

## The Illustration of MCR Duplicate Format for Individuals

1. 16 players
2. 5 rounds, 4 hands per round, 20 hands in total
3. During each round, every player is at the same table with three players and sits in the same direction with another three players who are at other 3 tables separately. After 5 rounds, every two players will play at a same table and sit in the same direction to play the same hand. Each player will get a piece of paper showing the tables no. and the seat direction of 1st playing hand in each round, please follow this instruction to find out the right place of the 1st playing hand in each round.
4. The 4 hands of each round are simultaneously played on the table #1,2,3,4. That means the starting hand of each table is different. Players at table #1 play the 1st hand of each round, table #2 play the 2nd hand of each round, table #3 play the 3rd hand of each round, and table #4 play the 4th hand of each round. When one hand finishes, players make sure to record the scores in the correct column of the form.
5. Within a round, players change the table after every hand. The players at the same table are moving to the next table together. The table # rotation is 1-2-3-4. After moving to a new table within the round, the player sits in the same direction seat; however the wind of playing hand will alternate in the order of EAST-NORTH-WEST-SOUTH. Please be sure to carry the score sheet with you to the next table.
6. Play EAST round only. The dealer of the table #1 is the player sitting in the east. SOUTH is the dealer for table #2. WEST is the dealer for table # 3. And NORTH is the dealer for table #4.
7. 136 mahjong tiles are used and no flowers tiles.
8. Each player must shuffle the tiles and pile up 17 stacks before playing round 1 game one. The game starts at the same way as regular MCR. After tossing the dice and deciding where to draw the tile, players will perform to make their own tiles.
9. The way making players' own tiles: Starting from the dealer, each player alternatively takes 3 stacks plus 1 tile to make 13 tiles and that is the player's initial hand tiles. Then each player continues to alternatively draw 5 stacks plus 1 tile to make another 2 layers with 10 tiles and 11 tiles for the tile wall. During the drawing, players are not allowed to see the tiles.
10. Label the tiles: please refer to Appendix 1.  
All of 136 tiles, 34 tiles per player, will be labeled on the back of each tile. The stickers of the 13 initial hand tiles of each player are the same, East is 1. South is 2. West is 3 and North is 4. As walls for East would be 10-19 for row 1 and 20-29 plus A for row 2. SOUTH's wall is 30-39 for row 1 and 40-49 plus B for row 2. WEST's wall is 50-59,60-69 plus C. And North's wall is 70-79,80-89 plus D. The tile number is increased from right to left, which is the same direction as drawing the tiles during playing. A,B,C,D is the 1st tile of each player takes. Players at the same table should verify their own tiles and inspect the tiles each other. After the verification, the

dealer puts the tiles of 10-19 on the tiles 20-29, same with the other 3 players (SOUTH player 30-39 on 40-49, WEST player 50-59 on 60-69, and NORTH 70-79 on 80-89).

11. The order of taking tiles: Dealer, EAST wind player, is A-10-20-11-21-12-22..., SOUTH wind player B-30-40-31-41-31-42..., WEST wind player C-50-60-51-61-52-62..., and NORTH wind player D-70-80-71-81-72-82...

12. The dealer needs to take a tile before the 1st discarding. Every player can only take the tiles from the own wall in front of the player. At the mean time, please stop others from taking your tiles. If you see other player trying to draw from your wall, warn them immediately, otherwise you will miss the tiles. When CHOW, PONG and KONG, please keep your voice as low as possible. Shouting out loud may unintentionally give away signals to the upcoming players hat will play your hand later on. After each KONG , you simple replace from your wall as if you draw your next tile. If you take the wrong tile, it would cause a dead hand.

13. There is a HU CARD in the middle of each table. When HU, please not say "HU" but pick up the HU CARD to indicate. Lower voice or silent count winning hand points to avoid other tables knowing your hand information. Be sure to correctly record all 4 players match scores in the hand.

14. After one hand ends, it is each player's duty to place all the tiles back to exactly how the game started. That should be 3 rows, 13 of initial hand tiles, 10 and 11 of other two rows. Please keep all tiles in one layer in order to recheck before the next play. Then, wait for the other 3 tables. All 4 tables finish each hand, follow the order 1-2-3-4 to rotate the table.

15. Before playing the next hand, players should check the tiles first to be sure all tiles are in the correct position. After the inspection, stack the tiles to make the wall and start to play the new hand.

16. There is a 10 minutes break time after each round. During this time, every player's IMP would be calculated.

17. None of every two players would play at the same table or sit in the same direction in the different rounds. Please find the correct seat because one player's mistake will affect the whole tournament.

18. From the 2nd round, before starting the first hand, every player needs to take off the old stickers. These labels are reusable, so please try to keep them well. After removing all old labels, those tiles will be reshuffled and each player will draw the tiles and play similar to round one until the round is complete.

19. After all 5 rounds 20 hands finish, players' total IMP and total ms will be calculated. The final ranking is based on the total IMP of 20 hands. Rankings are declared based on descending order of IMP. If players have a tie in total IMP then the total ms can be used as a tie breaker. If the total ms is still tied, players have the same ranking.

20. When a player has one less tile, if this is caught before his/her next discarding, he/she is allowed to take one more tile with no penalty. However, if noticed after the next discarding, the



Player sitting in the WEST:

69	68	67	66	65	64	63	62	61	60	C
59	58	57	56	55	54	53	52	51	50	

3	3	3	3	3	3	3	3	3	3	3	3	3
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Player sitting in the NORTH

89	88	87	86	85	84	83	82	81	80	D
79	78	77	76	75	74	73	72	71	70	

4	4	4	4	4	4	4	4	4	4	4	4	4
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Appendix 2: IMP Table

IMP Table

Difference	IMP
0-1	0
2-5	1
6-9	2
10-15	3
16-23	4
24-31	5
32-39	6
40-47	7
48-55	8
56-63	9
64-71	10
72-83	11
84-95	12
96-107	13
108-131	14
132-155	15
156-179	16
180-211	17
212-243	18
244-295	19
296及以上	20

Note: Difference is a player's match points (ms) of one hand comparing to the average ms of this hand. The number can be positive, negative or zero.

### Appendix3: An Example of IMP Calculation

1st Round

	East Player of Group # 1			East Player of Group # 2			East Player of Group # 3			East Player of Group # 4			Average ms
	ms	DIF	IMP	ms	DIF	IMP	ms	DIF	IMP	ms	DIF	IMP	East Player
1st Hand	-8	8.25	2	-45	-28.75	-5	-12	4.25	1	0	16.25	4	-16.25
2nd Hand	-8	0	0	-8	0	0	-8	0	0	-8	0	0	-8
3rd Hand	-36	-46	-7	60	50	8	-20	-30	-5	36	26	5	10
4th Hand	72	46.75	7	-16	-41.25	-7	0	-25.25	-5	45	19.75	4	25.25
<b>Sum</b>	<b>20</b>		<b>2</b>	<b>-9</b>		<b>-4</b>	<b>-40</b>		<b>-9</b>	<b>73</b>		<b>13</b>	

Note: ms (match points) - based on hand result; DIF=ms-average ms; IMP (International Match Points): the number related to DIF in IMP Table