

# SAIKOUISEN

JAPAN PRO MAHJONG ASSOCIATION

48TH GENERATION PRO TEST 02/12/2023

TIME LIMIT 50 MINUTES

[ANSWER ENTRY EXAMPLE]

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FILL IN AS SHOWN ABOVE.

- ALL ANSWERS SHALL BE BASED ON (SAIKOUISEN) ASSOCIATION'S RULES.
- WE WILL NOT ANSWER QUESTIONS OTHER THAN THOSE ABOUT TYPOS, ETC.
- PLEASE WRITE ALL ANSWERS ON THE ANSWER SHEET.
- WRITE YOUR EXAMINEE NUMBER AND NAME ON THE ANSWER SHEET AND WAIT.
- AFTER THE TEST BEGINS, CHECK THE QUESTION PAPERS.  
(THERE ARE 5 SHEETS INCLUDING THE COVER.)

## QUESTION 1 (1 POINT X 5)

PLEASE ANSWER WITH THE CORRECT SYMBOL IN THE FOLLOWING STATEMENTS REGARDING THE COMPETITION RULES.

1. THE CORRECT ORDER AFTER DECLARING A CALL IS

- A. REVEAL, DISCARD, TAKE
- B. REVEAL, TAKE, DISCARD
- C. TAKE, REVEAL, DISCARD

2. PLACEMENT POINTS ARE

- A. 10/30
- B. 10/20
- C. 5/15

3. NAGASHI MANGAN IS

- A. VALID IF THERE ARE NO CALLS.
- B. VALID IF YOUR TILES HAVE NOT BEEN CALLED.
- C. NOT VALID.

4. THERE ARE [ANSWER] YAKUMAN LIABILITY PAYMENTS.

- A. 2 TYPES OF
- B. 3 TYPES OF
- C. NO

5. AFTER DETERMINING THE SEAT POSITIONS, THE DICE IS [ANSWER] TO DETERMINE THE DEALER.

- A. NOT ROLLED
- B. ROLLED ONCE
- C. ROLLED TWICE

## QUESTION 2 (1 POINT X 4)

WRITE THE FOLLOWING MAHJONG TERMS IN KANJI.

PLEASE WRITE ACCURATELY IN REGULAR SCRIPT IN ACCORDANCE WITH THE ASSOCIATION COMPETITION RULES.

\*THE ( ) IS THE NUMBER OF KANJI.

- 1. ハイテイモウユエ HAITEI MOUYUE (4)
- 2. チュウレンポウトウ CHUUREN POUTOU (4)
- 3. メンゼンツモ MENZEN TSUMO (6)
- 4. ドラ DORA (3)

## QUESTION 3 (1 POINT X 3)

PLEASE WRITE THE NAME OF THE HIGHEST RANKING MATCH MEMBER BELOW ACCORDING TO THEIR REGISTERED NAME.

WRITE ACCURATELY IN REGULAR SCRIPT.

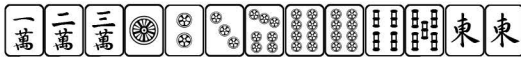
IF THEIR REGISTERED NAME IS IN KANJI, IT CANNOT BE WRITTEN IN HIRAGANA.

- 1. CURRENT SAIKOUJI
- 2. CURRENT FEMALE SAIKOUJI
- 3. ASSOCIATION REPRESENTATIVE

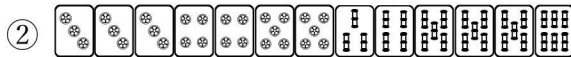
## QUESTION 4 (2 POINTS X 4)

PLEASE ANSWER THE NUMBER OF DIFFERENT TILES AND NUMBER OF TOTAL TILES THAT WILL MAKE TENPAI.

(TRANSLATOR REMINDER: YOU NEED TO DISCARD A TILE AFTER YOU DRAW A TILE.)



EXAMPLE: 6 UNIQUE TILES 20 TOTAL TILES





# QUESTION 6 (2 POINTS X 15)

FILL IN THE FOLLOWING WITH ALL THE POSSIBLE WAITS IN EACH HAND.  
HOWEVER, DO NOT ANSWER WITH A TILE WITH ALL FOUR COPIES IN THE HAND.



EXAMPLE: 1 4

