



USMA

Table of contents

Sets (Yaku) in the European Riichi Mahjong_____p. 2

1. Yaku with Riichi or closed hand
2. Yaku associated with the tiles type
3. Yaku associated with sequences
4. Yaku associated with triplets and kans
5. Yaku associated with randomness
6. Yakuman (the most valued sets)

USMA Yakus applicable from year 2023_____p 6

The course of USMA meetings and tournaments _____p. 8

What happens after winning a hand _____p. 10

Counting Fu_____p. 11



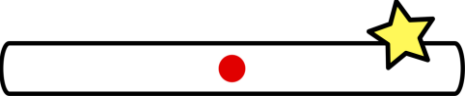


Table of counting points _____p. 12

What affects hand payment on Ron/Tsumo?, Furiten _____p. 13




Etiquette and penalties_____p. 14

Sets (Yaku) in European Riichi Mahjong (EMA)

1. Yaku oparte o Riichi lub o zamkniętą rękę

Nazwa	Opis	Przykład	Z	O
Riichi	Declaration of readiness to win (1 tile away) by betting 1000 pkt. onto the table. <u>(From the riichi declaration, you cannot change the hand!)</u>		1	<u>no</u>
Ippatsu	Win on the first round after declaring riichi. If there are <u>declaration of Pon, Chii or Kan</u> , the ippatsu is not valid		1	<u>no</u>
Daburu Riichi	Declaration of riichi on the first drawing of the tile. Replaces Riichi. If there are <u>declaration of Pon, Chii or Kan</u> , the double riichi is not valid		2	<u>no</u>
Menzen Tsumo	The winning tile is <u>self-drawn from the wall</u> to the closed hand <u>no matter whether declaration of riichi was made or not</u>		1	<u>no</u>
Chiitoitsu	The hand consisting of 7 unique pairs. <u>Fu value is 25.</u>		2	<u>no</u>

2. Yaku związane z typologią kamieni (obecność terminali i kolor)

Tanyao	The hand consist of tiles only from numbers 2 to 8, so without terminals (1/9) and honours		1	1
Chanta	Each of sequence, pair or triplet has to consist either terminal or honour (1, 9, dragons, winds)		2	1
Junchan	Each of sequence, pair or triplet has to consist a terminal(1, 9) Replaces chanta		2	2













Honitsu	Hand consisting only the tiles from one of the colours plus honours		3	2
Chinitsu	Hand consisting only the tiles from one of the colours without honours Replaces Honitsu		6	5
Honrouto	All triplets and a pair have to consist of terminals and honours. There mustn't be any sequences. Replaces chanta.		2	2

3. Yaku associated with sequences

Pinfu	Closed hand without fu. The hand consists <u>of only sequences and a pair</u> . The winning tile has to be from a <u>two-sided wait to the sequence</u> . <u>Warning! The pair has to be without fu</u> <u>Warning! The waits of sequence 2345 for 2 or 5 to are the waits for a pair, even if the hand consists of all sequences.</u>	 	1	<u>no</u>
Iippeikou	Two of the identical sequences (of the same colour and numbers) in a closed hand		1	<u>no</u>
Sanshoku Doujun	Same sequence in three colours		2	1
Ikkitsukan	Three sequences in one colour ranging from 1 to 9, which means 123-456-789		2	1
Ryanpeikou	Twice iippeikou, meaning twice of the two of the same sequences in a closed hand. Replaces Iippeikou.		1	<u>no</u>

4. Yaku associated with triplets and kans

Yakuhai	Triplet of dragons/self-winds/round-wind. You can have more than one yakuhai		1	1
Sanshoku Doukou	Three of the same triplets in the 3 different colours		2	2
Toitohou	All triplets		2	2

San Ankou	Three concealed triplets. <u>Warning! All of the 3 triplets have to be concealed, ron on the third triplet considers that triplet as an open triplet.</u>		2	2
San Kantsu	Three kans		2	2
Shousangen	Two triplets of dragons and a pair of dragons		2	2
5. Yaku associated with randomness				
Rinshan Kaihou	Winning from the dead wall after the kan declaration		1	1
Chan Kan	Declaration of ron on a tile that upgrades opponent's open triplet to a kan		1	1
Haitei/Hotei	Winning on the last tile from the wall (haitei) or from the river (hotei)		1	1
Renhou	Winning on the first tiles from the river before we draw the first tile or someone's declare a meld		*8	<u>no</u>
6. Yakuman (the most valued sets)				
Kokushi Musou	Thirteen Orphans: one terminal and honour from each colour and honour tiles with one of them consisting a pair. 13-sided wait gives us double yakuman		Y	<u>no</u>
Chuuren Pooto	111-2345678-999 and additional tile from that colour. The nine-sided wait gives us double yakuman		Y	<u>no</u>
Tenhou Chiihou	Winning on the first drawn tile without anyone melding anything. Tenhou in case winning on East wind, Chiihou in case of other winds		Y	<u>no</u>
Suuankou	Four concealed triplets and a pair. Waiting for a pair gives us double yakuman. <u>Warning! While waiting for the last triplet, only tsumo gives us yakuman</u>		Y	<u>no</u>
Suu Kantsu	Four kans and a pair		Y	Y

