



Duplicate Mahjong Bulletin

Duplicate Mahjong News Magazine

Monthly

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Duplicate Mahjong Bulletin

- Hello! My name is Vitaly Novikov, I am engaged in the development of mahjong a lot and now I decided to start a new project – “Duplicate Mahjong Bulletin”
- “Duplicate Mahjong Bulletin” will cover development news regarding the relatively new mahjong format
- Presumably, the magazine will be published on a monthly basis
- Issue No. 1 is devoted to general issues



WHAT IS DUPLICATE MAHJONG?

What is duplicate mahjong?

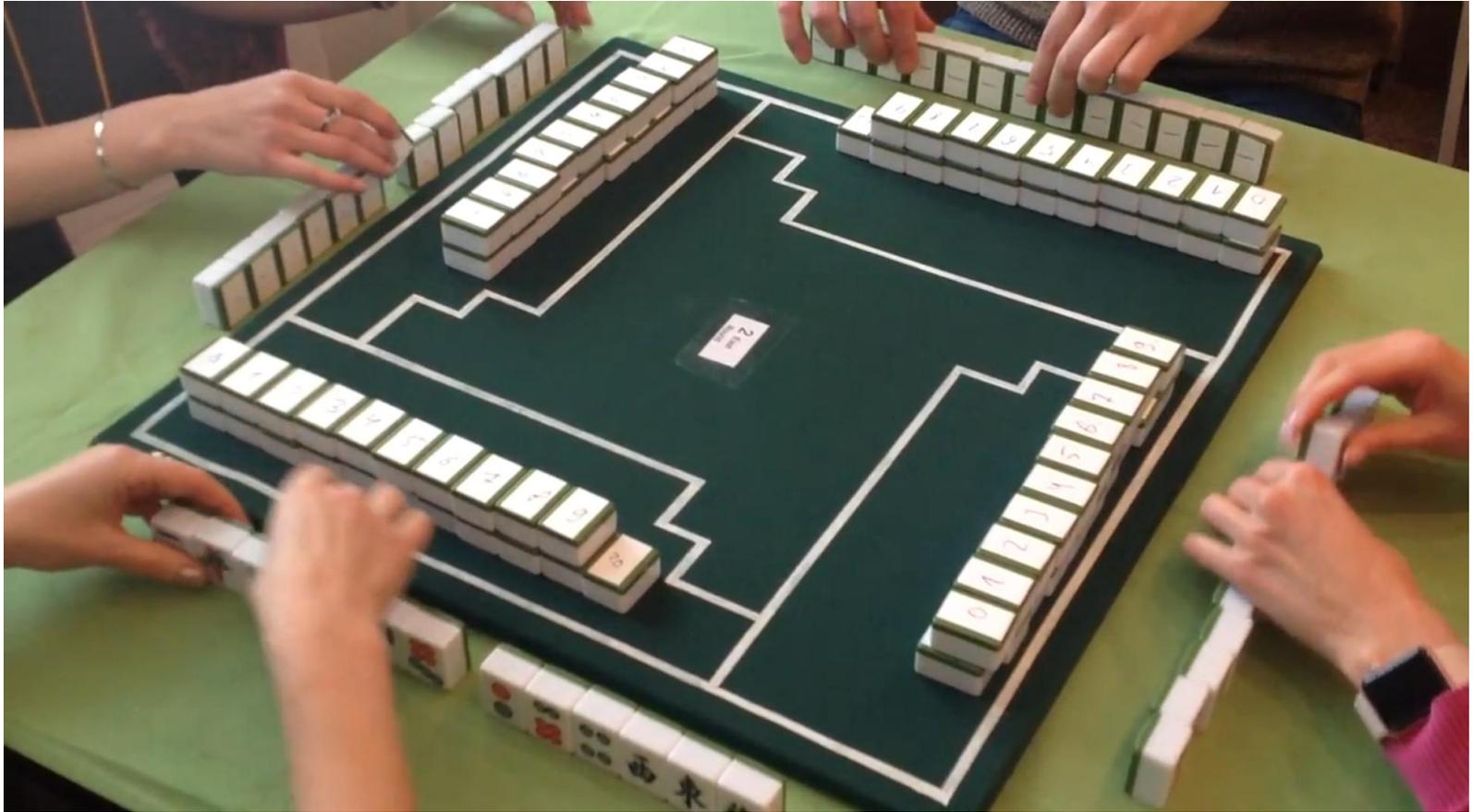
- Duplicate Mahjong (DM) is a mahjong format in which the result of each deal is compared with the results of **the same deal** played at other tables **regardless** the mahjong rules themselves
- There are two major types of duplicate tournaments :
 - In a team tournament, a team plays the same deal on all four winds, four individual results are then summed up and converted into the IMP* according to the scale
 - In an individual tournament, one hand can be played any number of times, the player in each hand receives a deviation of his result from the average in this hand on **the same wind**, converted into the IMP* according to the scale

