

MAH-JONGG

BASIC RULES

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MAH JONGG
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HISTORY;

The origin of Mah Jongg dates back about 4000 years. It was first a game of the ruling class in China. It is unclear whether the tile game began as a card game or playing cards developed from the use of tiles.

Mah Jongg was imported to Japan about 1907 and later in 1920 to the United States by an American, Joseph Babcock. Many changes to the game were made from country to country and each individual group. In 1925, Babcock put together the first official set of rules, including a summary of the traditional Chinese rules, with the addition of new American ways to play. In 1937, American Mah Jongg was further standardized with the founding of the National Mah Jongg League. The League changes the hands and rules yearly to add to the enjoyment of the game. The need for these annual changes is a matter of opinion.

The name Mah Jongg comes from the Chinese meaning literally “flax/hemp” “sparrow”, referring to the sound of the plant’s leaves clicking in the wind and the bird chattering, which the clicking tiles brings to mind.

SETTING UP TO PLAY THE GAME:

Set out one of each of the winds on the table. (N, S, E, W) Cast the dice to find out who draws a tile first.

Each person draws a tile to determine his seat. East may choose whichever seat he likes and the others arrange themselves in order – South to his right, West across, and North to his left.

Each person builds a wall 2 tiles high and 17 tiles long in front of himself to represent the four directions.

East chair casts the dice once again to determine who is OYA (new East/Dealer). The wind positions then rearrange around the person who is OYA (East).

BREAKING THE WALL AND TAKING THE TILES:

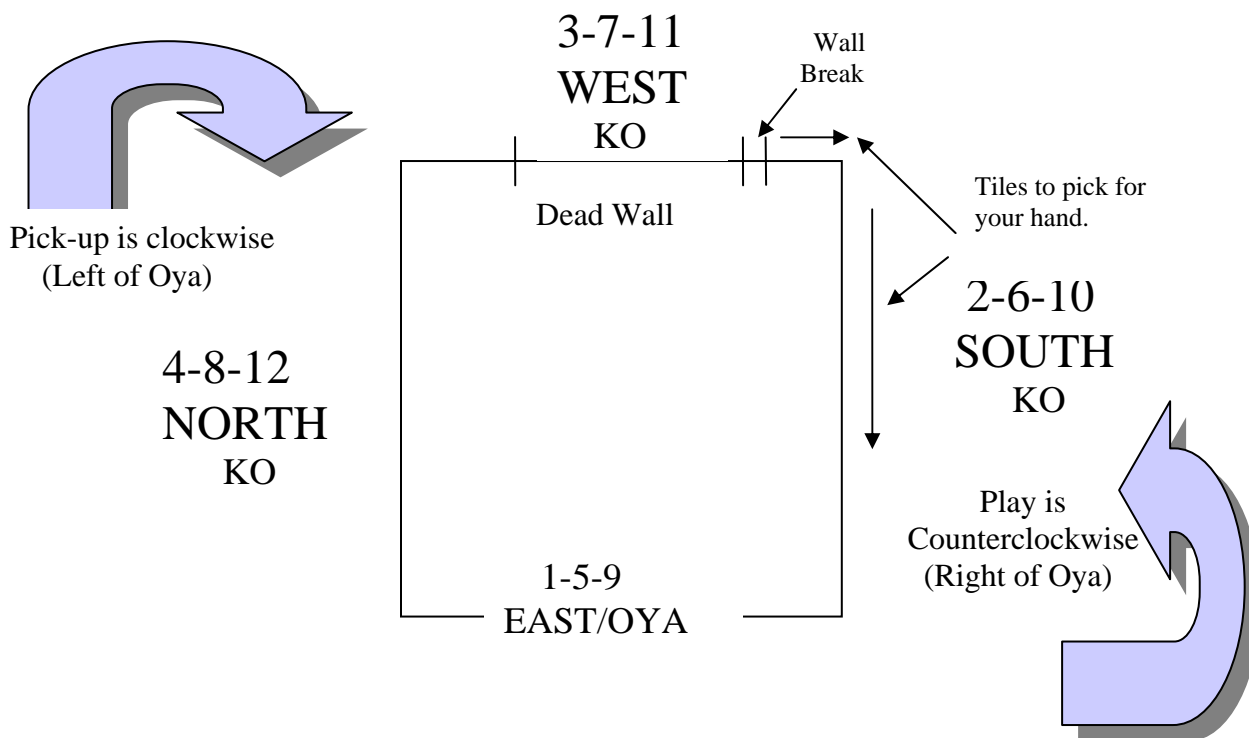
OYA (East) casts the dice once again to determine which SIDE of the wall will be broken (opened). Count counter clock wise beginning with East (to the right). The person, indicated by the number thrown on the dice (look at seating chart), casts the dice a second time. Add the numbers from the OYA’s cast and the second person’s cast together. The second person then counts from HIS RIGHT to LEFT the total of the two numbers and breaks his wall.