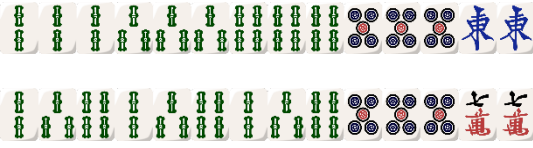










Ryuu Iisou	All green, meaning 2-3-4-6-8 bamboo and green dragons		Y	Y
Chinrouto	All triplets and a pair are made out of terminals (1, 9)		Y	Y
Tsu Iisou	All triplets and a pair are made out of honours		Y	Y
*Daisangen	3 triplets of dragons		Y	Y
*Shousuushi	Triplets of 3 winds and a pair of winds		Y	Y
*Daisuushi	4 triplets of winds		Y x2	Y x2

*On EMA tournaments, Renhou is 5 han

*Warning! In Case of daisuushi, shousuushi i daisangen, if a person discards a tile that other person melds, that is the last tile needed to see the whole yakuman, but not yet a winning tile, then in the case of ron on other player, the player with liability of giving the last meld pays half of the points, if it is tsumo, that player pays all the sum.

On EMA tournaments, you cannot get more than 1 yakuman.

USMA Yakus applicable from year 2023

Sanrenkou / Iisou Sanshun	Three triplets one after another (Sanrenkou) or 3 identical sequences (Iisou sanshun) in the same colour. The chosen is the most valued option		2	2
Suurenkou	4 triplets one after another in the same colour		Y	Y
Iisou Suushun	4 identical sequences in the same colour		Y	Y
Shiisanpuuta	In the first draw there are no sequences, waits for sequences or triplets. <u>There can be one pair</u>		5	<u>no</u>
Shiisuupuuta	In the first draw there are no sequences, waits for sequences or triplets. <u>No pairs</u>		Y	<u>no</u>
Daichisei	All pairs of honours only, one more point for tsuuiisou		Y	<u>no</u>
Shousharin	All pairs in one colour one after another with one pair consisting terminals		2	<u>no</u>
Daisharin	All pairs in one colours from 2 to 8		Y	<u>no</u>
Beni Kujaku	Hand consists of 1,5,7,9 souzu and a red dragon		Y	<u>no</u>
Parenchan	8 wins in a row as East wind, draw restarts the count	東 	Y	<u>no</u>
Kinkei Dokuritsu	Fully open hand with wait on 1 souzu. The player always receives a mangan without counting any other yaku		<u>no</u>	5

The course of club meetings and courses

EMA or USMA tournaments	Ranking games or casual games
<p>Player has to arrive at the tournament venue at the requested by the organisers time to register for the tournament. For any delays, the player may be punished</p>	<p>Players organise the games to be set on a specific date and specific time, and announce it on a public chat (Discord or Messenger). From 2023 it is recommend to use Heja app to register for the games. On all of the meetings the games are counted towards ranking, if players did not state otherwise beforehand. If the ranking is not played, then on the app players register with only their first names (without USMA numbers). Many players arrive from distant places, so patience is advices. If it is not possible to arrive at the set up time, the player should inform others by sending a message or calling. To gain full points on a ranking meeting, a certified USMA or EMA referee is required, the place has to be public, the meeting has to be announced at least 1 day before and the USMA President has to be informed.</p>
<p>After the registration, the player receives the list of tables that they play on. The player sits on the right table and waits for the other players. The wall should not be built before all players arrive. If the players winds are not set up by the organisers, then the winds should be randomised the same like we do it on the ranked games.</p>	<p>When all the players arrive, the players have to draw on which table they play, in most of the cases by drawing 4 tiles from the colours, which number depends on the number of tables. Then players choose their winds by drawing from mixed tiles of 東南西北 by one of the players.</p>
<p>When all players arrive, the tiles are to be mixed up and the players should build the wall. If the tournament uses an app, one player opens the app on the phone, in smaller USMA tournaments, it might be required to create game on an mahjong tracker app connected to the USMA server. If the app is not being used on the tournament, then the sticks has to be set up, so each player has 30 000 points. After the walls are built, all players wait for the organisers to start the hanchan: only after that players are allowed to throw the dice and get their tiles.</p>	<p>When all players are ready, one of the players sets up the app. Players can also play using sticks, before that all players need to have x10 sticks of value 100, 9 sticks of value 1000, two sticks of value 5000 and one stick of value 10000. Now, players can build a wall and start the game. It is advised to set up the timer, especially when there are more than 1 table.</p>