* **IMP** is an abbreviation from **I**nternational **M**atch **P**oint, such a unit is used in duplicate bridge, a game much influenced on DM development.

What is duplicate mahjong? (2)

- In order to conduct a full-fledged duplicate tournament, it is necessary to ensure the fulfillment of two conditions:
 - Each player in each hand must play with the **same starting tiles** (while the minimum differences during the game play between tables may occur due to the tiles taken from calls)
 - The result of each deal must be processed accordingly, depending on type of the tournament (team or individual)
- To ensure the first condition, so-called "carry-boards" are used to handle players' starting hands and personal walls
- The tiles themselves are also labeled, which provides the ability to return the location of the tiles to the original after the completion of the deal

“Carry-board” with labeled tiles





DUPLICATE MAHJONG ONLINE

Why ever DM online?

- To support “live” duplicate tournaments organizer has to make tremendous efforts:
 - The tiles continuously must be labeled and cleaned
 - To play deals it needs to use special “carry-boards” and helpers to move those “carry-boards”
 - Somebody must control schedule, all deals must be played by all tables, and much more
- As contrast, when running DM tournaments **online** the big share of the above-mentioned problems vanishes
- Even more, the methodology can be enhanced in terms of comparing ranks and improving seating to achieve a higher level of “competitiveness”

MahjongSoft

- In April 2020, a breakthrough technical solution has been implemented on the **MahjongSoft** website (<https://mahjongsoft.com/>), it became possible to conduct MCR duplicate mahjong tournaments online in **automatic mode**
- In just 1 month, 33 online tournaments were held, in which **80 (!) players** from 9 countries took part: Russia, the Netherlands, Singapore, Poland, France, Austria, Sweden, Switzerland and Spain

MahjongSoft Development Plan

- The short-term development plans:
 - Launch and testing of a “universal” individual tournament for **any** number of players
 - Setting-up of the team tournament and the team championship with the participation of 8 teams
 - Preparation for a major individual tournament (128 players)

MahjongSoft Development Plan (2)

- In the medium term:
 - Launch of internal rating
 - Setting up a traditional (non-DM) tournament
 - Adding new mahjong rules
- However, any new forms and formats will become possible only after the release of resources that are currently involved in code optimization and scheduled work

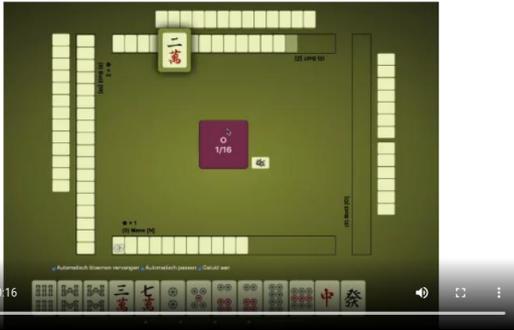
Duplicate Mahjong in the Netherlands

Verslag Duplicate Mahjong Wedstrijd Hemelvaartsdag

 Geschatte leestijd ca. 7 minuten

Advies:  

Vanwege de vele informatie op de afbeeldingen lees je dit artikel het beste op een device van groter formaat, [alle afbeeldingen van deze blog, rust kun je ook hier in PDF formaat bekijken.](#)



Mahjongsoft spel-interface voorbeeld video

Op Hemelvaartsdag organiseerden we een **eerste onderlinge Duplicate Mahjong wedstrijd** voor

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[Meer informatie](#)

[Begrepen](#)

