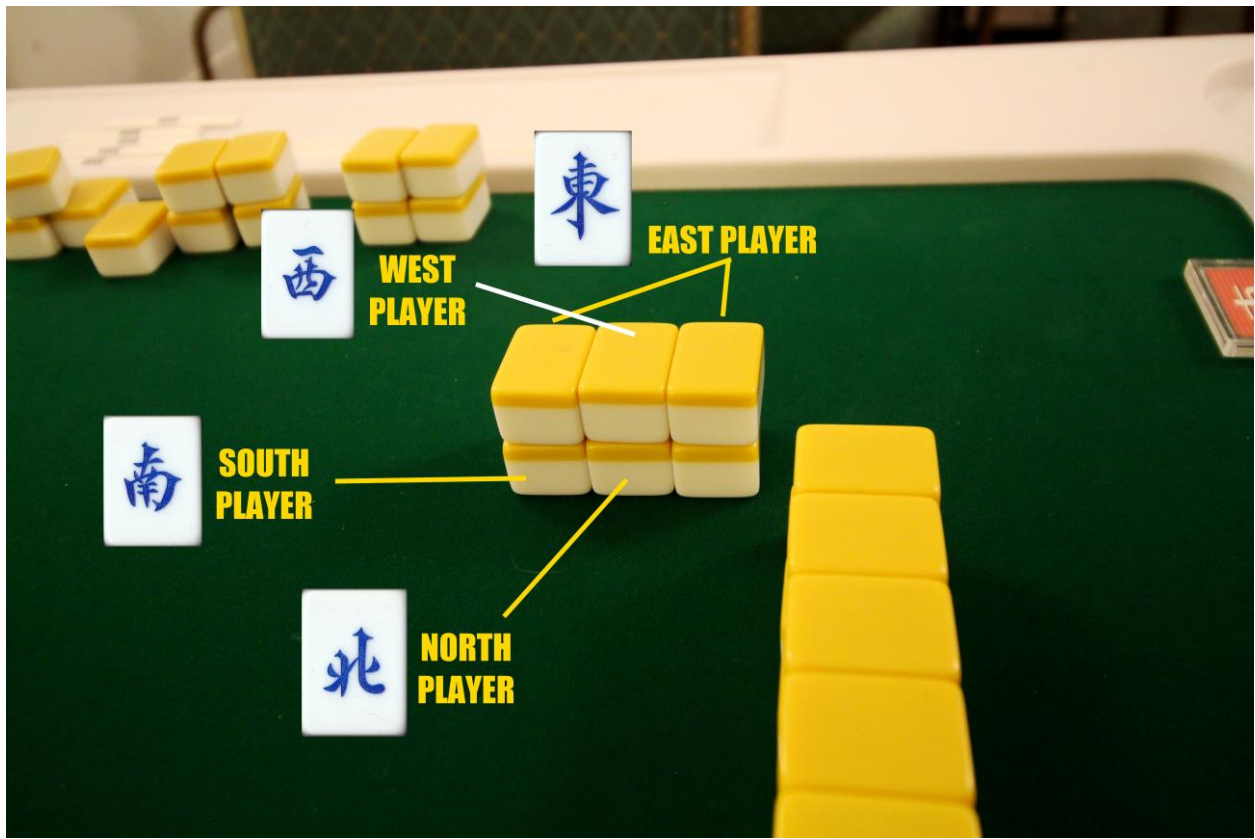


Illustration 19 – 13th and 14th Draws of the Four Players

Finally, each player after the Dealer (also in counter-clockwise order) draws one tile from the wall. When this is done, the East player will have a starting hand of 14 tiles, and the other three players will have 13 tiles in their hand. If the Dealer does not have a winning hand on their first draw, then they must discard a tile.

2.7 Dora Indicator

Whichever player has the dead wall on their side performs this function. This function is done while players are still drawing tiles from the live wall.

Go to the Dead Wall and take the top 3rd tile from the left side of the Dead Wall and flip it face-up. This tile is known as the Dora Indicator. Next, take the tile on the most top left of the Dead Wall and place it down, left of the tile that was below it. This is to prevent anyone from accidentally knocking the dead wall over.

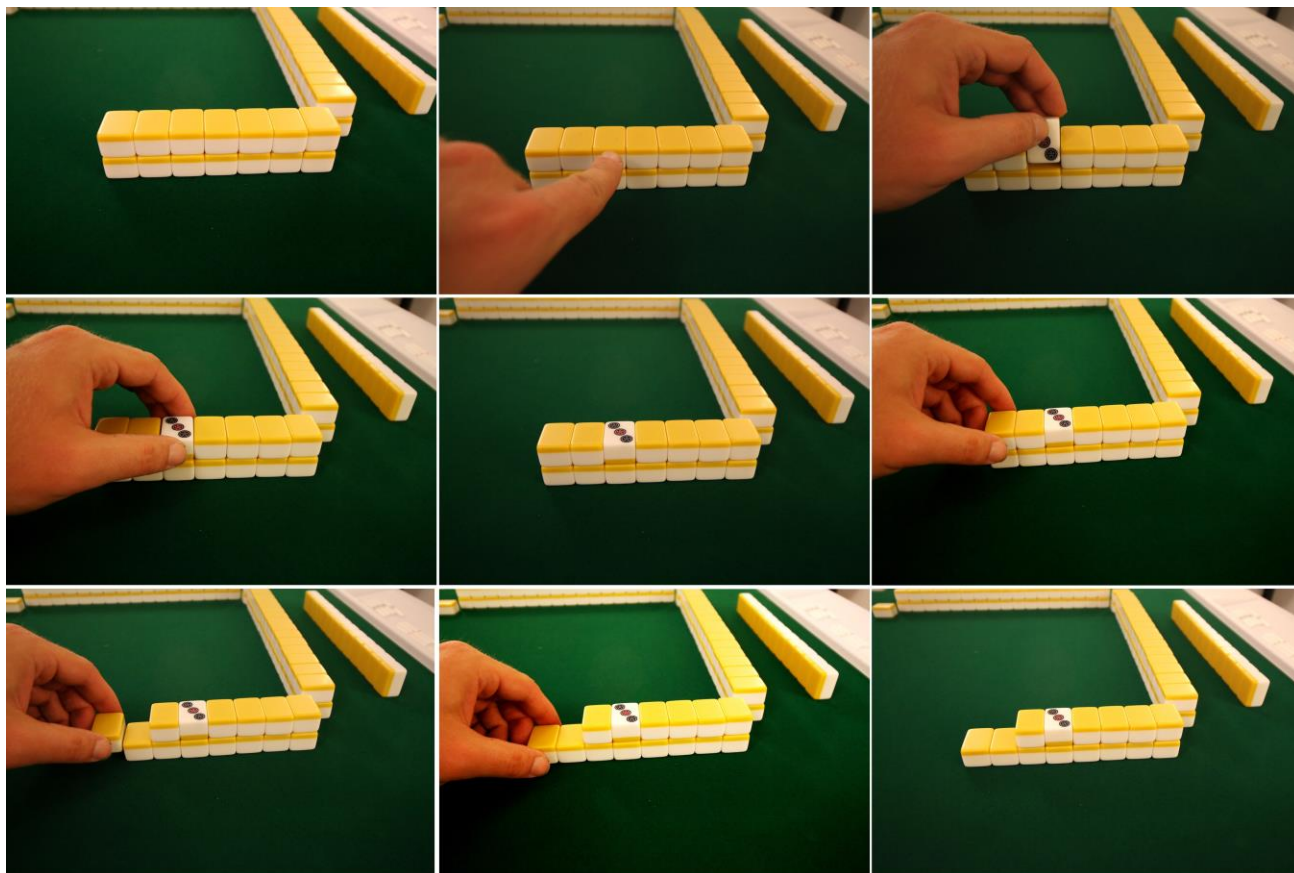


Illustration 20 – Flipping the Dora Indicator on the Dead Wall

The Dora Indicator determines what the Dora tile is in the game. The indicator itself is not the actual Dora tile in the game, but the next tile in sequence from the tile that was revealed.

If the indicator is a suit tile, then the tile of the next number up in that suit is the Dora tile. If the indicator is a 9 of a suit, then Dora is 1 of the same suit.

If the indicator is a wind tile, then Dora is the next wind in the order of the wind sequence. The wind sequence for determining Dora is East, South West, and then North. So for example, if the indicator is a South tile, then West is Dora. If North is the indicator, then East is Dora.