OYA (East) then takes the first 2 stacks (4 tiles) to the LEFT to the break.

The next player to take is South Wind (to the right of Oya). She takes two stacks (4 tiles) to the left of the break, then West wind & North wind takes two stacks (4 tiles) until each player has twelve tiles. The direction of the people taking their stacks goes to the right while the direction they take from the wall is to the left!

Oya (East) then takes two more tiles. He takes the 1st and 3rd top tiles of the next two stacks. This maneuver is called CHUNG, CHUNG. OYA receives the 1st and 3rd tiles for a total of 14 tiles in her hand, then everyone else takes one more tile for a total of 13 in her hand.

SEE FOLLOWING DIAGRAM

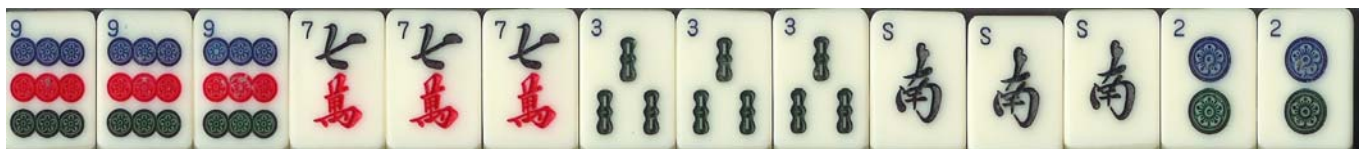


Basic combinations are:

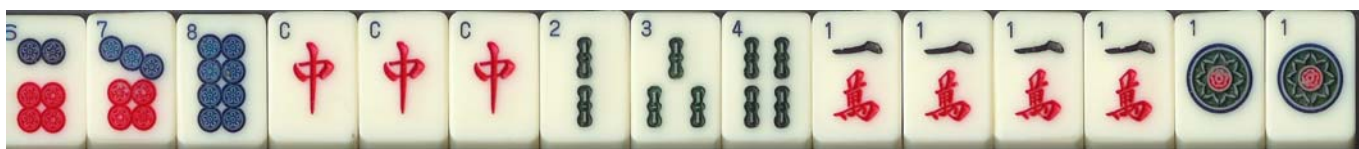
CHOW – A sequence of 3 consecutive numbers, aka a run.



PUNG – A triplet (a set of three of exactly the same suit and number).



KONG- A set of four of exactly the same tile.



PLAYING

Mah Jongg consists of four rounds of at least four games each. Each round is named after a wind. The first is the East wind round, and then follows South, West, and North wind rounds. The number of games that make up a round depends on whether the dealer wins his own deal or not. The tiles are arranged into stacks to build a wall for distribution. Once the tiles are distributed, the object of each game is for the players to try to form, with their tiles and those they draw anew from the wall or take from another's discard, certain combinations which count as many points as possible, and to make Mah Jongg. (Going out and winning the game.)

To Mah Jongg any game, a player must have TWO BONUSES. (Refer to bonus list)

If the EAST (OYA) WINS TWO HANDS IN A ROW, in order for him to win a 3rd or subsequent games, he must have THREE BONUSES there after until he loses his turn.