- On May 21, 2020, the Netherlands-based mahjong club “**Haagse Kringen**” held a DM tournament on the MahjongSoft website, in which 10 Dutch players participated
- The club’s website also has a page dedicated to playing mahjong online and, in particular, it provides information about playing duplicate mahjong on the MahjongSoft website



LEARNING THE RULES

Duplicate Mahjong Rules

- DM rules can be divided into two groups:
 1. Providing the "mechanical" part of the process
 2. Reducing the influence of a "random" factor
- For example, dividing one common wall into four players' "personal" walls refers to group 1, and removing all bonus tiles from mahjong playing set refers to group 2
- In order to standardize and to maintain continuity with the first ever rules of duplicate mahjong presented in China in 2015 some work to eliminate deviations in the interpretation of individual rules has been done

DM Rules at MahjongSoft

- General set-up.
 - Each player has “personal” wall, whenever a player cannot take tile from his/her wall the play stops, it is a draw
 - All bonus tiles are eliminated since their presence may lead to “uneven” opportunities to draw tiles by the players
- Rule I. Self-drawn win
 - When winning from the wall with the hand value “HV” the winner gains $(HV+24)$ pts., and others lose $(HV/3-8)$ pts. rounded to the closest highest integer
 - The rule eliminates “random” factor of drawing winning tile
 - *Examples:* $HV=9 \rightarrow +33 / -11$ pts. ; $HV=10 \rightarrow +34 / -12$ pts.

DM Rules at MahjongSoft (2)

- Rule 2. Multiple “Hu”

- When declaring “Hu” by several players on discard, all players without a false “Hu” gain points
- The rule eliminates “random” factor of winners’ relative position at the table
- *Example:* player A discards a tile for player B’s $Hu_1=20$ pts. and player C’s $Hu_2=10$ pts. Each winner receives a “standard” score of “Hu+24 pts.” but also they have to pay to the other winner. So, $A=-(20+8)-(10+8)=-46$ pts., $B=(20+24)-8=36$ pts., $C=(10+24)-8=26$ pts., $D=-8-8=-16$ pts.

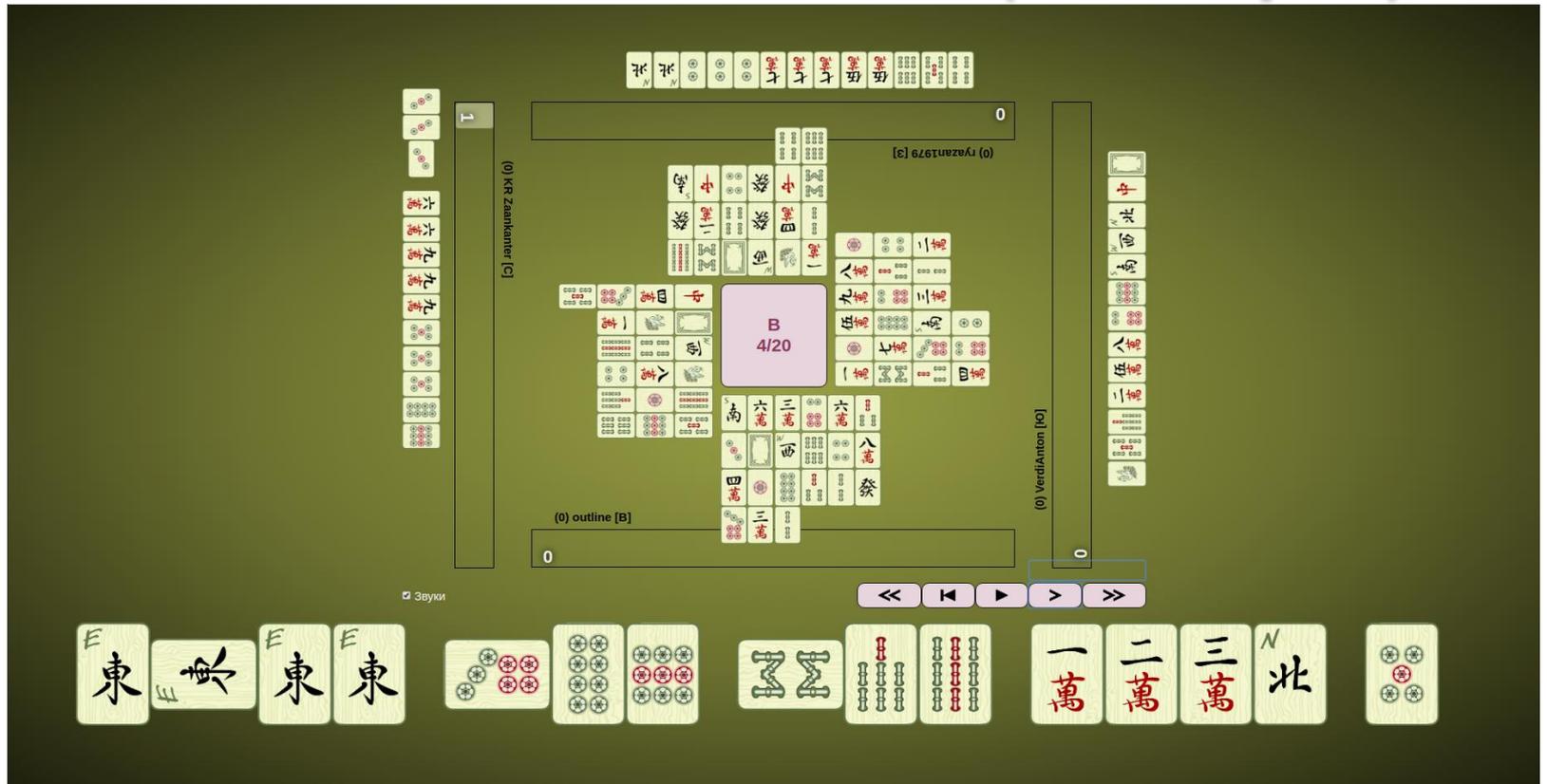
DM Rules at MahjongSoft (3)