If the indicator is a dragon tile, then Dora is the next Dragon in order of the Dragon sequence. The Dragon sequence for determining Dora is Green Dragon, Red Dragon, and then White Dragon. So for example, if the indicator is the Green Dragon, then Dora is the Red Dragon. If the indicator is the White Dragon, then Dora is the Green Dragon.

For the sole purpose of Dora Indicators, this is the only time in the game when all tiles have a sequence to them.

Section 3 - Gameplay

3.0 Gameplay Order and Flow

Players take their turns in counter-clockwise order starting with the Dealer. A turn consists of either

- a. A player drawing a tile from the live wall and discarding a tile from their hand.
- b. A player making an open call off an opponent's discard. Depending on the type of call and which player made the call from which player, this can cause some players turn to be skipped.

Once a player is one tile away from a winning hand, they are now "in Tenpai". This is also known as a hand "being ready". Once a player is in Tenpai, they can win a Hand either by

- a. Drawing their winning tile from the live or dead wall (Tsumo) or by b. Winning off of any opponent's discard (Ron). If the Dealer is the player who won the Hand, the game goes into the Bonus Hand with all players keeping the same seat wind. This repeats until a player other than the Dealer wins a Hand.

If all tiles are drawn from the live wall and no player makes a winning hand, the Hand ends in a draw. If the dealer is in Tenpai, the game goes into a Bonus Hand, with all players keeping the same seat wind. If a Hand ends in a draw and the dealer is not in Tenpai, a new (or another) Bonus Hand begins with a rotation of the seat winds.

Under some circumstances, it is possible for a Hand to become null and to start a new Hand. If this happens, a new Hand begins with all players keeping the same seat wind and the reset Hand will keep the same round and Hand number.

The game finishes in one of two ways...

1. The game plays until the South 4 Hand finishes, plus any Bonus Hand(s) that may follow. Whoever has the most points at the end wins.
2. A player "Goes Bust", meaning their point value has gone negative. As soon as this happens, whoever has the most points at the end of the game wins.

At the start of any Hand, any player may ask for a point count. When a player asks for this, all players count their points and declare how many points they have so all players know. Point values are not hidden or concealed in this game.

3.1 Discarding Tiles and the Discard Pile

Whenever a player discards a tile at the end of their turn, the tile goes into a discard pile near the center of the table in front of the player discarding. Each player has their own discard pile. All players discarded tiles are discarded in rows of 6 tiles. When a player is at their 3rd row of discards, the 3rd row can be longer than 6 tiles.



Illustration 21 – Discard Illustration

3.2 In Turn Actions

When it is your turn, you can do one of two things... a. Draw a tile from the live wall, followed by discarding a tile from your hand. **Or** b. Call “Chi” from your opponent’s last discard to form an open sequence meld, followed by discarding a tile from your hand.

3.2.1 Drawing and Discarding a Tile

Draw a tile from the live wall that continues from where players drew tiles for their opening hands and/or previous turns.

If you happen to have four of the same tile in your hand, you may choose to declare a closed Kan, keep it in your hand, or discard the tile. (See Section 3.2.2.1)

If you draw a tile that matches a Pon you called earlier, you may choose to declare a late Kan, keep it in your hand for a different meld, or discard the tile. (See Section 3.2.2.2)

If you don’t draw your winning tile, choose a tile from your hand to discard. Your turn now ends.

3.2.2 Calling Chi

If the player to your left discards a tile that you need to complete a sequence meld in your hand, you may call “Chi” and steal your opponent’s discard for that meld. When you do, your hand is now considered to be “open” and the other two tiles from your hand for that meld are revealed for all players to see. All three tiles are placed in the front right corner of the player who called Chi.

When placing the called sequence meld, place the tile you took from your opponent to the left of the other two tiles with the stolen discard tilted 90 degrees.

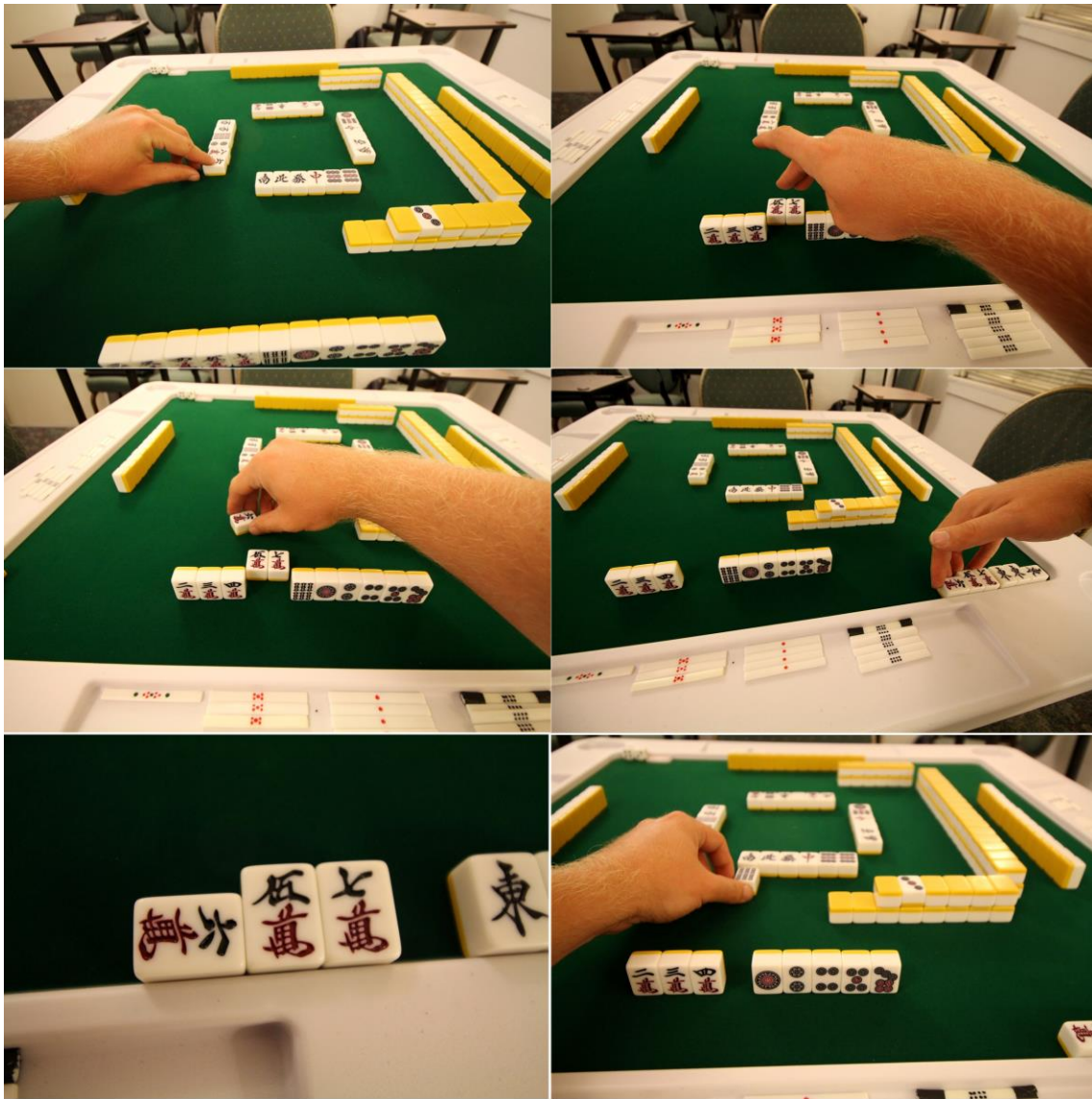


Illustration 22 – Steps to Calling Chi

After calling Chi, discard a tile from your hand. You cannot discard a tile that matches the tile you just called, nor can it be the 2nd tile that would also complete your called sequence. So for example, if the player to your left discards a 4 Sou and you call Chi forming a meld with a 4-5-6 Sou, you cannot discard a 4 or 7 Sou tile. Once you discard a tile and reveal a meld, your turn now ends.

3.3 Any Turn Actions

There are two actions you can do when you're *not* in Tenpai that don't have to be done when it's your turn. a. Calling a Pon b. Calling a Kan off an Opponent's Discard.

3.3.1 Calling Pon

If any player discards a tile that can complete a triplet for another player, a player who has two copies of the tile just discarded may call “Pon”. When calling Pon, your hand is considered to be “open” and the other two copies of the tile from your hand are revealed. All three tiles are placed in the front right corner of the player who called Pon. When placing the three tiles that form your open triplet, place one of the three tiles sideways at a 90 degree angle. Depending on which player you took the discarded tile from, position that specific tile 90 degrees.