You are allowed to pick up a discard only if you can complete a combination. You must then meld (lay face up in front of you) this combination; it counts less than a concealed combination which you collect by drawing from the wall. Accordingly, the combinations are called either concealed or melded.

Mah Jongg is played counter-clockwise (to the right).. The play begins at East, called OYA , then follows to South, West, and then North, all called KO. Since OYA (East) is the dealer, he has one extra tile at the start. Play begins by OYA (East) discarding a tile without picking from the wall. Then KO takes a tile from the wall and discards one face up inside the wall in front of himself. You must name aloud this discard. Each player's discards are kept apart from those of the others and are placed in order, from left to right.

ANY player, who can use the discard in a PUNG or KONG, may claim the discard. A player may only claim a discard at the time it is discarded. Any discard not picked up is then "DEAD".

The next player is to the right of the person who punged. The player, whose turn it should have been next, is skipped. Several players may be skipped in this manner. If no PUNG or KONG happens, the original player's turn continues. He can choose between two possibilities:

*either he draws a concealed tile from the wall, or

*he picks up the last discarded tile after declaring CHOW, PUNG, or KONG.

When a player picks up a discard, he must indicate the tile he picked up by turning the tile on its side when he displays it in front of himself. If it is a pung, he must indicate who he received it from. This is done by laying the tile on its side in the position of the person he received it from.

A CHOW (run) may ONLY be picked up FROM the person to HIS LEFT!! (In other words, a chow can only be declared by the person whose turn it is.) If it is not the player's turn, he can only declare a PUNG or KONG to be melded face up in front of himself.

Kongs can be formed in three ways:

- *from a concealed pung in your hand and a discarded tile (outside kong),
- *from a concealed pung in your hand and a tile drawn from the wall (concealed kong),
- *from a melded pung and a tile drawn from the wall (outside kong).

A concealed kong must be displayed in front of the player to receive the points (8,16 or 32 pts). This is done by turning the outside tiles to the blank side when displaying a concealed set.

When a KONG is revealed, you must then remember to supplement your hand with a tile drawn from the dead wall because when counting the tiles in your hand, a kong is counted as 3 tiles **NOT** 4. (see glossary) and then discard a tile. Now that a tile has been removed from the dead wall, it must be replaced from the main wall. There must always be 14 tiles in the dead wall (7 stacks of 2 each).

If a KONG is completed from the wall and added to an existing pung displayed before you, it is considered an outside kong. Then supplement your hand with a tile drawn from the dead wall and discard a tile.

If several players claim a discarded tile at the same time, there is an order of precedence. PUNG (3 of a kind) has precedence over CHOW (three in a sequence); KONG (four of a kind) has precedence over a CHOW; and “MAH JONGG” or going out, has the highest precedence.

If two players declare Mah Jongg with the same tile, the person whose turn is next gets the tile.

THE COURSE OF THE GAME AFTER THE FIRST HAND:

At the end of the first hand, the score is calculated and the hand is settled. The deal then passes to the right. If the game ends in a draw (no one wins), the deal still passes to the right. The Right person is now OYA and is considered EAST and everyone’s wind position shifts to the right.

EXCEPTION: If OYA (East) wins the hand, he continues to play and is the dealer until he fails to win or KO wins.

COMPLETING THE GAME – MAKING MAH JONGG:

When you need only one tile to complete your hand, your hand is said to be TEM-PAI. This means it is possible for you to make Mah Jongg (to go out and end the game). You should announce to the group, “TEM-PAI”.

If you can Mah Jongg on one of your own discards, including the tiles others have picked from you (the reason why you turn the received tile on its side when displaying sets), you must announce that you can “MAH JONGG ON A TILE THAT YOU HAVE THROWN AWAY”.

A complete hand must contain four sets and a pair (LEG). A total of 14 tiles. The four sets may be CHOWS (sequences), PUNGS (three of a kind), or KONGS (four of a kind), melded or concealed. In this case you announce to the group; “MAH JONGG!!”

When the game is finished, the score of the person who Mah Jongged is calculated. The points are then multiplied by any applicable doubles, and then payment is made. (See the scoring page for details.)

