



## ***TVB Mahjong Brain Fitness Championship 2026 (USA)*** **【Competition Rules】**

### **A. Objective:**

The objective of TVB Mahjong Brain Fitness Championship (“**Competition**”) is to promote Mahjong as an activity that exercises and enhances cognitive function, mental well-being, and social connection.

### **B. Competition Format:**

1. The Competition features individual awards for champion, first runner-up, second runner-up, and third runner-up, as well as a team gold medal award.
2. Participants shall enter the Competition in their individual capacity and may also form a team of 4 or more members with other participants to compete.
3. The Competition is divided into 4 stages: Qualifying Rounds, Preliminary Rounds, Semi-Final and Final. Each match is limited to 1 game (4 wind rounds) or 3 hours, whichever occurs first.

#### **a. Qualifying Rounds:**

- (i) Groups will be allocated via a random draw, with matches held at various locations, dates, and timeslots.
- (ii) Upon completion of the Qualifying Rounds, the organizer will rank participants according to their cumulative scores from highest to lowest. The highest-scoring participants will advance to the Preliminary Rounds in descending order.

#### **b. Preliminary Rounds:**

- (i) Groups will be allocated via a random draw, with matches held in morning and afternoon sessions on the Saturday of the Final weekend.
- (ii) Upon completion of the Preliminary Rounds, the organizer will rank participants according to their cumulative scores from highest to lowest. The highest-scoring participants will advance to the Semi-Final in descending order.

c. Semi-Final:

- (i) Matches will be held on the Sunday morning of the Final weekend.
- (ii) Upon completion of the Semi-Final, the organizer will rank participants according to their cumulative scores from highest to lowest. The top 4 participants will advance to the Final.

d. Final:

- (i) The Final will be held on the Sunday afternoon of the Final weekend.
- (ii) Upon completion of the Final, the participants will be ranked according to their cumulative scores from highest to lowest. The participant with the highest score will be the champion, followed by the first runner-up, second runner-up, and third runner-up in descending order.

- 4. For participants competing as a team, the organizer will calculate the team's average score based on the total scores obtained by each member in the Qualifying Rounds. The team with the highest average score will win the team gold medal award.
- 5. Winners will receive prizes provided by the organizer, co-organizer(s) and/or sponsor(s).

**C. Seating and Absence:**

- 1. Each participant will receive a number badge; the organizer will check participants' valid identity documents and badges before the start of each match. Participants must wear their badges at all times during the Competition.
- 2. Each table will consist of 4 participants; the members and seat positions (winds) will be allocated by the organizer via a random draw. Participants must follow the organizer's instructions and are not permitted to choose their own tables or request specific opponents.
- 3. The organizer reserves the right to disqualify participants who arrive late, leave early, are absent or in violation of these Rules (as defined below). The organizer may reassign seating and/or designate substitute players as a stand-in, depending on the circumstances. Scores earned by substitute players will not be counted toward the participant's cumulative score and will not be included in the rankings. If such a situation occurs during the Final, the organizer may designate a substitute player or call up a replacement from among the participants ranked in descending order below the top 4 in the Semi-Final.

**D. Scoring and Disputes:**

- 1. Scores for each hand are calculated based on the Fan of the winning hand (see Appendix I: Fan-to-Points Table ("Table")).
- 2. Each table will be provided with an official Scorecard prepared by the organizer (see Appendix II) showing the table number, date, time, location, and the referee's name. Participants must write their names and participant numbers on the Scorecard according to their assigned wind position.

3. After a win, the referee will confirm the Fan according to the Designated Winning Hand List (see Appendix III). Winning hand types not listed in Appendix III will not be recognized. Once the Fan is confirmed, the referee will calculate the scores based on the Table. Once the participants have verified the accuracy of the scores, both the referee and the participants must sign the Scorecard for confirmation, and the referee must submit it to the organizer as official results. Any disputes regarding scores must be raised before the referee submits the signed Scorecard to the organizer; otherwise, the organizer will not consider the dispute, and no appeals will be permitted.
4. In the event of a tie in cumulative scores, the participant with the higher total number of Fan takes precedence. If the total numbers of Fan are the same, the participant with the higher number of wins takes precedence. If the numbers of wins are also the same, the participant with the fewer instances of discarding the winning tile takes precedence.
5. Upon completion of the Qualifying Rounds and Preliminary Rounds, the organizer will publish the participants' cumulative scores on TVBUSA.com for participants to check at any time.