If you stole the discard of the player to your left to complete the Pon, turn the left tile 90 degrees.



Illustration 23 – Pon from your Left Opponent's Discard

If you stole the discard of the player across from you to complete the Pon, turn the center tile 90 degrees.



Illustration 24 – Pon from your Opponent Across from You

If you stole the discard of the player to your right to complete the Pon, turn the right tile 90 degrees.



Illustration 25 – Pon from your Right Opponent's Discard

After you call Pon, discard a tile from your hand. The tile you discard cannot be the same tile that is part of the meld you called. Your turn now ends.

3.3.2 Declaring a Kan

Whenever a player can get a 4th copy of the same tile, or happens to get the 4th tile of a triplet and decides not to discard that 4th tile or keep it in their hand for a different meld, that player may declare a Kan. When a player declares a Kan, the following steps occur...

1. The Player calls "Kan"
2. All four tiles to form the Kan are revealed to all players.
3. All four tiles are placed on the front right corner of the table of the player who declared the Kan.
4. Depending on the type of Kan that was declared, the four tiles are displayed in a specific manner (See the next three Sections)
5. The player declaring Kan draws the farthest left tile from the Dead Wall to replenish their hand from the declared Kan.

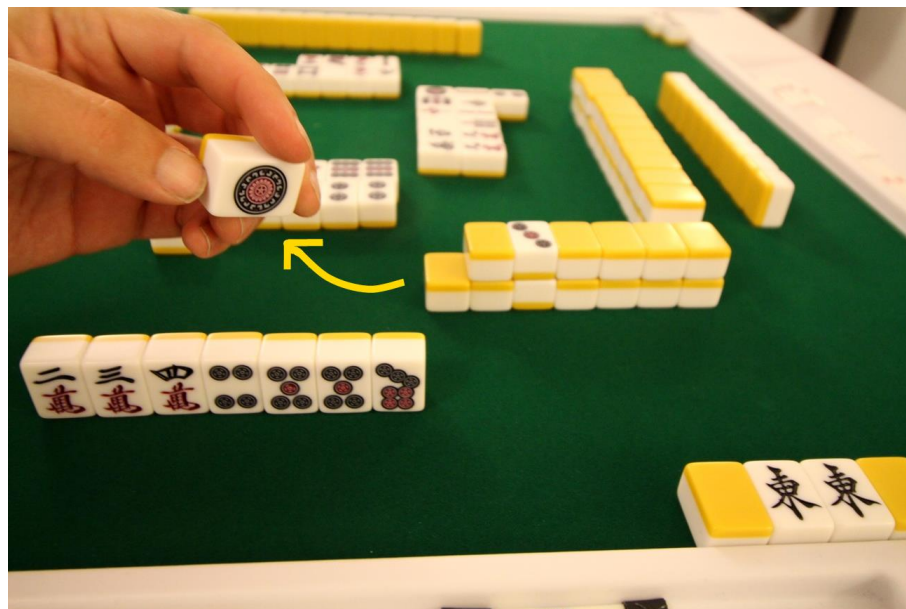


Illustration 26 – Drawing a Replenishment Tile from the Dead Wall

6. Another Dora Indicator is Drawn right of the rightmost face-up Dora indicator. This is also referred to as a Kan Dora.



Illustration 27 – Flipping a New Kan Dora Indicator

7. The player declaring Kan discards a tile from their hand if they did not draw their winning tile from the dead wall.

8. One tile is taken from the farthest end of the live wall (next to the Dead Wall) and is placed right of the Dead Wall to replenish the tile that was drawn from the live Wall and to show that the live wall now has one less tile in it.

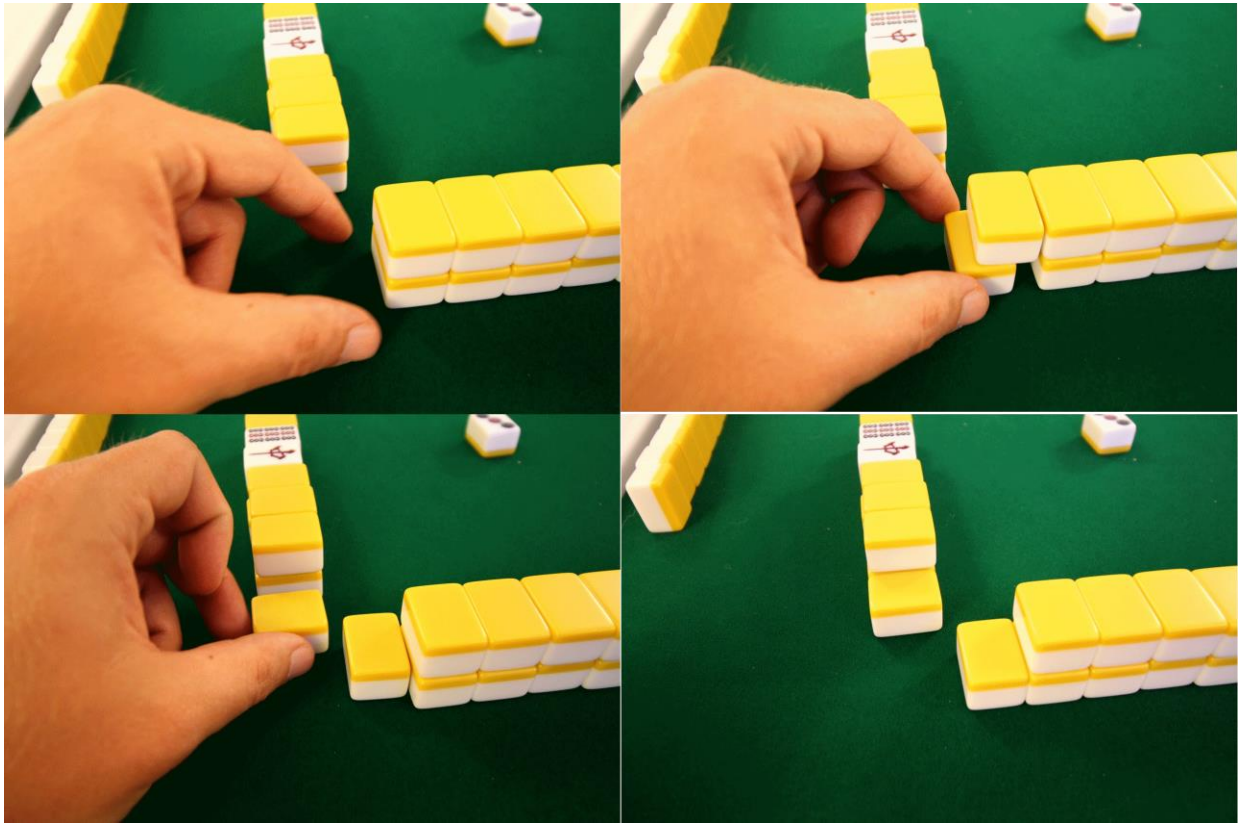


Illustration 28 – Replenishing the Dead Wall

A player ALWAYS has the option to not immediately declare Kan when they draw a 4th copy of a tile. They may choose to wait until a future turn to declare a Kan, to discard the tile, or can even choose to keep the tile concealed in their hand to not risk dealing into another player.

Even though declaring a Kan still makes a hand fall within the four melds and a pair rule, it will make the winning hand consist of more than 14 tiles.

3.3.2.1 Closed Kan

When a closed Kan is declared, reveal the four tiles so all players can see them.



Illustration 29 – Revealing a Closed Kan

Next, take two of the tiles (either the two outside or inside tiles) and flip them face-down. This shows that the Kan is a closed Kan.