- Rules 3A/3B. Kong
 - Replacement tile is taken from the **right** end of the wall
 - It is forbidden to declare kong when there are no tiles in the player's wall
- Definition of the last tile of the wall (LTW):
 - “If it is the turn of a player but there is **no tile** in the wall of the **next** player, the last tile of the wall point is reached”
 - *Example:* South has no tiles in his wall. If East receives the right to make a turn then point of LTW is reached. Please, note that beside an obvious case of starting turn by East after North's unclaimed discarded tile East can also gain turn after his Chow/Pung/Kong declaration.

DM Rules at MahjongSoft (4)

- Rules 4. Declarations on the last tile of the wall
 - After the point of reaching LTW **no** declarations can be made except “Hu”
 - *Example:* after drawing tile after LTW point a player cannot declare neither Concealed Kong nor Promoted Kong even if there is a possible replacement tile in his wall
- Rules 5A/5B. The last tile of the wall
 - Fan “Last Tile Draw” is added on “Hu” of a player who drew the tile from the wall after the point of reaching LTW
 - Fan “Last Tile Claim” is added to all players with “Hu” on the discarded tile after the point of reaching LTW

Last Tile of the Wall (example)



On D5 discard, the player on the left cannot take it for “Kong”. On North discard, the player across cannot take it for “Pung”, but only for "Hu".



CALCULATIONS

DM Essence



- Consider the deal #3 in some tournament. From the start, the player received 8 connected tiles in the same suit. One can expect a quick build of a hand of big value.
- The results are shown at the next slide.
- A player gained a hand worth 16 points, while on his wind other players with the same starting hand received 29, 34 and 34 points. Having received the result worse than others, the player had **lost** in this deal.

DM Essence (2)

Min. hand value: 8 points. Deals in session: 16

	Tenshi	北東 Igor	Ира Л	Combo
1-2	0	0	0	0
3	40	-8	-8	-24
Total:	40	-8	-8	-24

No	Name	Quantity	Points
MAHJONG of player Tenshi from player Combo			
50	Half Flush	1	6
53	Melded Hand	1	6
64	Tile Hog	1	2
73	Pung of Terminals or Honors	2	2
Total		5	16

Continue 16

Min. hand value: 8 points. Deals in session: 16

	ryazan1979	clarionxd	北東MoppySparrow	ndadep
1-2	0	0	0	0
3	53	-8	-37	-8
Total:	53	-8	-37	-8