IMPORTANT RULES:

- If for what ever reason a player does not have enough tiles (12 instead of 13), he cannot Mah Jongg the game. He must continue to draw and discard with only 12 tiles. It is always best not to mention this fact to the others.
- You must ALWAYS have 2 bonuses. If ALL chows is one of your bonuses, you must be sure you have another bonus somewhere else. (eg. Ichi-kyu-ari or a series). You cannot have a pung in a chow hand and still have 2 bonuses (even if it's a dragon or table wind because it is no longer a chow hand. So you must have a series or another bonus.). In other words: You cannot mix PUNGS and CHOWS together unless you still have **TWO** bonuses. (eg: Ichi-kyu-ari chows and the table wind. Ichi-kyu-ari is the bonus and not chows, so a pung of the table wind or dragon is OK.)
- TO GET A BONUS USING CHOWS, YOU CANNOT HAVE A LEG OF DRAGONS OR WINDS.
- When you have a dragon, table or your own wind as a LEG, you DO NOT have a BONUS. You only have 2 POINTS. You must have a PUNG of 3 for a BONUS.
- If a player falsely calls MAH JONGG, he must pay everyone 100 points.
- When you make a kong (4 of a kind), you must remember to supplement your hand with another tile from the dead wall. When counting the tiles in your hand, a kong is counted as 3 not 4 tiles. So if you do not take a tile from the dead wall, you will not have enough tiles in your hand.
- The right side of the break is the end of the wall. The last 7 stacks (14 tiles) of that wall is the DEAD WALL and are not used in the game except for when replenishing your hand after making a Kong.
- Remember to always have 14 tiles in the dead wall. So you must replace any tiles you take away for kongs from the main wall.
- When completing a combination and displaying it in front of yourself, you must indicate the position of the person you received it from. This is done because when a person is Tempai with something she has already thrown, she must declare: "I can Mah Jongg on something I've thrown away".
- You must always declare yourself TEMPAI (you only need one tile to Mah Jongg). If you forget or do not notice and someone puts down the winning tile before you have declared Tempai, you cannot take it and must wait a full round of players and it's your turn again before you can officially become Tempai.
- When a player has a hand that is completely "inside" (no melded combinations displayed) and you pull the winning tile from the wall, you receive another BONUS.

- But if you have an INSIDE HAND and receive the winning tile from someone else, you ONLY receive 10 points.
- If you pull a Mah Jongg for a mixed twin hand from the wall, it gets bumped up to a limit hand because it is considered an all inside hand which receives another bonus. So it goes from a half limit to a limit hand for a mixed twin hand. If the winning tile is received from another player, it stays a half limit hand of 250 points.
- When doing PAIRS, you CANNOT have ALL 4 of any one tile.
- If EAST (OYA) WINS 2 HANDS IN A ROW, in order for her to win a 3rd or subsequent games, she must have THREE BONUSSES.
- You CANNOT mix JUMP CHOWS and REGULAR CHOWS in the same hand.
- If on the first round of a game all 4 players discard the same tile, everyone's hand must be given up and dealt.

BONUSSES

LEARN YOUR BONUSSES!!!!

BONUSSES!!!!

BONUSES (DOUBLES)

One bonus each, except where noted

Pungs

Set of own wind

Set of table wind

Set of three (same-color) dragons

A three-pung series (same # in each suit)

All pungs

If *three* pungs are *concealed* you receive two bonuses

If all *four* pungs are *concealed* you have a limit hand

Chows (must *not* include winds or dragons)

All chows (jump chows *or* regular chows, not mixed)

A three-chow series (same # in each suit)

Three-chow run (chows of 1-2-3, 4-5-6, and 7-8-9) in one suit

Ichi-kyu-ari hand

Every set & leg contain an honor tile (one, nine dragon or wind)

Ichi-kyu-nashi hand

No tile is an honor tile (Think of *ari* as “all” & *nashi* as “none”)

Concealed hand

All tiles are drawn from the wall

If the winning tile, also, is drawn from wall you get an extra bonus

All one suit (all bamboo, or all balls, or all characters)

