

Dear MIL members and Mahjong friends,

To promote Mahjong into mind sports, and develop new mode for Mahjong fans to compete against each other but reducing the travel cost, MIL will promote the Global Mahjong Champions League (GMCL) via MCR Duplicate Online (<http://mahjong.pokermonster.com/>).

The Initial GMCL will last from 13 August to 15 October on internet, and come to the final offline from 4 to 6 November at Chengdu, Sichuan Province in China, 2016.

Basic information of GMCL is as followings:

1) MCR+Team Duplicate, 10 sessions for online preliminary and 2 or 4 sessions for offline final.

The designed time table is attached and it can be adjusted according to all teams' convenience, for example conflict against many offline tournaments.

Any comments are expected.

2) 16 teams are expected for two sub-competition-groups as Asia-Oceania group (AOG) and Europe-America-Africa group (EAAG), which means each group has only 8 teams.

All MIL members have the priority to join the tournament. United teams from different countries/district are accepted.

Up to now, AOG has the interested 8 teams as 3 from China, 2 from Japan, 1 Singapore, 1 Chinese Taipei, 1 Australia. EAAG has the interested 3 teams as 1 from Russia, 1 from Switzerland, 1 from Canada.

If there are still positions, other organizations can apply via match@mahjong-mil.org and Commission for Tournament of MIL will decide to whether accept or not. If MIL members have extra teams, they should be on the waiting list for possible substitute.

3) Each team should have 8 players for maximum, and MIL suggest at least 6 for possible substitute.

Once the players list is decided, they can not be replaced during the tournament, even for the final. If any team can not come to the offline final, the team or player on the waiting list will take the position.

PS. As the present decision, it should be the same the players during online and offline phases. But if many teams have the problem, MIL may ask all qualified teams to discuss and decide.

4) For each group, there will be 8 teams fighting for the only 2 qualified offline position.

It is planning as 10 sessions, including 8 sessions for preliminary and the last 2 sessions for sub-zone final for the only 2 qualified team.

For each session with 8 teams, 4 players from 1 team should play. The team coordinator should submit the present 4 players before each session, and they can not be replaced even though something wrong with

the internet connection or personal affairs. If one player is absent, his role for the online will play automatically until he comes back.

The seating scheme before each session has not decided.

5) the only game server is: <http://mahjong.pokermonster.com>

The best operation system should be under windows operation system, which means Ipad and Iphone maybe not work.

MIL will help create the IDs of the team players with customized password before testing sessions. Please send the name of players and the customized passwords, which can be kept secretly.

MIL invite all the participants team to come online for testing during the weekend 6-7 August.

6) The qualified 4 teams for offline final will gain the whole-process expense support provided by the sponsor including air-tickets, board and logging, and share the award worth around US\$10,000 provided by MIL.

The individual MVP of the sub-groups, highest IMP of single session and highest individual IMP contribution of single session will have abundant rewards.

The IMP table is attached.

7) Honest competition and arbitration

Honest competition on line should be a serious topic for all participants. All team should submit a guarantee with signature from all players, and \$300 cash deposit (which should be returned if there is no un-honest behaviors).

The team coordinators are invited to be the members of arbitration group, which has the right to judge whether the behavior of players is un-honest.

All suggestions to avoid or supervise un-honest playing are expected.

BTW, what is the proper internet tool for communication? Skype? or other software?

8) All games will be synchronously live telecast or recorded broadcast through internet. The internet video signal will be open-access for free to all MIL member organizations.

All MIL member are encouraged to re-produce the video program, and the possible benefits belongs to the members themselves, which is also a pioneered operation mode for MIL system, especially the MCR Duplicate Online has the re-play and comparison function.

All the participants have the opportunities to appear on camera and show their playing skills to the Mahjong world.

For the MCR teams duplicate ONLINE, it is really an experimental tournament and we may have some risks to operate it, that is the reason why MIL spread the notice maybe late. MIL hope all participants may offer kind understand and keep communicating for the tournament procedure.

Before the tournament, MIL will release all the detailed rules officially, including the formal registration form, players` handbook, letter of commitment for honest competition etc.

It will be very appreciated if you may spread this notice to possible interested organizations.

MIL start to accept team registration from now on, and the deadline for registration will be 6 August.

Yours sincerely,

Li Wenlong

General Secretary, Mahjong International League