#### **E. General Terms:**

1. By registering for the Competition, participants agree to abide by the Competition Rules set forth herein, Mahjong Rules, Privacy Policy and other relevant rules (collectively, **"these Rules"**).
2. For the purposes of recording, producing, and promoting the Competition, participants agree that the organizer may take photographs, make audio recordings, and/or video recordings during their participation in the Competition and related activities. Participants understand and agree that the copyright and all other relevant rights to all photography, audio recording, and/or video recording materials related to the Competition are exclusively owned by the organizer. Participants agree that the organizer has the right to edit, modify, translate, excerpt, and otherwise process the aforementioned materials, and may use them anywhere in the world, through any media or format, for Competition production, publicity, promotion, broadcasting, distribution, and other purposes related to the Competition, without further notice or payment of any remuneration. Participants further agree that the organizer may use their names, likenesses, voices, personal images, and the aforementioned materials for the aforesaid purposes to the maximum extent permitted by applicable laws, and will not make any claims or assert any rights against the organizer regarding such use. Without the consent of the organizer, participants may not take photographs, make audio recordings, and/or video recordings during the Competition, nor may they use the organizer's or the Competition's name, logos, trade marks, or materials (including photographs, audio recordings, and/or video recordings) in any manner.
3. By registering for the Competition, participants consent to the collection, processing and use of their personal data by the organizer for the following purposes: (a) organizing and managing the Competition; (b) publicizing and promoting the Competition; (c) providing prizes to participants; (d) complying with legal and regulatory requirements; and (e) any other purposes related to the foregoing. To fulfill the aforementioned purposes, (i) the organizer may disclose participants' personal data to its affiliates, partners, service providers, agents, sponsors or third parties; (ii) the

organizer may transfer participants' personal data overseas (e.g., to the Hong Kong Special Administrative Region) for processing; and (iii) the organizer will retain participants' personal data only for as long as is reasonable and permitted by law. Any personal data relating to participants will be collected, processed, used, and retained by the organizer in strict accordance with local applicable personal data protection laws. Unless explicitly agreed to by the participant, the organizer will not collect, process, or use his or her personal data for any direct marketing purposes. If a participant refuses to provide his or her personal data, he or she will be unable to participate in the Competition or receive prizes. For further details regarding personal data, please refer to the organizer's Privacy Policy.

4. The organizer reserves the right to arrange sponsor events, brand promotions, media interviews, promotional photo shoots, award ceremonies, and other commercial partnership initiatives related to the Competition during the event period. Participants are expected to cooperate with such arrangements to the extent reasonable.
5. The organizer shall not bear any liability for any loss, damage, or loss of personal property incurred by participants as a result of participating in the Competition.
6. The organizer reserves the right of final decision on all matters in connection with the Competition, including but not limited to Competition results, determination of rule violations and penalties, changes to the date, time and location of the Competition based on actual circumstances, and the cancellation of the Competition.
7. Should these Rules be found to be incomplete or inadequate, the organizer reserves the right to amend them without prior notice to participants.
8. In the event of any inconsistency between the Chinese and English versions of these Rules, the Chinese version shall prevail.