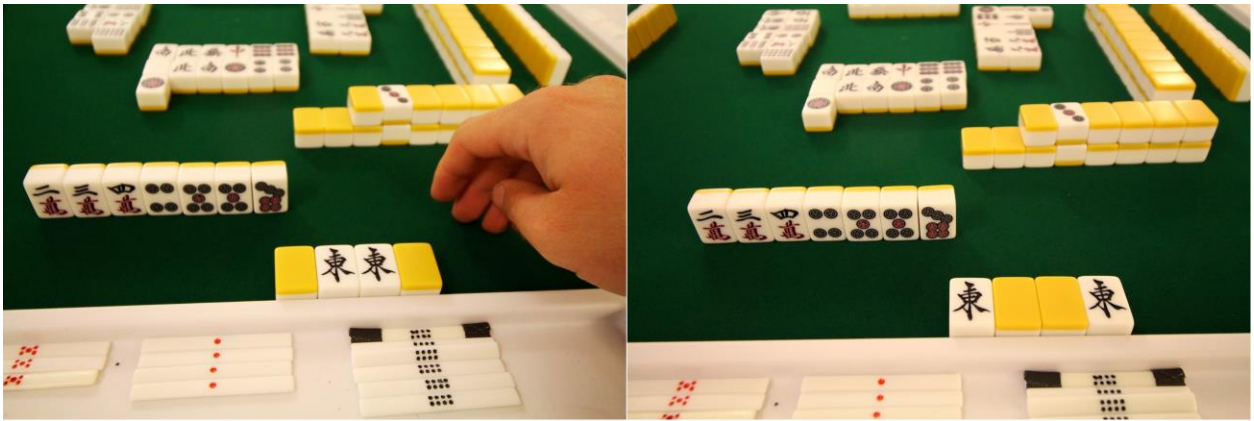


Illustration 30 – Flipping the Outer or Inner Tiles when Declaring a Closed Kan

Even though the Kan is revealed and visible to all players, the Kan is still considered closed. If you have no melds that are open, your hand is still considered to be closed if you have a closed Kan.

3.3.2.2 Late Kan

If you have a Pon that you called on a previous turn and you draw the 4th copy of the same tile, you may choose to form a Late Kan, also known as a late quad.

When you do this, take the fourth copy of the tile you drew and place it sideways on top of the sideways tile from the Pon you called earlier.

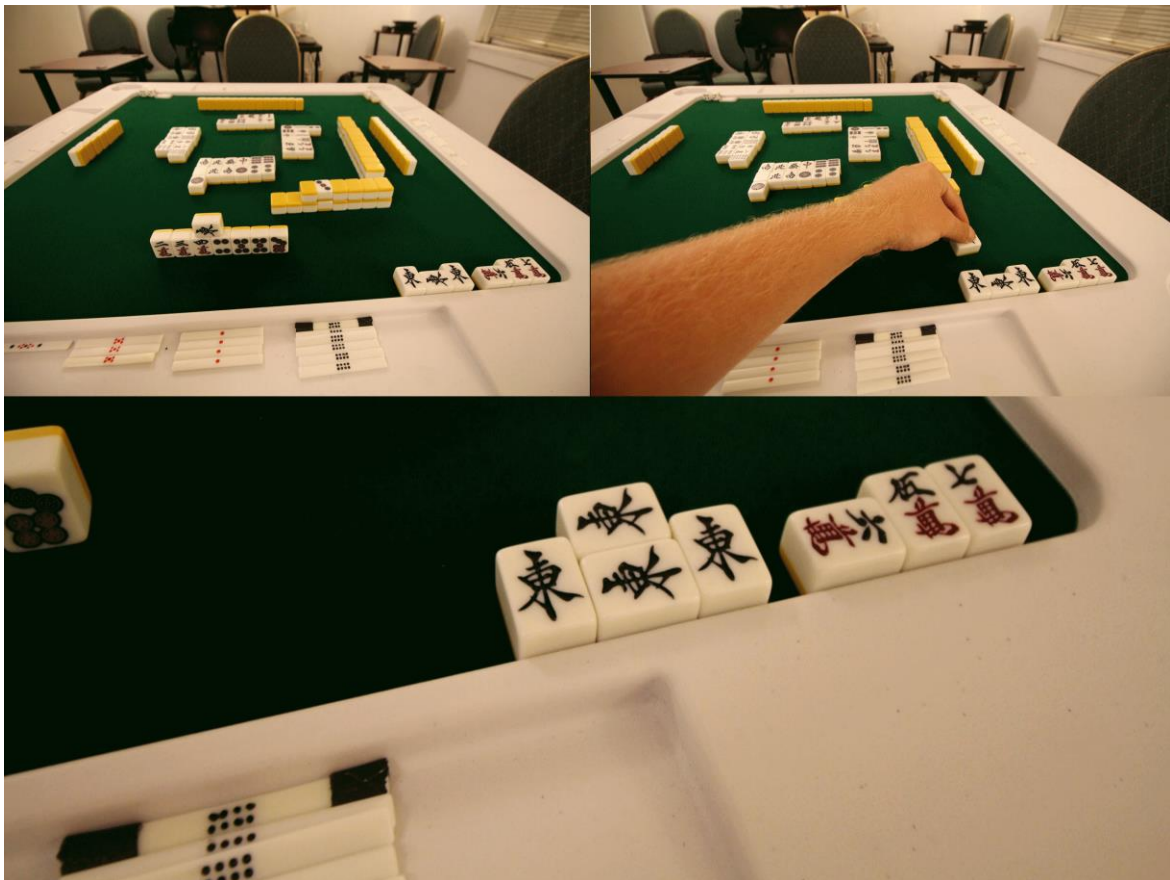


Illustration 31 – Steps to Declaring a Late Kan

3.3.2.3 Calling a Kan off an Opponent's Discard (A Discarded Kan)

If you have a triplet of the same tile in your hand and a player discards the 4th copy of that tile, you may call “Kan”.

When you do this, position the tiles the same way as if you called a Pon. If you took the discard of the player across from you, tilt only one of the two center tiles sideways.



Illustration 32 – Displaying a Discarded Kan

3.3.2.4 Choosing not to declare a Kan

If for any reason you have the 4th copy of a tile, or have the opportunity to get the 4th copy of a tile, you may choose not to declare Kan. You may even choose to discard that tile if you wish.

3.3.2.5 When you are Not Allowed to Call Kan

If you have an open Pon of a tile and an opponent discards the 4th copy of that tile, you cannot call Kan. A 5th Kan cannot be called.

3.4.1 Precedence of Calls

There will be times during the game when different players make different calls at the same time. If this happens, there is an order of precedence with those calls. Those calls are ranked in the following order from highest priority to lowest priority...

1. Ron
2. Kan or Pon
3. Chi

So for example, if a player discards a tile and the player to his or her right calls Chi and another player calls Pon, the player who called Pon gets the discarded tile.

Another example is if a player discards a tile and another player calls Pon or Kan while another player calls Ron, the player who called Ron gets the discarded tile.

In the event that multiple players call Ron, this constitutes a Double or Triple Ron which is covered in sections 3.5.3.1 and 3.5.3.2.

3.4.2 Making Calls in a Timely Manner

When making a call (especially one that is made out of turn) you must make that call before the next player's draw. If you need a little time to think about making the call, simply say "wait" and all players will stop and wait for you to make your decision. When you've decided, either make the call or say "never mind" or something similar to say that you're not going to make a call.

3.5 Tenpai and Going Out with a Winning Hand

If a player is one tile away from a winning hand, they are officially "In Tenpai". This is also referred to as a hand "being ready". When this happens, a player may go out and call a winning hand in one of two ways...

1. By drawing their winning tile, also known as calling "Tsumo".
2. By winning off a tile discarded by ANY opponent, also known as calling "Ron".

3.5.1 Declaring Riichi

If your hand is fully closed and you are in Tenpai, you have the option of declaring Riichi. This can be pronounced as either "Riichi" or "Reach".

In order to declare Riichi, the following conditions must be met.

1. You must have a fully closed hand
2. Be in Tenpai
3. You must have at least 1,000 points.
4. There has to be at least four tiles in the live wall.

If you decide to declare Riichi, discard a tile from your hand at the end of your turn to be in Tenpai and discard your tile sideways. This indicates when you declared Riichi so players can keep track of what was discarded before and after a player declared Riichi.

Say "Riichi" or "Reach"

Take a 1,000 point stick and place it on the opposite end of your discarded tiles away from you. Any 1,000 point sticks that are on the table for declaring Riichi are defined as "Riichi Sticks". Once you declare Riichi, the 1,000 point stick you wagered is no longer yours.



Illustration 33 – A Player's Discard after Declaring Riichi

If you don't have a 1,000 point stick to place on the table, but have other point sticks, you may place a different point stick (or point sticks) on the table to declare Riichi. Any player who has enough point sticks (including a 1,000 point stick) must trade their point sticks with the one(s) you placed on the table so that you do have a 1,000 point stick on the table to declare Riichi with.

If a player calls "Ron" off of the tile you just discarded to declare Riichi, you keep your 1,000 point Riichi stick because you technically discarded your tile before declaring Riichi.

If someone makes an open call off of the tile you just discarded to declare Riichi, place your next discarded tile (that doesn't get called) sideways to mark when you declared Riichi.

Once you have declared Riichi, you can't change the nature of your hand or waiting tile(s) to go out. This means that unless you draw your winning tile, you must discard whatever tile you draw for the rest of the Hand. This also means that you cannot call Pon, Chi, or a Discarded Kan under any circumstances. There is one exception to this rule with declaring Kan after Declaring Riichi...