<p>The player whose wall was chosen is responsible for revealing doras and separating the dead wall</p>	<p>The player whose wall was chosen is responsible for revealing doras and separating the dead wall</p>
<p>The players play according to the etiquette until the end of hanchan or until the end of time Check page 15</p>	<p>The players play according to the etiquette until the end of hanchan or until the end of time Check page 15</p>
<p>While playing on sticks and not on app, when the South 4 comes, players should count the points and write them on the orasu sheet</p>	<p>While playing on sticks and not on app, when the South 4 comes, players should count the points</p>
<p>After the hanchan ends the UMA score is added to the player according to their placement:</p> <p style="padding-left: 40px;">15 000 for first place 5 000 for second place -5 000 for third place -15 000 for fourth place</p> <p>While playing on the app, the UMA is calculated automatically</p> <p>If it is required, the players write their scores after UMA on an official sheet and sign them off</p>	<p>During USMA ranked games, the ranking automatically counts the points for the new rank, and UMA is not used even if shown on the mahjong tracker</p> <p style="text-align: center;">All players now can leave the table. If a player has to go for a longer period of time between hanchans, they should inform the other players beforehand.</p>
<p>After the tournament is finished, the players wait for the prizes to be given and for the results to be shown</p>	<p>While playing on sticks, after all games are finished, the results have to be sent to the ranking administrator on the same day</p>

What happens after a hand is won

If the hand is won legally (without chombo), then:

1. The player declares all of their yaku and counts HAN
2. If the HAN are lower than 5, then the player counts the Fu
3. Using the table player can check the winning score (or puts it into the app)
4. To the sum of the score, the player adds honba points (round repeats)
 - Ronned player pays 300 extra points for each honba
 - In case of tsumo, each player pays extra 100 points for each honba
5. In case of playing on the sticks, the winning player should announce their winning score.
6. Before the new hand:

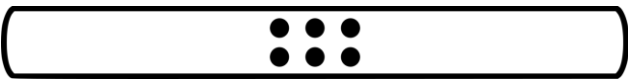

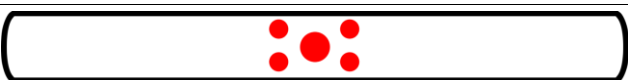
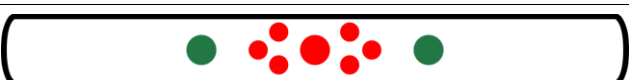
IF THE WINDS DID NOT CHANGE the East player puts 100 p onto the table as the honba indicator (the stick only is to show the counter! The player doesn't lose it!)

IF THERE WAS THE WIND CHANGE DUE TO RYUKYOUKU (the draw), new East wind player puts as many honba indicators as it was before the draw +1 new. Old honba sticks are returned to the previous player

IF THERE WAS NATURAL CHANGE OF THE WIND, the honbas are returned to the previous player


Warning! If the chombo is made, the responsible player gets a penalty, and the game is RESET. Chombo in the USMA equal to **9000 points before UMA**. The sum is distributed equally among the players. In the case of chombo the game is reseted, so the winds are not changed and the . In case of EMA tournaments, chombo equals to **-20000 points after UMA**.