No	Name	Quantity	Points
MAHJONG of player ryzan1979 from player 北東MoppySparrow			
22	Full Flush	1	24
64	Tile Hog	1	2
73	Pung of Terminals or Honors	2	2
78	Closed Wait	1	1
Total		5	29

Continue 29

Min. hand value: 8 points. Deals in session: 16

	北東 Lida	AsstaAssta	Shimmer	tsumogiri
1-2	0	0	0	0
3	58	-8	-8	-42
Total:	58	-8	-8	-42

No	Name	Quantity	Points
MAHJONG of player 北東 Lida from player tsumogiri			
22	Full Flush	1	24
53	Melded Hand	1	6
64	Tile Hog	1	2
73	Pung of Terminals or Honors	2	2
Total		5	34

Continue 34

Min. hand value: 8 points. Deals in session: 16

	Irinar	sonnet	magrat	miklebar
1-2	0	0	0	0
3	58	-42	-8	-8
Total:	58	-42	-8	-8

No	Name	Quantity	Points
MAHJONG of player Irinar from player sonnet			
22	Full Flush	1	24
53	Melded Hand	1	6
64	Tile Hog	1	2
73	Pung of Terminals or Honors	2	2
Total		5	34

Continue 34

A comparison of the winning hand on different tables.

Seating

Deal #3

Table

		1	2	3	4
T e a m	A	W	N	E	S
	B	N	E	S	W
	C	E	S	W	N
	D	S	W	N	E

To compare the results of the same hand in the team tournament, the players of each team must sit in different winds.

Team result

Deal #3

Table

	1	2	3	4	Σ (GP)	IMP
A	-8	-37	58	-8	5	1
B	-8	-8	-42	58	0	0
C	-24	53	-8	-8	13	3
D	40	-8	-8	-42	-18	-4

To obtain the team result, we summarize the four results of the players of this team and convert it into IMP.

Individual result

Deal #3

Table

	1	2	3	4	Average
W I N D					
E	-8	-42	-24	-8	-20.50
S	58	58	53	40	52.25
W	-8	-8	-8	-42	-16.50
N	-37	-8	-8	-8	-15.25

To obtain the individual result, at the first step, we determine the average value of the hand in game points for each wind.

Individual result (2)

Deal #3

Table

Wind

	1	2	3	4	Average
B	-8/+3	-42/-4	-24/-1	-8/+3	-20.50
Ю	+58/+1	+58/+1	+53/0	+40/-3	+52.25
3	-8/+2	-8/+2	-8/+2	-42/-5	-16.50
C	-37/-4	-8/+2	-8/+2	-8/+2	-15.25

In the second step, the deviation from the average value of GP is converted into IMP. As you can see, the result of a player in GP and IMP can go with different signs.

IMP table

Game points	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	20

- In a team tournament, the sum of game points of four team players results is converted into IMP
- In an individual tournament, the deviation of the player's result (the fractional part of the number is neglected) from the average value in the same wind is converted into IMP



MAHJONGSOFT GUIDE

Entering the site MahjongSoft

The screenshot shows the MahjongSoft website interface. At the top, there is a navigation bar with links for Home, Statistics, Products, and What's new?. A language selection dropdown menu is open, showing options for English, Русский, Nederlands, and 中文. Below the navigation bar, there is a message about MCR duplicate tournaments. The main content area is divided into two sections: "Tables Online" and "Tournaments Online".

Tables Online

ID	Type	State	Players	Deal	Max. hand value	Session	Join table
4599	SBR	Waiting	0	0	16 points	8 deals	Join table
4601	SBR	Waiting	0	0	16 points	8 deals	Join table
4627	MCR	Waiting	0	0	8 points	16 deals	Join table

Tournaments Online

ID	Rules	Type	Start time	State	Players	Deal	Join tournament
4592	MCR*	Dupl. Ind.16	Sit & Go	Registration	1 / 16	0 / 20	Join tournament
4597	MCR*	Dupl. Ind.16	29.05.2020 15:00	Waiting	0 / 16	0 / 20	Join tournament
4607	MCR*	Dupl. Ind.16	29.05.2020 20:00	Waiting	0 / 16	0 / 20	Join tournament
4618	MCR*	Dupl. Ind.16	29.05.2020 22:00	Waiting	0 / 16	0 / 20	Join tournament

MCR = Mahjong Competition Rules, SBR = Sichuan Bloody Rules

Total: 1945.000, Free: 1459.496, Max: 1945.000

Chat Online

Type chat here... Send

Players Online 5

- Superwave
- TaiKo
- VerdiAnton
- admin
- Combo

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Type in browser <https://www.mahjongsoft.com/>, choose one of four language menus: ENG, RUS, NED or CHN.