If one of the four melds in your hand is a triplet and you draw the 4th copy of that tile, you have the option of declaring a closed Kan if gaining this Kan does not change the nature of your hand or wait(s).

If you declare Riichi and win the Hand, you get extra Dora Indicators known as "Ura-Dora". These are the tiles underneath the face-up Dora Indicators. Only a player who has won a hand after declaring Riichi is eligible for these. (See Section 4.1.8)

In the rare instance when a player has less than 1,000 points worth of point sticks available to call Riichi, they may call for a Judge and the Judge will give that player a 1,000 point stick along with a 1,000 point poker chip to mark that the player has negative 1,000 points.

3.5.2 Types of Waits

Depending on how you're waiting for your winning tile (whether it's an open wait, a closed wait, a pair wait, or a set wait) it can affect how much fu your hand is eligible to win, and can also affect whether or not you can win certain Yakus. This section defines the different types of waits that exist in the game.

1. Open Wait – This is defined as a wait where you are waiting for one of two or more tiles to complete a sequence meld.

2. Inside Wait – This is defined as a wait where you are waiting only for one tile in a meld to complete your Hand. For example, you are waiting for a 4 to complete a 3-4-5 sequence meld, or an 8 to complete a 7-8-9 sequence meld.

3. Pair Wait – This is when you are waiting for the second tile to complete the pair for your winning hand.

4. Set Wait – This is a wait where you have two pairs and you are waiting for the 3rd tile to complete either meld.

5. Edge Wait – This is a single wait for either a 7 to complete a 7-8-9 or a 3 to complete a 1-2-3 sequence meld.

3.5.3.0 Calling Ron

When you are in Tenpai and any opponent discards a tile you need to win, this is known as going out on a Ron, or calling Ron to go out with a winning hand. When you are in Tenpai and an opponent discards your winning tile, or one of your winning tiles, call "Ron" (Pronounced 'Rown') and reveal your hand.

When calling Ron, you cannot call Ron on a tile that you have already discarded. This is also known as the rule of Furiten (See Section 3.9) If you have multiple waits for your winning tile and at least one of those waits is a tile you have already discarded, you cannot call Ron.

When a single player calls Ron and has a legitimate winning hand, all Riichi Sticks on the table go to the winning player.

3.5.3.1 Double Ron

In the occasional instance where two players call Ron off a tile that was just discarded by a player, is referred to as a "Double Ron". The player who discarded the winning tile must pay points to both players who called Ron.

Any Riichi sticks that were placed on the table by the losing players go to the nearest winning player in turn order. Any Riichi sticks that were placed on the table by a winning player go back to the winning player.

If one of the two players that called Ron is the Dealer, then the Hand goes into a Bonus Hand, or continues a Bonus Hand if the current Hand is already a bonus Hand.

3.5.3.2 Triple Ron

In the rare instance where three players call Ron off a tile that was just discarded by a player, is known as a "Triple Ron". The player who discarded the winning tile must pay points to all three players who called Ron.

If the player who dealt in has a Riichi stick on the table, that Riichi stick goes to the nearest winning player in turn order. All other Riichi sticks from the winning players go back to the player who placed the Riichi Sticks.

3.5.3.3 Winning off a Late Kan (Chankan – Robbing a Quad)

If you are in Tenpai and a player declares a late Kan which happens to be your winning tile, you may call Ron. If you do this, you must call Ron before they draw their replacement tile. No new Dora indicator is flipped when this happens.

3.5.4 Calling Tsumo

If you are in Tenpai and you draw your winning tile, this is also known as calling “Tsumo”. When this happens, call “Tsumo” and reveal your hand along with your winning tile. Make sure to keep your winning tile you just drew separate from your hand so players can see if your hand has a legitimate win condition to it and to verify the value of the hand.

You can win by a Tsumo regardless of whether you drew your winning tile from the live wall or the dead wall.

When a player calls Tsumo, any Riichi Sticks on the table go to the winning player.

3.6 Drawn Hand

If the last tile from the live wall is drawn and the player who drew the last tile doesn't call Tsumo and discards a tile without anyone calling Ron, the hand becomes a Drawn Hand. When this happens, players go into Tenpai Payments. Tenpai and noten declarations are done in player order. Players who are in Tenpai reveal their hand to show that they are in Tenpai and say “Tenpai”. Players who are not in Tenpai put their hand of tiles face-down and say “No-Ten”. Those who are not in Tenpai must make a payment to those who are in Tenpai. Depending on how many players are in Tenpai and how many players are not in Tenpai affects how the points are paid.

If all four players are in Tenpai, or if all four players are not in Tenpai, no points are paid.

If one player is in Tenpai and the other three players are not in Tenpai, each player not in Tenpai pays 1,000 points to the player in Tenpai.

If one player is not in Tenpai and the other three players are in Tenpai, the player not in Tenpai must pay 1,000 points to each of the players who are in Tenpai.

If two players are in Tenpai and two players are not in Tenpai, each player not in Tenpai must pay 1,500 points to one of the two players who are in Tenpai. This must be arranged so each of the two players who are in Tenpai receive 1,500 points from one of the two players who are not in Tenpai. No player can receive the Tenpai payment twice.

If the Dealer was in Tenpai during a Drawn Hand, the game goes into a Bonus Hand (or another Bonus Hand if one was just finished). If the Dealer was not in Tenpai during the Drawn Hand, the game goes into another Bonus Hand with a rotation of the Wind Positions.

Any Riichi sticks that were placed on the table earlier during the Drawn Hand will go into a pot that transfers to the next Hand and will be paid to whoever wins the next Hand.

3.7.1 Bonus Sticks

Anytime a Drawn Hand occurs, or the Dealer wins a Hand, a Bonus stick is placed on the table at the start of the next Hand after the walls are built by the Dealer. This Bonus stick is a Green 100 point stick. These Bonus Sticks are only used to mark which Bonus Hand it currently is.

Whenever a Drawn Hand occurs and the Dealer is not in Tenpai, Dealer position changes and the new Dealer will place a Bonus stick at the start of the new hand after the walls have been built.

If there were any Bonus sticks from the previous hand that ended in a Draw with the Dealer not being in Tenpai, the Bonus Stick tally transfers to the new Dealer.

As soon as any player besides the Dealer wins a hand, the Bonus Stick tally is reset to zero.

3.7.2 Bonus Hand/ Dealer Keep

If there are any Bonus sticks on the table at the start of a Hand after the walls are built, the current Hand is a Bonus Hand.

Each Bonus Hand is listed as “[Round] [Hand No.] Bonus X” where X is equal to the number of bonus sticks on the table.