If dragons and/or winds are included, the wind must be your own
or the table wind: one bonus for tiles all in one suit, and
one for each wind or dragon pung

A “pure” one-suit hand has *no* dragons or winds: it gets 4 bonuses

Going out

Last tile of wall

Last discarded tile

Supplement tile for a kong from the Dead Wall

Robbing a kong (going out with a tile a player claims for a kong)

LIMIT HANDS (500 pts)

Pungs

Sets of all three dragons

Sets of all winds (3 wind pungs and a pair of the 4th wind)

All dragons and winds

4 concealed pungs

All pungs and the leg are 1's and 9's

All pungs in one suit

Sky Ladder

Increasing # and changing suit with each additional pung

Leg must be in numerical sequence but can be in any suit

Kongs

Four sets of exactly same tile in different suits, or all four winds

All One Suit

Each tile in same suit (no dragons or winds) *plus* one of:

12 points or more, all twins, all chows, all pungs, all ari,
all nashi, all concealed, or containing a 1-9 chow series

All Green Hand

Green dragons & all green bamboo tiles (tiles # 2,3,4,6 and 8)

Any one can be a leg. Mix of pungs, kongs and chows is okay

Nine Gates

All one suit: 3 ones, 3 nines, 2-8

Last tile can be one that matches any of the preceding

Twin Hands (7 pairs)

All tiles are pairs *drawn from wall*, *plus* one of the following:

Ichi-kyu-ari (*all* honors as ones, nines, dragons, or winds), or

Ichi-kyu-nashi (*no* honors), or

All tiles in the same suit

This is a limit hand worth 500 points

Mixed Twins

Combines honor and 2-8 tiles in same or different suits

If won on a discard, this *half-limit* hand is worth 250 points

If drawn from the wall, mixed-twin becomes a limit hand

When 3 bonuses are required, any type of twin hand qualifies

Orphans

13 single tiles of each of the 3 dragons, 4 winds, 3 ones and 3 nines
with any matching tile for the leg

Oya (East Wind Player) out with hand dealt

Ko (Any player not East) out with the first tile discarded or drawn

POINT VALUES

BASIC POINTS: 20 pts for going out with Mah Jongg

CHOWS – Receive NO points (Regular or Jump)

PUNGS OF HONOR TILES (All winds, dragons, ones, & nines)

Melded = 4 pts

Concealed = 8 pts

PUNGS OF TILES 2- 8 (ALL SUITS)

Melded = 2 pts

Concealed = 4 pts

KONGS OF HONOR TILES

Melded = 16 pts

Concealed = 32 pts

KONGS OF 2-8 (ALL SUITS)

Melded = 8

Concealed = 16

YOUR OWN WIND or TABLE WIND AS A LEG

Your own wind ONLY = 2 pts

Table wind ONLY = 2 pts

If your wind & table wind are the same = 4 pts

ONE CHANCE – Completing a chow that gives you Mah Jongg when the final tile is the only one possible for that chow. = 2 pts

100 point PENALTY for a false Mah Jongg

10 points if a hand is INSIDE, but the winning tile was received from someone else.

EXTRA BONUS for an INSIDE HAND that the winning tile was pulled from the WALL.

SCORING

- ❖ Base points is 20. This is the amount you receive for going out with Mah Jongg
 - ❖ Calculate the number of points in the winning hand (see above) and add to the base points.
 - ❖ Double once for each bonus.
 - ❖ Round up or down the total score to the nearest 10th...
 - ❖ A concealed Mah Jongg (a hand totally inside, with the last tile drawn from the wall), receives an extra BONUS.
 - ❖ A concealed Mah Jongg completed with a discard from the table receives an extra 10 points and NO BONUS.
 - ❖ Multiply by 4 if the winner is KO (anyone but East/Dealer).
If KO goes out with a discarded tile, the person who discarded pays the total amount.

If KO wins by PULLING FROM THE WALL, the points are calculated and EVERY KO PAYS that amount while OYA pays DOUBLE that amount.
 - ❖ Multiply by 6 if the winner is OYA (East/Dealer).
If OYA goes out with a discarded tile, the person who discarded pays the total amount.