MahjongSoft site activities

- The site provides opportunities:
 - To play mahjong games (rules MCR and SBR)
 - To play MCR duplicate tournaments
 - To train MCR fans (MCR Mahjong Trainer), etc.
- To play a game simply enter the correspondent game, one can start to play with bots if other players are unavailable
- To play tournament simply enter the correspondent tournament and register

Tournament routine

- Enter available in the system tournament
- Check “Agree with T&C” button and register to the main list or the waiting list
- When 10 minutes before the start you need to press “Confirm” button
- When 5 minutes before start all unconfirmed players **are removed** from the list
- At the intended starting time the system verifies the required minimum number of players for the current tournament, if “OK” then it starts, otherwise, there are up to three additional 5-minutes registration periods

During the tournament

The screenshot displays the MahjongSoft.com tournament page. At the top, there's a navigation bar with 'MahjongSoft.com', 'Home', 'Statistics', 'Products', and 'What's new?'. A user is logged in as 'Виталий Новиков (ComboRus)'. The main content area is titled 'Duplicate mahjong tournament (4642)' and includes a checkbox for 'Agree to terms and conditions'. Below this is a 'Players' section listing 18 participants in a 4x4 grid. A 'Waiting list' section shows two players: 17: 4ndi and 18: Combo. At the bottom, there's a 'State' section titled 'Playing 12 / 20.' which contains a table with 4 columns (Table, State, Wall, E, S, W, N) and 4 rows of data. Each row shows the table number, current state (Playing 12/20), wall progress (a bar chart), and the players at each position (E, S, W, N). A 'Join table' button is located at the bottom of the state section.

Duplicate mahjong tournament (4642)

Agree to terms and conditions.

Players

1: ✓ tsumogiri	2: ✓ Moonkeeper	3: ✓ 北東 Igor 帝帝	4: ✓ 北東MoppySparrow
5: ✓ 北東 Lida	6: ✓ BabaYaga	7: ✓ Superwave	8: ✓ Yenia
9: ✓ DrunkCrystalDragon	10: ✓ AsstaAssta	11: ✓ Taxita	12: ✓ VerdiAnton
13: ✓ Moscow777	14: ✓ redarrow	15: ✓ J1n	16: ✓ irina484

Waiting list

17: ✓ 4ndi	18: ✓ Combo
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Join tournament Leave

State

Playing 12 / 20.

Table	State	Wall	E	S	W	N	
1	Playing 12/20		70	15: ✓ J1n	6: ✓ BabaYaga	4: ✓ 北東MoppySpar...	13: ✓ Moscow777
2	Playing 12/20		65	9: ✓ DrunkCrysta...	7: ✓ Superwave	12: ✓ VerdiAnton	10: ✓ AsstaAssta
3	Playing 12/20		74	16: ✓ irina484	8: ✓ Yenia	5: ✓ 北東 Lida	11: ✓ Taxita
4	Playing 12/20		74	1: ✓ tsumogiri	14: ✓ redarrow	2: ✓ Moonkeeper	3: ✓ 北東 Igor 帝帝

Join table

During the tournament the systems shows the current playing status at all tables (the number in the status bar is the sum of tiles in all 4 walls).

Tournament results

mahjongsoft.com/tournaments.php#games

MahjongSoft.com Home Statistics Products What's new? Виталий Новиков (ComboRus) Logout

Deal:	Σ =	Avg. =						
Deal: 17	Σ = +13	Avg. = +3.25	Σ = -41	Avg. = -10.25	Σ = +13	Avg. = +3.25	Σ = +14	Avg. = +3.50
Deal: 18	Σ = +90	Avg. = +22.50	Σ = -39	Avg. = -9.75	Σ = -2	Avg. = -0.50	Σ = -50	Avg. = -12.50
Deal: 19	Σ = +56	Avg. = +14.00	Σ = +2	Avg. = +0.50	Σ = -69	Avg. = -17.25	Σ = +9	Avg. = +2.25
Deal: 20	Σ = +4	Avg. = +1.00	Σ = -24	Avg. = -6.00	Σ = +10	Avg. = +2.50	Σ = +10	Avg. = +2.50