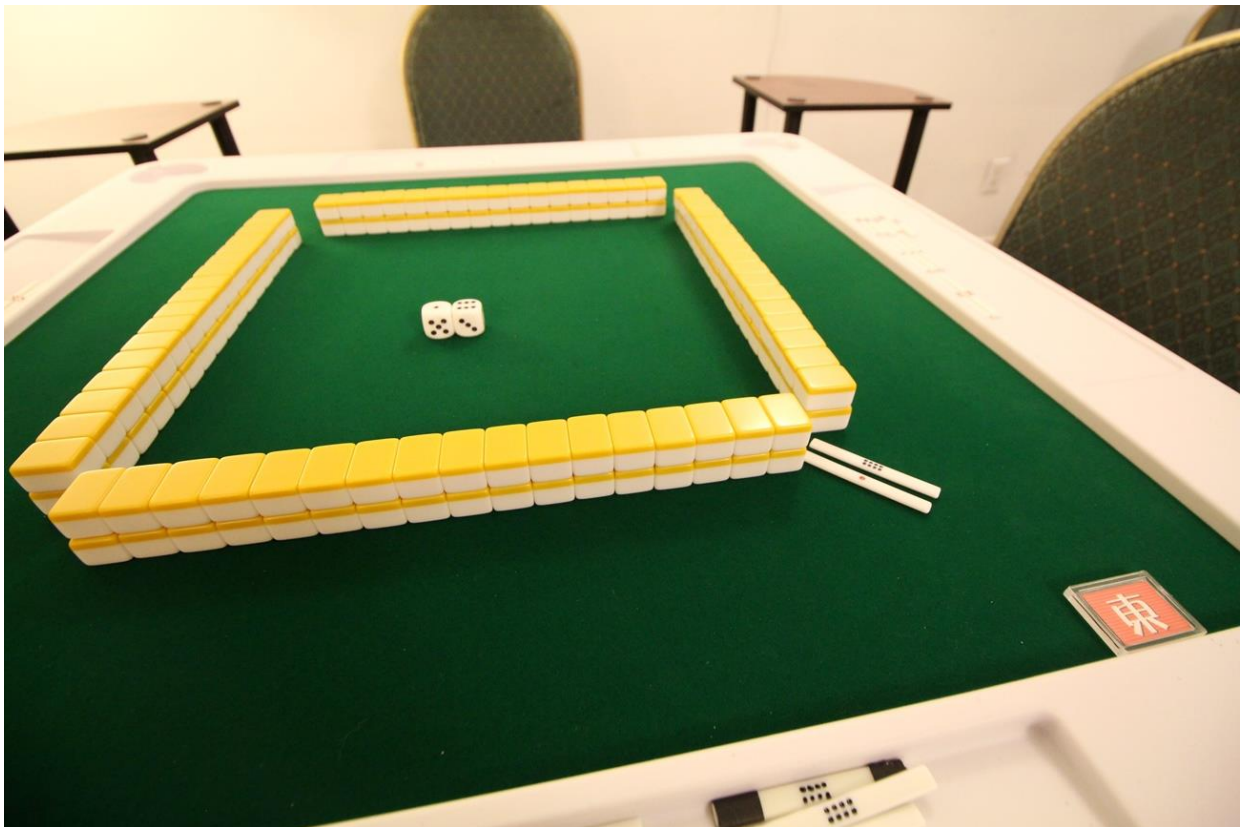


Illustration 34 – Bonus Hand Stick and Reserved Riichi Stick

For each additional Bonus Hand that occurs, an additional 100 point stick will be placed in the same position. Any winning hands that score will be worth an additional 300 points for each Bonus Stick on the table. In the event of a Double or Triple Ron, each player must be paid an additional 300 points for each bonus stick on the table.

If the dealer wins during South 4 and has the most points, the game ends. If during South 4 the Hand ends in a draw and the Dealer is not in Tenpai, the game goes into a West 1 Hand. The game will keep going until any player(s) win a hand.

3.8 Null Hand/ Abortive Draw

There are some things that can happen in a non-tournament game that constitute a Null Hand (Also known as an Abortive Draw). In this tournament, there are no Abortive Draw conditions. Instead, these rules are in place.

1. If all four players discard the same Wind Tile on their first discard, the Hand still continues
2. If four Kans have been called, a 5th Kan cannot be called.
3. If a player has at least 9 different terminal and honor tiles in their hand, the Hand still continues.
4. If all four players have declared Riichi, all players keep drawing until either a player draws their winning tile, a player discards an opponent's winning tile, or the Hand ends in a draw.

3.9.1 Furiten

In Riichi Mahjong, if you are in Tenpai and your winning tile (or at least one of your winning tiles) is in your discard, you cannot call Ron. This is also known as being in "Furiten". If you are in Furiten and call Ron, this constitutes a Chonbo penalty (Section 3.10). If you are in Furiten, the only way you can go out is if you draw your winning tile and call Tsumo.

3.9.2 Temporary Furiten

If you have not declared Riichi and you pass up a chance to call Ron on an opponent from a tile they just discarded that would complete your hand, you are in Temporary Furiten. This lasts until your next turn. If a player makes any call before your next turn, the Temporary Furiten wears off immediately. This rule is in place to prevent players from being able to call Ron on specific players during the game.

If you've declared Riichi and you pass up a chance to call Ron on any tile that you need to win, you are in Permanent Furiten for the rest of the hand and must draw your winning tile to go out.

3.10 Chonbo

See Part 2 Section 8 of the Tournament Rules for Chonbo Penalties.

3.11 Dead Hand

When a player's hand becomes a dead hand, that the player cannot call Pon, Chi, Kan, Tsumo or Ron for the rest of the Hand. They can only draw and discard a tile each turn.

If a player with a Dead hand goes into Tenpai payments, that player is automatically Noten even if their hand is in Tenpai.

Section 4 – Scoring and Yaku

4.0 Scoring

Scoring is done by combining two factors in the game using a mathematical equation. The two factors that are scored in the game are “Han” and “Fu”. Each is determined by certain factors regarding what kind of Yaku(s) your hand consists of, how many Dora your hand has, how you went out and what kind of triplets or quads your hand consists of. Those will be explained in the upcoming sections.

4.1 Yaku and Han Values

Each Yaku (Win condition) has a certain Han value. Depending on what kind of Yaku(s) your winning hand consists of (plus Dora tiles) will determine your total Han value. Some Yaku are worth a different amount of Han whether your hand is open or closed and some Yaku can only be won as a closed hand. Some Yaku also have specific rules pertaining to that Yaku.

4.1.1 Situational Yaku

These are Yaku that pertain to when certain situations in the game occur. As long as you meet the situational condition that is described with each Yaku, your winning hand can have any four melds and a pair (or seven different pairs) to qualify for the following Yaku.

4.1.1.1 Tsumo

Closed Only – 1 Han

If your hand is fully closed and you draw your winning tile.

4.1.1.2 Riichi

Closed Only – 1 Han

Declaring Riichi. If you are in Tenpai and wager 1,000 points to declare that you are in Tenpai. (See further rules on declaring Riichi section 3.5.1)

4.1.1.3 Ippatsu

Closed Only – 1 Han

First Round of Winning. If you declare Riichi and go out by the draw of your next turn after declaring Riichi. No calls can be made by any player after you declared Riichi in order to qualify for this Yaku. This includes any player calling any form of Kan.

4.1.1.4 Dabaru Riichi

Closed Only – 1 Han

Double Riichi. If you declare Riichi on your first discard, you win 1 Han in addition to the Riichi Yaku. No calls can be made before your first turn.

4.1.1.5 Rinshan Kaihou

1 Han

A Flower Blooms on the Mountaintop. If you are in Tenpai and draw your winning tile from the Dead Wall after declaring a Kan.

4.1.1.6 Haitei (Raoyue)

1 Han

The Moon is Scooped from the Bottom of the Sea. If you are drawing the last tile from the live wall and that tile is your winning tile.

4.1.1.6 Houtei (Raoyue)

1 Han

A Fish is Scooped from the Bottom of the River. If you call Ron on the discard of the player who took their final turn at the end of a Hand.

4.1.1.7 Chankan

1 Han

Robbing a Quad. If you are in Tenpai and a player calls a late Kan with your winning tile, you may call Ron and qualify for this Yaku. If a player calls Ron under this circumstance, the new Kan Dora indicator is not flipped

4.1.2 Sequence Yaku

These are Yaku that pertain to sequence melds.

4.1.2.1 Pinfu



Closed Only – 1 Han

If your hand has all sequence melds, your pair is not Dragon Tiles or Wind Tiles of your seat wind or the current round wind, and you go out on an open sequence wait, you qualify for this Yaku. If you win this Yaku, you are only awarded the starting 20 Fu plus 10 Fu if you won by calling a Ron. You are not awarded any additional Fu if you won the hand on a Tsumo. (See Section 4.2 on Fu)

4.1.2.2 Iipeikou



Closed Only – 1 Han

Sequence pair. Two melds of the same sequence of the same suit. Cannot be combined with Chi-Toi or scored twice if you have two sequence pairs.

4.1.2.3 Ryanpeikou



Closed Only – 3 Han

Two Sequence pairs. Cannot be combined with Chi-Toi or Iipeikou.

4.1.2.4 Iitsuu



1 Han Open, 2 Han Closed

Large Straight. If you have three melds that are 123, 456, and 789 of the same suit.

4.1.2.5 Sanshoku Doujun



1 Han Open, 2 Han Closed

Three Suit Sequence. If you have the same numerical sequence in all three suits. Can be pronounced as Sanshoku for short.

4.1.3 Set Yaku

These are Yaku that pertain to having melds of triplets and/or quads.

4.1.3.1 Toitoi



2 Han

All sets. A hand that consists of four Triplets and/ or Quads. No Sequence melds.

4.1.3.2 San'Ankou



2 Han

Three Closed Sets. To qualify for this Yaku, you must have three closed sets. If you are on a wait for completing the 3rd closed set, you must draw the winning tile to complete your 3rd set and not win the tile calling Ron.

4.1.3.3 San Shoku Doukou



2 Han

Same Number Sets. If you have a set of the same number in all three suits. Can also be pronounced as Sandoukou for short.

4.1.3.4 Sankantsu



2 Han

Three Quads.

4.1.3.5 Sanrenkou



2 Han

Three Consecutive Sets of the same suit.

4.1.4 Suit Yaku

These are Yaku that pertain to having suit tiles of only one suit.