If OYA wins by pulling from the wall, the points are calculated and EVERYONE pays DOUBLE that amount.
- ** ** There is a 500 point limit. If the number of points exceeds 500 before it is multiplied by 4 or 6, it is considered a LIMIT HAND, Therefore the hand is scored by multiplying 500 X 4 or 6. For KO: 500 X 4 = 2000. For OYA: 500 X 6 = 3000.

SCORING CHART

The 1st number is what KO pays if the winning tile was drawn from the wall: OYA pays double that amount. The 2nd number is what is paid by the loser to KO; the 3rd number is what KO pays to OYA when responsible for OYA's win. If OYA wins from the wall, ALL KO pay double the 1st number.

POINTS	1 BONUS	2 BONUSES	3 BONUSES	4 BONUSES
20	40/160/240	80/320/480	160/640/960	320/280/1920
22	40/170/270	90/360/560	180/720/1080	350/1400/2100
24	50/200/300	100/390/570	190/760/1140	380/1520/2280
26	50/200/300	100/400/600	210/840/1260	420/1680/2520
28	60/240/360	110/440/660	220/880/1320	450/1800/2700
30	60/240/360	120/480/720	240/960/1440	480/1920/2880
32	60/240/360	130/520/780	260/1040/1560	
34	70/280/420	140/560/840	270/1080/1620	LIMIT HAND:
36	70/280/420	140/560/840	290/1160/1740	500/2000/3000
38	80/320/480	150/600/900	300/1200/1800	Special Note:
40	80/320/480	160/640/960	320/1280/1920	A basic mixed twin
:				
42	80/320/480	170/680/1020	340/1360/2040	hand is 250 points.
44	90/360/540	180/720/1080	350/1400/2100	*An ichi-kyu-ari or
46	90/360/540	180/720/1080	350/1400/2100	ichi-kyu-nashi hand
48	100/400/600	190/760/1140	380/1520/2280	is a LIMIT hand.
50	100/400/600	200/800/1200	400/1600/2400	*A mixed twin pulled
52	100/400/600	210/840/1260	420/1680/2560	from the wall is a
54	110/400/600	220/880/1320	430/1720/2580	LIMIT HAND..
56	110/440/660	220/880/1320	450/1800/2700	
58	120/480/720	230/920/1380	460/1840/2760	

GLOSSARY

CALL: Declaration made to interrupt the order of play to one's favor by claiming the tile which was last discarded, with which a combination can be completed or with which a player can end the hand. The combinations must be laid out immediately after the call. The calls are: CHOW, PUNG, KONG, and MAH JONGG.

CHOW: (1) A sequence, run or set, which can only be made with tiles of the same suit. It consists of three directly consecutive numbers (ie: 3-4-5). (2) The call. You can declare CHOW by claiming the last discard – only from your left – or by drawing a tile from the wall to complete a sequence. A drawn tile (from the wall) chow does not need to be displayed, but can be kept concealed in your hand.

CONCEALED: A set or hand that is totally inside or does not have any tiles displayed on the table in front of the player. Only the player knows what is in the hand.

CHUNG, CHUNG: The top 1st and 3rd tiles the OYA receives after each KO has received their 12 tiles during the deal.

DEAD WALL: The last 7 stacks (14 tiles all together) to the right of the wall break. These tiles are not used in play. Only when a supplemental tile is needed for a KONG. When one tile is taken away for a KONG another tile from the end of the usable wall is needed to replace it. There must always be 14 unplayable tiles in a game.

DECLARED: A tile that is called to claim it for a set. Or to claim points for an inside KONG.

Green Hand – Three green dragons, three sets of all bamboo numbers 2,3,4,6,or 8 (all the bamboo tiles with NO RED in them). The three sets may be any combination (chow,pung, or kong), and there must still be a leg. Remember: you cannot use any bamboo tile with RED in it.

HONOR TILES: The white, red, and green dragons, the four winds (East, South, West, and North), and the ones & nines in each suit. There are four of each .