The value of the sticks


	
100p	1 000p
	
5 000p	10 000p

Fu counting					
1. Basic fu for the hand type (Agarikata, 1)					
Standard hand Futei	4 sets of three and pair			20 fu	
All pairs Chiitoitsu	7 pairs <u>Other fu is not counted</u>			25 fu	
2. Fu points for winning type (Agarikata, 2)					
Concealed ron menzenkafu	Ron in concealed hand			+10 fu	
Otwarte pinfu Kuipinfu	Winning a hand without fu, by having 4 sequences and a non-value pair with a two sided sequence wait			+2 fu	
Tsumo na pinfu Tsumopinfu	Tsumo with pinfu, so with a hand without fu, by having 4 sequences and a non-value pair with a two sided sequence wait			+0 fu	
Tsumo Tsumofu	Tsumo with a futei hand with more than 0 fu (tsumo all hands except pinfu and chiitoitsu)			+2 fu	
3. Fu points for the wait tile (Machikata)					
Middle Tile Kanchanmachi	Winning on a middle tile (for example winning on 2 manzu while having the tiles 13manzu)			+2 fu	
Side Wait Penchanmachi	Win on the one sided wait on 7 or 3 to the sequence of 123 or 789			+2 fu	
Pair Wait Tankimachi	Win on a pair wait			+2 fu	
4. Fu for valued pairs (Jantou)					
Dragon pair	Pair of dragons			+2 fu	
Self-wind pair, Jikaze Or round wind pair, Bakaze	Pair of self or round winds. <u>If the pair is both self and round wind</u> , the fu value is doubled, so +4 fu (Renfonpai)			+2 fu	
5. Fu for triplets(Koutsu)					
		Open	Concealed		
Tiles from 2 to 8 Chuchanpai	+2 fu	+4 fu	+8 fu	+16 fu	
1,9, honours Yaochupai	+4 fu	+8 fu	+16 fu	+32 fu	
6. Fu for kan (Kantsu)					
		Open	Concealed		
Tiles from 2 to 8 Chuchanpai	+2 fu	+4 fu	+8 fu	+16 fu	
1,9, honours Yaochupai	+4 fu	+8 fu	+16 fu	+32 fu	

Scoring tables including Ron and Tsumo

USMA Górnośląski					Związek Madżonga			
東					南西北			
④ HAN	③ HAN	② HAN	① HAN		① HAN	② HAN	③ HAN	④ HAN
2 600	1 300	700	-	20 fu	-	400 – 700	700 – 1300	1300 – 2600
3 200	1 600	-	-	25 fu	-	-	800 – 1600	1600 – 3200
3 900	2 000	1 000	500	30 fu	300 – 500	500 – 1000	1000 – 2000	2000 – 3900
4 000	2 600	1 300	700	40 fu	400 – 700	700 – 1300	1300 – 2600	2 000 – 4000
	3 200	1 600	800	50 fu	400 – 800	800 – 1600	1600 – 3200	
	3 900	2 000	1 000	60 fu	500 – 1000	1000 – 2000	2000 – 3900	
		2 300	1 200	70 fu	600 – 1200	1200 – 3200		
				Mangan (5 han)				
6 000				Haneman (6-7 han)	3 000 – 6 000			
8 000				Baiman (8-10 han)	4 000 – 8 000			
12 000				Sanbaiman (11-12 han)	6 000 – 12 000			
16 000				Yakuman (12+)	8 000 – 16 000			

T S U M O

USMA Górnośląski					Związek Madżonga			
東					南西北			
④ HAN	③ HAN	② HAN	① HAN		① HAN	② HAN	③ HAN	④ HAN
-	-	-	-	20 fu	-	-	-	-
9 600	4 800	2 400	-	25 fu	-	1 600	3 200	6 400
11 600	5 800	2 900	1 500	30 fu	1 000	2 000	3 900	7 700
12 000	7 700	3 900	2 000	40 fu	1 300	2 600	5 200	8 000
	9 600	4 800	2 400	50 fu	1 600	3 200	6 400	
	11 600	5 800	2 900	60 fu	2 000	3 900	7 700	
		6 800	3 400	70 fu	2 300	4 500		
				Mangan (5 han)				
18 000				Haneman (6-7 han)	12 000			
24 000				Baiman (8-10 han)	16 000			
36 000				Sanbaiman (11-12 han)	24 000			
48 000				Yakuman (12+)	32 000			

R O N

On what depends the scoring table on Ron/Tsumo?

The scoring value is calculated using formula: $FU \times 2^{(2 + HAN)}$

The sum payed by each player is calculated by:

Declaration	Oya 東	Ko (南西北)
Ron	<p>The player who got ronned by Oya 東 pays x6 the hand value, the sum is rounded to the hundreds (100)</p> <p>ex. 2 HAN 30 FU = 480 $480 \times 6 = 2880$</p> <p><i>The player pays to Oya 2900</i></p>	<p>The player who got ronned by Ko (南西北) pays x4 the hand value, the sum is rounded to the hundreds (100)</p> <p>np. 2 HAN 30 FU = 480 $480 \times 4 = 1920$</p> <p><i>Player pays to Ko 2000</i></p>
Tsumo	<p><u>Oya that declares tsumo receives from each Ko player(南西北) x2 the hand value</u>, the sum is rounded to the hundreds (100)</p> <p>np. 2 HAN 30 FU = 480 $480 \times 2 = 960$</p> <p><i>Each Ko pays to Oya 1000</i></p>	<p><u>Ko (南西北) that declares tsumo, gets from Ko (南西北) 1x the hand value</u>, the sum is rounded to the hundreds (100). The Oya pays x2 the hand value, the sum is rounded to the hundreds (100)</p> <p>np. 2 HAN 30 FU = 480 $480 \times 2 = 960$</p> <p><i>Each Ko pays 500 Oya pays 1000</i></p>