## Appendix I: Fan-to-Points Table

| Fan | Win            |                   | Self-Draw Win  |                   |
|-----|----------------|-------------------|----------------|-------------------|
|     | Winning Player | Discarding Player | Winning Player | Each Other Player |
| 1   | +10            | -10               | +15            | -5                |
| 2   | +20            | -20               | +30            | -10               |
| 3   | +30            | -30               | +45            | -15               |
| 4   | +40            | -40               | +60            | -20               |
| 5   | +50            | -50               | +75            | -25               |
| 6   | +60            | -60               | +90            | -30               |
| 7   | +70            | -70               | +105           | -35               |
| 8   | +80            | -80               | +120           | -40               |
| 9   | +90            | -90               | +135           | -45               |
| 10  | +100           | -100              | +150           | -50               |

## Appendix II: Scorecard



### TVB Mahjong Brain Fitness Championship 2026 (USA) - Scorecard

| Game Information (Official Use) |  |            |  |
|---------------------------------|--|------------|--|
| Table Number                    |  | Date       |  |
| Start Time                      |  | End Time   |  |
| Duration                        |  | Judge Name |  |
| Judge Signature                 |  |            |  |

| Player Confirmation |               |       |                  |
|---------------------|---------------|-------|------------------|
| Seats               | Player Number | Score | Player Signature |
| East                |               |       |                  |
| South               |               |       |                  |
| West                |               |       |                  |
| North               |               |       |                  |

| Round | Game | Win (Fan) |       |      |       | Lose                     |                          |                          |                          | 12-Tile Payout           | Remark<br>*P=Penalty |
|-------|------|-----------|-------|------|-------|--------------------------|--------------------------|--------------------------|--------------------------|--------------------------|----------------------|
|       |      | East      | South | West | North | East                     | South                    | West                     | North                    |                          |                      |
| East  | 1    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| East  | 2    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| East  | 3    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| East  | 4    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| South | 5    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| South | 6    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| South | 7    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| South | 8    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| West  | 9    |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| West  | 10   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| West  | 11   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| West  | 12   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| North | 13   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| North | 14   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| North | 15   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |
| North | 16   |           |       |      |       | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |                      |

### Appendix III: Designated Winning Hand List

| No. | Winning Hand                   | Description                                                                                                                          | Fan |
|-----|--------------------------------|--------------------------------------------------------------------------------------------------------------------------------------|-----|
| A1  | Common Hand                    | A winning hand consisting of 1 pair and 4 sequences of suit tiles                                                                    | 1   |
| A2  | Self-Draw                      | Winning by drawing the winning tile oneself and declaring a win                                                                      | 1   |
| A3  | Prevailing Wind Triplet        | A triplet of wind tiles matching the prevailing wind of the round                                                                    | 1   |
| A4  | Seat Wind Triplet              | A triplet of wind tiles matching the seat wind                                                                                       | 1   |
| A5  | Under the Sea                  | The winning tile is the last tile (either by discard or self-draw)                                                                   | 1   |
| A6  | Self-Draw on Kong              | The winning tile is drawn from the wall following a Kong                                                                             | 1   |
| A7  | A Triplet of Dragon Tiles      | A triplet of dragon tiles (cannot be counted twice with Little Three Dragons)                                                        | 1   |
| A8  | Second Triplet of Dragon Tiles | Second triplet of dragon tiles (cannot be counted twice with Little Three Dragons)                                                   | 1   |
| B1  | All Triplets                   | A winning hand consisting entirely of triplets and/or Kongs                                                                          | 3   |
| B2  | Half Flush                     | A winning hand consisting of only tiles from 1 suit and honor tiles                                                                  | 3   |
| B3  | Little Three Dragons           | A winning hand consisting of triplets and/or Kongs of 2 dragons and a pair of the 3 <sup>rd</sup> dragon                             | 4   |
| B4  | Little Four Winds              | A winning hand consisting of triplets and/or Kongs of 3 winds and a pair of the remaining wind                                       | 5   |
| B5  | Full Flush                     | A winning hand consisting entirely of a single suit without honor tiles                                                              | 7   |
| X1  | Big Three Dragons              | A winning hand consisting of triplets and/or Kongs of all dragon tiles                                                               | 8   |
| X2  | Big Four Winds                 | A winning hand consisting of triplets and/or Kongs of all wind tiles                                                                 | 10  |
| X3  | Thirteen Orphans               | A winning hand consisting of the 1 and 9 of each of the 3 suits, 1 of each of the honor tiles, plus a matching tile to form the pair | 10  |
| X4  | All Honors                     | A winning hand consisting exclusively of triplets and/or Kongs of honor tiles                                                        | 10  |