ICHI-KYU-ARI: A set of CHOWS, PUNGS, OR KONGS that HAVE ALL ones, nines, dragons, or winds in the set.

ICHI-KYU-NASHI: A set of CHOWS, PUNGS, or KONGS that HAVE NO ones, nines, dragons or winds in the set.

JUMP CHOWS: A sequence of every other number. (i.e.: 2-4-6 or 1-3-5) As in REGULAR CHOWS, the sequence can include ALL ones and nines, (ICHI-KYU-ARI) or NO ones, nines, (ICHI-KYU-NASHI). *NEVER mix jump chows with regular chows in the same hand.

INSIDE HAND: A hand that is completely hidden from the other players with NO melded combinations displayed,

KO: Any player that is not East Wind. So players in the South, West or North positions are considered to be KO.

LEG: The pair of tiles needed for a complete Mah Jongg hand. It must be two of the exact same tile in number and suit.

MELD: Completing a set (chow, pung, or kong) by picking up a discard from the table and displaying it in front of you.

MAH JONGG: With the Mah Jongg call, the hand is ended.

ORPHANS: ONE EACH of ALL the ones, & nines in ALL THREE SUITS, ONE EACH of the dragons, and winds. The 14th tile must be a duplicate of any of the others (a LEG). There must be a total of 14 tiles when mah jongg is called and must be an all inside hand except maybe the last tile that completes the mah jongg.

OWN WIND: For each player, the wind of the same name as his position. A player who has a set of his own wind direction receives a bonus.

OYA: (1) The East wind player. (2) The dealer.

PAIRS or TWINS: (1) Two tiles of the same kind; obligatory for a complete hand also called a leg. (2) 7 Pairs in a hand is a Bonus. It is a limit hand (500 pts) if each pair contains ones, nines, dragons, or winds (ichi-kyu-ari). OR if each pair contains NO ones, nines, dragons, or winds (ichi-kyu-nashi). (3) A mixed pair hand (A COMBINATION OF Honor tiles and 2-8 tiles) is a half limit hand (250 points). This must be an all inside hand except maybe the winning tile. If the Mah Jongg is pulled from the wall, the mixed twin hand becomes a LIMIT HAND. You also CANNOT have 4 of the same tile as 2 pairs.

PREVAILING WINDS: Each round (at least four hands) is named for a wind, and this wind is said to “prevail” during that round. It is also called the table wind. A set of the prevailing wind has scoring advantages. Any player whose own wind is also the prevailing wind is said to have **DOUBLE WIND**, or **DOUBLE BONUS**.

PUNG: (1) A triplet. A set which consists of three tiles of the same kind. (2) The call. You can declare **PUNG** by claiming the last discard or by drawing a tile. The declared **PUNG** must be melded and displayed.

ROBBING A KONG: Two players call at the same time **KONG** and **MAH JONGG**. The **MAH JONGG** call is higher, and that player receives the tile. This is referred to as ending the game by “robbing the kong” and is an extra **BONUS**. Also if a player pulls a 4th tile matching a displayed pung and adds it for a kong and another player needs it to Mah Jongg, it is also robbing a Kong and adds another **BONUS**. In both cases, the **BONUS** is because the game has ended with the **LAST TILE** possible to play with.

ROUND: There are four rounds to a game. A round is complete when all four players have held and lost the deal.

SERIES: The same set of numbers in all three suits. (e.g.: 1,2,3 in bamboo, 1,2,3 in characters, and 1,2,3 in balls)

STACK: Two tiles, one on top of the other, in the wall.

SETS: Certain combinations collected in order to achieve a complete hand; a **PAIR** (leg or 7 pairs), **CHOW** (sequence), **PUNG** (a triplet) or a **KONG** (set of four).

SUPPLEMENT TILE: The tile a player receives from the **DEAD WALL** because of a **KONG**.

SUIT TILES: Tiles numbered 1 through 9 in the three suits: balls, bamboos, and characters. There are four sets of each number.

TWINS: See **PAIRS**