Furiten

Furiten is a state of hand due to not taking a win on someone's discard or from discarding a winning tile. Furiten state forbids us from winning on someone's discard until we change the wait that doesn't include furiten. Please do remember that the furiten works on whole hand and not on one tile, ex. If we wait for 1,4,7, and we discarded 1, means we cannot win on ron on all of our waits! In the state of furiten, we still can win from self-draw from the wall!

There are three types of furiten:

Common furiten – Caused by discarding a winning tile

Temporary furiten – Cause by missing a win on a tile discarded by another player while we do not have riichi declaration, we lose the furiten state after we draw another tile

Permanent furiten – Cause by missing a win on a tile discarded by another player while we had a declaration of riichi

Etiquette and Penalties

Good intentions:

- The player should play with respect towards other players, each player has to remember that mahjong is a friendly game and even strongest player can lose. Cheating does not give satisfaction and might lead to disqualification from club and tournaments
- During tournaments and meetings, players should speak in a language understood by the whole table
- It is always good to remember, that not every player has all the experience and skills. After the game is finished everyone can talk and help less experience players with their game style a remind them about the rules.
- If a player commits a chombo, it should be reminded to the player about the rules, and why it was a chombo, Japanese Mahjong is a difficult game, and even the most experienced players get chombo or a dead hand from time to time
- If a player counts the points wrong, they should be corrected, even if it means we pay more

Good Actions:

- Player should come at the set up time
- Players shouldn't play too slow or too fast (recommended is 3 seconds per move) to not slow up the game, and to not make newer players panic. If your move needs more time, you should say sorry
- During the ranking game, talking is allowed, however during the tournaments, the talking should be limited to minimum, aside the hanchan breaks
- Players shouldn't complain, use swearwords, make a lot of noise, discard the tiles way too loud. This applies to both ranked games and tournaments
- You mustn't hint or try to get the hint from other players
- During the tournament you mustn't use your phone to anything besides using for the scoring app. During the ranked games, it is permitted to pick up calls, and use phones, but please do not use it too much

Warnings

- Revealing not too many tiles
- Taking a wrong tile for a meld, before the discard happens
- Empty declaration of pon/chii/kan
- Very small hints
- It is permitted to declare dead hands, however it cannot be changed afterwards
- It is good manner to stop players from doing a mistake (from doing chombo or dead hand)

Dead Hand

Punishment that forbids us from winning this hand.

If you attempt to win a dead hand, you get a chombo. It is permitted to indicate self or someone else's dead hand. You get a dead hand for:

- Riichi declaration on an open hand
- Riichi attempt without saying 'riichi' beforehand (riichi is taken back)
- Too few or too many tiles
- Wrong declaration of winning without revealing the hand (calling ron or tsumo)
- Taking a wrong tile for the meld (after a tile has been discarded)
- Hinting about the state of someone's hand (if it happens often the referee can also give points penalty)
- Kuikae

Chombo

In the USMA rules, players who made chombo pays 3000 to each player (total 9000). In EMA rules chombo equals to -20000 and is added after UMA. Chombo resets the hand, no honbas are added and there is no wind change. Chombo is given for:

- Attempt to meld or declare win on a dead hand
- Noten Riichi if it gets to a draw
- Enough tiles are revealed (usually 6), or if the tiles from the wall are mixed with the players tiles
- Illegal declaration of kan after riichi
- Wrong declaration of winning and revealing the tiles
- The game cannot be continued due to the player's mistake

Points penalty

After players make a lot of mistakes, the referee can give points penalty, which might include dead hand as well:

- Being late for the tournament by 10 minutes -1000p for each minute
- Being late for more than 10 minutes -15000 and UMA -15000, substitute player starts playing instead of the missing player
- Stalling for time (after getting a warning from a referee)
- The phone is ringing: first time -8000, second time -16000 and confiscating the phone
- Talking through phone without referee's permission -16000
- Writing on phone during hanchan on a tournament – 12000

- Destroying the dead wall before the score is calculated -8000
- Hinting – on the referee’s decision

Disqualification

- A lot of illegal actions
- Cheating

All the hands are generated on hand.combo.club
This uses riichi-mahjong-tiles by FluffyStuff (licensed under CC BY 4.0)