4.1.4.1 Hon'Itsu



2 Han Open, 3 Han Closed

Half Flush. Honor tiles and suit tiles of only one suit.

4.1.4.2 Chin'Itsu



5 Han Open, 6 Han Closed

Full Flush. Suit tiles only of one suit.

4.1.5 Terminal and Honor Yaku

These are Yaku that pertain to having hands consisting of Terminals and/ or honors.

4.1.5.1 Chanta



1 Han Open, 2 Han Closed

Impure Terminals and Honors. Every meld and pair contains at least a terminal or honor.

4.1.5.2 JunChan



2 Han Open, 3 Han Closed

Impure Terminals. Every meld and pair contains at least a terminal tile.

4.1.5.3 Honroutou



2 Han

Pure Terminals and Honors. Terminals and Honors only.

4.1.5.4 Tan'Yao



1 Han

No Terminals or Honors.

4.1.5.5 Yakuhai



1 Han

A set of Dragon tiles, the round wind, or your seat wind. If you have a set of a wind tile that is both your seat wind and the round wind, it is worth 2 Han instead of 1.

4.1.5.6 Shosangen



2 Han

Three Little Dragons. If you have two melds of Dragon tiles and your pair is the 3rd Dragon.

4.1.6 Misc. Yaku

These are Yaku that fall outside of the Four Melds and a Pair rule.

4.1.6.1 Chi Toi



Closed Only 2 Han 25 fu

Seven Different Pairs. Regardless of the tiles in your hand, this hand automatically scores 25 fu. The 25 fu does NOT round up to 30. You cannot win anymore fu. You cannot have two pairs of the same tile to qualify for this Yaku.

4.1.6.2 Nagashi Mangan

Mangan

If a hand ends in a draw and all of your discards are terminal and honor tiles, and none of your discards were called, you qualify for this Yaku. The Yaku is scored like a Tsumo Mangan.

In the rare situation two players have Nagashi Mangan, then each player who didn't win this Yaku pay 2,000 points to each non-dealer player(s) that won the Yaku, and 4,000 points to the Dealer if the Dealer won the Yaku.

In the once in a lifetime situation where 3 players have miraculously won this Yaku, then the player who didn't win this Yaku pays the Non-Dealer players 2,000 points and the Dealer 4,000 points if the Dealer was one of the three players who won the Yaku.

4.1.7 Yakuman

Yakuman are the largest scoring hands in Riichi Mahjong. A Yakuman hand is scored the same as if you scored a Kazoe Yakuman. Any hand that is worth a Double Yakuman or more is scored as a single Yakuman in this ruleset.

4.1.7.1 Suuankou



Closed Only - Yakuman

Four concealed Triplets. In order to qualify for this Yakuman, you must draw your winning tile (Tsumo) and not call Ron unless you call Ron on a pair wait.

4.1.7.2 Suukantsu



Yakuman

Four Quads.

4.1.7.3 Shosuushii



Yakuman

Four Little Winds. Three of your melds are sets wind tiles and your pair is the fourth wind.

4.1.7.4 Daisuushii



Yakuman

Big Four Winds. All four of your melds are sets of wind tiles.

4.1.7.5 Daisangen



Yakuman

Big Three Dragons. Three of your melds are sets of Dragon tiles.

4.1.7.6 Suurenkou



Yakuman

Four Consecutive Sets. Four consecutive sets of the same suit.

4.1.7.7 Tsuuiisou



Yakuman

All Honor Tiles. Can be won as four melds and a pair, or seven different pairs.

4.1.7.8 Ryuuiisou



Yakuman

Perfect Green/ All Green. All tiles in your hand are only 2,3,4,6,8 Sou tiles and The Green Dragon. This Yaku doesn't have to have all of those tiles listed, but has to include only the tiles listed here.

4.1.7.9 Kokushi Muso



Closed Only - Yakuman

Thirteen Orphans. Your hand consists of one of each terminal and honor tile and a 2nd copy of any one terminal or honor.

If you are in Tenpai for the 13th honor or terminal and a player declares a closed Kan with the 13th tile, you can call Ron on that Kan. This is the only time that you can win off of a closed Kan.

4.1.7.10 Churren Poutou



Closed Only – Yakuman

Nine Gates. Your hand consists of a 111,2,3,4,5,6,7,8,999 of the same suit, plus another copy of any one of those nine tiles of the same suit. You cannot have any closed Kans of the tiles.

4.1.7.11 Chinrotou



Yakuman

Terminals Only.

4.1.7.12 Tenhou

Closed Only – Yakuman

Hand of Heaven. If you are the Dealer and you draw your winning tile on your first turn, you qualify for this Yakuman. If you have a closed quad on your first turn and draw your winning tile from the dead wall, you do not qualify for this Yakuman. You can have any four melds and a pair (Or Seven different pairs) to qualify for this Yakuman.

4.1.7.13 Chihou

Closed Only – Yakuman

Hand of Earth. If you are not the Dealer and you draw your winning tile on your first turn, you qualify for this Yakuman. You can't win this Yaku if any open calls were made before your first turn. If you have a closed quad on your first turn and draw your winning tile from the dead wall, you do not qualify for this Yakuman. You can have any four melds and a pair (Or Seven different pairs) to qualify for this Yakuman.

4.1.7.14 Renhou

Yakuman

Hand of Mankind. If you are not the Dealer and call Ron before your first turn. You can't win this Yaku if any calls were made before your first turn.

4.1.7.15 Paarenchan

Yakuman

Eight Consecutive Wins. If the game is on the 8th Bonus Hand and the Dealer wins the Hand with any qualifying Yaku, they qualify for this hand. Once this hand is won, the Bonus Stick Tally is reset back to zero and the wind positions rotate.

4.1.8 Dora Tiles

Each Dora tile adds 1 Han to your total score. The “Red 5” Dora tiles count as Dora Tiles and are worth 1 Han. If any one of the 5s is Dora and you have the Red 5 for that suit which is also Dora, that tile is worth 2 Han instead of 1 Han. It is possible for the same tile to be worth 2 or more Han if two or more of the same indicators are revealed in the Dead Wall. If you declared Riichi and won the hand, you get the tiles underneath the Dora Indicators. These tiles are known as Ura-Dora.

4.2 Fu

In addition to Han, Fu is also counted if your base point score is below 2,000. (See Section 4.3.1) Fu are also known as “Mini Points” which add to your total score based on small factors in the game. The following items contribute to your hand’s total fu.

- Every Hand starts with a fixed 20 Fu.
- If you go out on a Tsumo: +2 Fu -or- If you go out on a Closed Ron: +10 Fu.
- If your pair is a Dragon Tile, your Seat Wind or the Round Wind: +2 Fu (+4 Fu if you have the same seat and round wind)
- If your wait is an inside wait, edge wait, pair wait, or a closed wait: +2 Fu.
- For each set in your hand...
 - An Open Triplet of Simple Tiles: 2 Fu
 - A Closed Triplet of Simple Tiles: 4 Fu
 - An Open Triplet of Terminal or Honor Tiles: 4 Fu
 - A Closed Triplet of Terminal or Honor Tiles: 8 Fu
 - An Open Quad of Simple Tiles: 8 Fu
 - A Closed Quad of Simple Tiles: 16 Fu
 - An Open Quad of Terminal or Honor Tiles: 16 Fu
 - A Closed Quad of Terminal or Honor Tiles: 32 Fu

Sequence melds are not worth any Fu.

After you’ve figured out your total Fu, your Fu is rounded up to the next multiple of 10. So for example, if your winning has 32 Fu, it is rounded up to 40 Fu.

If a winning Hand is worth at least 3 Han 70 Fu, 4 Han 40 Fu, or 5 Han or more, Fu is no longer counted.

If the wait for your winning hand has completed a Meld (not a pair) and you called Ron on that tile, that meld is considered open only for the purpose of counting Fu.

4.3 Hand and Game Scoring (Final Scoring)

Points are calculated based on the total Han and Fu of a winning hand. Using a Mathematical Equation, this point total is calculated. You don’t have to be a Mathematician to figure out this point value. This is why charts are provided telling you your score for a hand so you don’t have to do any calculations.

In addition to the total Han and Fu of a winning hand, your score is also based on...

1. If you’re the Dealer or not

And

2. If you won the hand on a Tsumo or Ron

See Section 6.2 Appendices for Scoring Charts

4.3.1 How the Points are Mathematically Calculated

Although this doesn't need to be memorized for gameplay (That's what the score charts are for), it is mentioned here for reference and so it is stated in rules officially how the points for a winning hand are calculated.