Table	Player	Score	Score	Player	Score	Score	Player	Score	Score
Table 1	apollon113	+36	+6	J1n	-8	-1	ntyz	-8	-3
Table 2	MahjongLyon...	0	0	Taxita	0	+2	Superwave	0	-1
Table 3	DrunkCrysta...	-24	-5	Moonkeeper	-8	-1	Yenia	+40	+6
Table 4	KR Janet	-8	-2	redarrow	-8	-1	ryazan1979	-22	-5
							4ndi	-20	-4
							北東 Lida	0	-1
							magrat	-8	-3
							tsumogiri	+38	+6

#	ID	Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Σ IMP	Σ GP
1	7	Taxita	-2	+2	+1	+3	+4	-2	0	+5	+5	-1	+6	+1	+5	+6	+1	+1	-1	-2	+2	+2	+36	+131
2	5	Yenia	+1	+2	0	+3	-4	0	0	+2	+4	+3	-1	-2	+1	+4	+1	+6	0	+3	-4	+6	+25	+133
3	13	Moonkeeper	0	+6	+5	-2	+2	-5	0	+3	+5	+4	+2	+5	+1	-1	+6	-3	-3	+1	0	-1	+17	+139
4	3	apollon113	0	+6	-5	-3	+6	0	0	-1	+1	+2	-3	+1	+4	-4	+1	0	-3	+7	-2	+6	+13	+88
5	4	DrunkCrystalDragon	+1	+4	0	-1	+4	+6	0	-3	-4	-4	0	-2	-5	-3	+3	+4	+5	-4	+8	-5	+4	+109
6	2	tsumogiri	0	-6	+5	-3	-4	-4	0	-3	+5	-5	+4	+1	+1	-5	+1	-2	+5	0	+6	+6	+2	+121
7	15	4ndi	+1	-4	-1	+3	+2	+5	0	-6	+1	+2	+1	+1	+4	+5	+3	-4	-3	-1	-7	-4	-2	-10
8	6	Superwave	0	-9	-5	+6	-4	+7	0	0	+5	-3	-4	+1	+4	-3	+2	-4	+3	+3	-3	-1	-5	+108
9	8	redarrow	+1	-4	+5	+1	-2	0	0	-1	-2	+5	+4	+1	-4	-3	-6	+4	-3	+1	-4	-1	-8	-3
10	12	MahjongLyonnais	+1	+2	-5	-2	-4	+5	0	+3	-7	+5	-3	+1	+1	+5	+1	-2	-1	-2	-6	0	-8	-35
11	11	J1n	+1	+4	-1	0	-3	0	0	0	0	-4	0	+1	-3	-4	-2	-3	+5	-1	-2	+1	-9	-165
12	1	北東 Lida	-2	-4	-1	0	-2	0	0	-1	-3	-2	-1	-3	-1	0	-2	+7	-1	0	+6	-1	-11	-41
13	10	magrat	-2	+1	+5	+1	+7	-4	0	0	-4	+5	0	-2	-4	-1	-2	-3	-3	0	-6	-3	-15	-105
14	9	ntyz	+1	+2	-5	0	-4	-2	0	-3	-1	+1	+3	-2	-1	+1	-2	-4	0	-6	+7	-3	-18	-154
15	14	ryazan1979	-1	-4	+1	0	0	-6	0	+3	-2	-5	-4	+1	-4	-3	-1	+3	-2	+3	-3	-5	-29	-145
16	16	KR Janet	+1	+1	0	-6	-3	-4	0	0	-2	+5	-3	-2	+1	+1	-4	-3	-3	-4	-2	-2	-29	-184

During the tournament the current results by players in IMP are shown. After tournament finishes, the full table of the results including links for replays is available by menu “Statistics / List of tournaments” (choose then the appropriate type of the tournament and click its number).

THANK YOU!

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In the next issue

- Testing the “universal” individual duplicate tournament
- Exploring the possibility of launching a team championship with 8 teams