A hand's score is calculated based on the total Han and Fu of a winning hand using the equation below. This result is also known as the Basic Points of a winning hand.

$$\text{Fu} \times 2^{2 + \text{Han}} = \text{Basic Points of a Winning Hand}$$

Depending on whether the hand is won by a Tsumo or Ron and by whether or not the winning player is the Dealer or not determines the number of points a player or players have to pay the player with the winning hand.

If the hand was won by a Non-Dealer as a Tsumo, the points are calculated with Non-Dealer players paying 1x the basic points and the Dealer paying 2x the basic points.

If the hand was won by the Dealer as a Tsumo, the points are calculated with all players paying 2x the basic points to the Dealer who won the hand.

If the hand was won by a Non-Dealer as a Ron, the player who dealt into the winning player pays 4x the basic points.

If the hand was won by the Dealer as a Ron, the player who dealt into the winning player pays 6x the basic points.

After doing the equation to determine to the basic point value, the number is then rounded up to the next hundredth. So for example, if a hand's basic point value is 1,920, the hand's basic point value is rounded up to 2,000.

4.3.2 Ranked Hands

As soon as a hand's basic point value exceeds 2,000 basic points, Fu is no longer counted and the basic point equation is no longer used.

For a hand that is worth at least 3 Han 70 Fu, 4 Han 40 Fu, or 5 Han, the hand is automatically worth 2,000 basic points and is referred to as a "Mangan".

For a hand that is worth 6-7 Han, the hand is automatically worth 3,000 basic points and is referred to as a "Haneman".

For a hand that is worth 8-10 Han, the hand is automatically worth 4,000 basic points and is referred to as a "Baiman".

For a hand that is worth 11-12 Han, the hand is automatically worth 6,000 basic points and is referred to as a "Sanbaiman".

For a hand that is worth 13 or more Han, the hand is automatically worth 8,000 basic points and is referred to as a "Kazoe Yakuman". Also known as a "Counted Yakuman". This is not to be confused with a Yakuman hand.

4.3.3 Bonus Hands

For each Bonus Stick on the table, add 300 points to the total points of a winning hand after calculating the hand's value. If a hand was won as a Tsumo, each player pays an additional 100 points for each bonus stick on the table. If a hand was won as a Ron, the player who dealt in pays an additional 300 points for each bonus stick on the table.

4.3.4 Final Scoring

At the end of a game, after all players have counted their points in the game, their point values are now converted for Final Scoring. Final Scoring basically takes the difference of a player's end of game score from their starting points and divides it by 1,000. The official equation is listed below.

$$\frac{\text{End of Game Points} - \text{Starting Game Points}}{1,000}$$

So for example, if a player starts with 30,000 points and finishes a game with 24,000 points, their final score would be -6, because they ended a game with 6,000 points less than what they started with. If a player finishes a game with 51,300 points, their final score would be +21.3 because they ended a game with 21,300 points more than what they started with.

Section 5 - Writing Credits and Using these Rules for your Group or Club

These rules were written by Justin Dilgard, with a special thanks to Luke Morgan for proofreading and suggesting corrections and things to add to these rules. These rules take the common rules for Riichi Mahjong to use as a ruleset for the WDMC Doragon no Taikai tournament. This is the official rule guide for the 2019 WDMC Doragon no Taikai tournament for non-profit purposes only.

This ruleset is for four player tournament play in the WDMC.

If you are a group or club that is interested in using this ruleset, you may contact Justin Dilgard and he will give you an editable file of these rules which your group or club can modify to your own liking. If you do this, make sure you keep everything unmodified in this section with the sole exception of adding a paragraph at the end of this section saying "modified by [Your Name(s)] of the [Your Club] for non-profit purposes only." You will also be able to replace the WDMC logo on these rules with the logo for your group or club.

Section 6 - Appendices

6.0 Appendices

This section contains easy references for players to look at when playing a game of Riichi Mahjong. These items should also be available on separate documents as well by the WDMC.

6.1 Calculating Fu

Calculating Fu

- Every hand starts with 20 fu.
- Pair Wait, Edge Wait, or Closed Wait: 2 fu
- Your pair are Dragon tiles or your wind tile: 2 fu
- Each meld that is NOT a sequence...

	Simple Tile Set	Terminal/ Honor Set
Open Triplet	2 fu	4 fu
Closed Triplet	4 fu	8 fu
Open Quad	8 fu	16 fu
Closed Quad	16 fu	32 fu

- Winning on a Tsumo : +2 fu.
- Winning on a closed Ron: +10 fu.

Fu is rounded up to the nearest multiple of 10

6.2 – Scoring Tables

Tsumo Scoring Chart

Dealer (from all opponents)									
	1 Han	2 Han	3 Han	4 Han	5 Han	6-7 Han	8-10 Han	11-12 Han	13+ Han
20 fu	400	700	1,300	2,600	Mangan 4,000	Haneman 6,000	Baiman 8,000	Sanbaiman 12,000	Kazoe Yakuman 16,000
30 fu	500	1,000	2,000	3,900					
40 fu	700	1,300	2,600	Mangan					
50 fu	800	1,600	3,200						
60 fu	1,000	2,000	3,900						
70 fu	1,200	2,300	Mangan						

Non-Dealer (Non Dealer/ Dealer)

	1 Han	2 Han	3 Han	4 Han	5 Han	6-7 Han	8-10 Han	11-12 Han	13+ Han
20 fu	200/ 400	400/ 700	700/ 1,300	1,300/ 2,600	Mangan 2,000/ 4,000	Haneman 3,000/ 6,000	Baiman 4,000/ 8,000	Sanbaiman 6,000/ 12,000	Kazoe Yakuman 8,000/ 16,000
30 fu	300/ 500	500/ 1,000	1,000/ 2,000	2,000/ 3,900					
40 fu	400/ 700	700/ 1,300	1,300/ 2,600	Mangan					
50 fu	400/ 800	800/ 1,600	1,600/ 3,200						
60 fu	500/ 1,000	1,000/ 2,000	2,000/ 3,900						
70 fu	600/ 1,200	1,200/ 2,300	Mangan						

Ron Scoring Chart

Dealer									
	1 Han	2 Han	3 Han	4 Han	5 Han	6-7 Han	8-10 Han	11-12 Han	13+ Han
20 fu	1,000	2,000	3,900	7,700	Mangan 12,000	Haneman 18,000	Baiman 24,000	Sanbaiman 36,000	Kazoe Yakuman 48,000
30 fu	1,500	2,900	5,800	11,600					
40 fu	2,000	3,900	7,700	Mangan					
50 fu	2,400	4,800	9,600						
60 fu	2,900	5,800	11,600						
70 fu	3,400	6,800	Mangan						

Non-Dealer

	1 Han	2 Han	3 Han	4 Han	5 Han	6-7 Han	8-10 Han	11-12 Han	13+ Han
20 fu	700	1,300	2,600	5,200	Mangan 8,000	Haneman 12,000	Baiman 16,000	Sanbaiman 24,000	Kazoe Yakuman 32,000
30 fu	1,000	2,000	3,900	7,700					
40 fu	1,300	2,600	5,200	Mangan					
50 fu	1,600	3,200	6,400						
60 fu	2,000	3,900	7,700						
70 fu	2,300	4,500	Mangan						

2 Han 25fu	3 Han 25fu	4 Han 25fu
Ron Dealer: 2,400 Ron Non-Dealer: 1,600 Tsumo Dealer: N/A Tsumo Non-Dealer: N/A	Ron Dealer: 4,800 Ron Non-Dealer: 3,200 Tsumo Dealer: 1,600 all Tsumo Non-Dealer: 800/ 1,600	Ron Dealer: 9,600 Ron Non-Dealer: 6,400 Tsumo Dealer: 3,200 all Tsumo Non-Dealer: 1,600/ 3,200

Ron: Dealer					Ron: Non-Dealer			
	80 fu	90 fu	100 fu	110 fu	80 fu	90 fu	100 fu	110 fu
1 Han	3,900	4,400	4,800	5,300	2,600	2,900	3,200	3,600
2 Han	7,700	8,700	9,600	10,600	5,200	5,800	6,400	7,100

Tsumo: Dealer (From all Opponents)					Tsumo: Non-Dealer			
	80 fu	90 fu	100 fu	110 fu	80 fu	90 fu	100 fu	110 fu
1 Han	1,300	1,500	1,600	1,800	700/ 1,300	800/ 1,500	800/ 1,600	900/ 1,800
2 Han	2,600	2,900	3,200	3,600	1,300/ 2,600	1,500/ 2,900	1,600/ 3,200	1,800/ 3,600



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