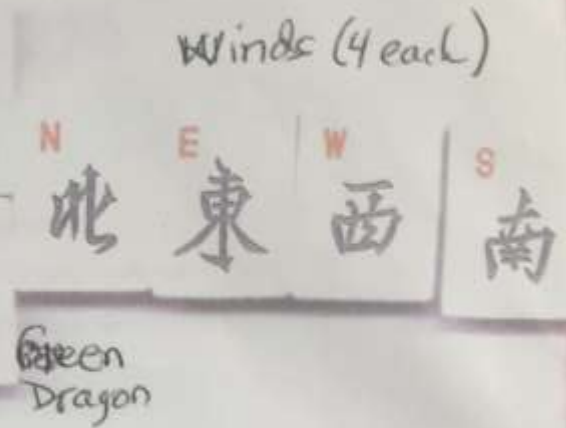
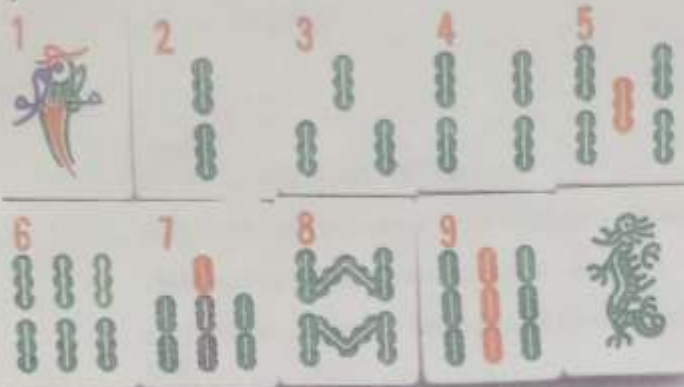


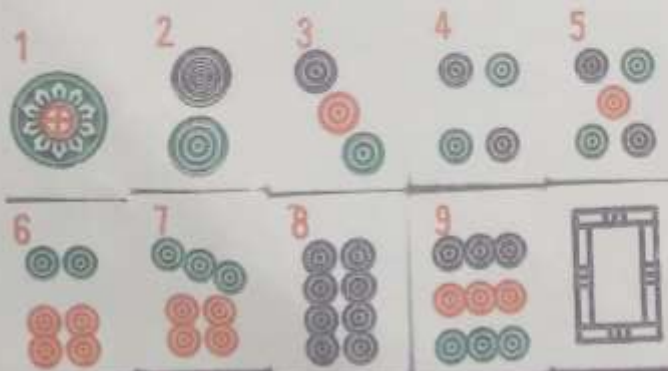
Bams (4 each)



Craks (4 each)



Dots (4 each)



Soap or White dragon

Behind  
Bamboo

Suits

Bamboo or bams (4 of each)



Honors (dragons and winds)

Green  
dragon

(4 of each)  
Winds (NEWS)



Craks (4 of each)



Joker (8 in all)

Red  
dragon



Dots or stones (4 of each)

Flowers (8 in all)



Soap  
or  
white  
Dragon (the number zero "Q")

## Origin of Mah Jongg

### In China

500 BC Confucius (ideas, cards, naming)

1350 AD Mataio (Cards game with 4 suits (3 of suits used today))

1850 Chen Yumen makes card game a tile game for Aristocrats; 3 suits and creates winds.

1911 Chinese government opens game to commoners. Asian version of Mah Jongg spreads around the world.

~~In USA~~  
1920 Asian version most popular game in US. Many versions pop up.

1937 National Mah Jongg League formed to standardize play and create a unique version for USA, introduce score card, Jokers, and Charleston. (4 jokers)

1950's 4 more jokers introduced (8 in all). 8 flowers becomes standard.

## Scoring in Mah Jongg

### **Object of game:**

To make Mah Jongg or to prevent someone else from making Mah Jongg.

Scores are adjusted by the "value" assigned to each Mah Jongg hand on the card.

### **Person making Mah Jongg adjusts by adding values:**

1. If a Mah Jongg hand is displayed without jokers, double the value. **Example:** value is 25. No jokers makes the value 50. **Exception:** Hands in the section labeled Singles and Pairs do not double in value as they are always played jokerless. Person making Mah Jongg is only one to declare the hand jokerless.
2. If a person making Mah Jongg **picks** a tile from the **concealed tiles** (or uses this tile to redeem) and then makes Mah Jongg, double the value. **Example:** If the value was 25, the person picking the winning tile from the concealed tiles gets a value of 50. Therefore, if the Mah Jongg has no jokers and is picked from the concealed tiles, the value is doubled and doubled again or 4 times the value of 25 if the hand has a value of 25 on the card.
3. If a person making Mah Jongg **picks** the winning tile for Mah Jongg from an **exposed tile (discard from another player)** the value does not double. **Exception:** If a person picks an exposed tile and then redeems a tile and then calls Mah Jongg, the value does double.

### **Person not making Mah Jongg adjusts by subtracting values:**

1. **If a player discards a tile and it is used by another player for Mah Jongg**, the discarding player goes down double the value made by the Mah Jongg winner. **Example:** If the value was 25, the discarding player goes down 50. **Exception:** If a player discards a tile and another player calls it, redeems a joker, and then calls Mah Jongg, the player does not go down double.
2. Therefore, **if a player discards a tile and it is used by another player for Mah Jongg that has no jokers displayed in that Mah Jongg**, the discarding player goes down 4 times the value (double and double again). **Example:** If the value was 25, the discarding player goes down 100..
3. **All other players go down by the value assigned to the winning player's hand.** **Example:** the winning player makes a jokerless hand with a value of 25 by picking from concealed tile the value doubles and doubles again to 100. Everyone goes down by 100. OR the winning player goes down by the making a jokerless hand with a value of 25 by picking from an exposed tile the value only doubles to 50.
4. A tile is called for exposure. A player puts up the exposure but continues his turn by then redeeming a joker and then calls Mah Jongg. The exchange of the joker gave the player Mah Jongg and not the exposed tile. This makes the move a self picked Mah Jongg and all players subtract double the value of the hand.

**In Wall games: All tiles have been exposed and no one has declared Mah Jongg. No one scores.**

### **Penalties**

1. If a player discards a tile and mislabels the tile but another player needs that tile to make Mah Jongg, the player discarding the tile will go down 4 times the value that the Mah Jongg would have won and no player will be able to call Mah Jongg. **Example:** value of hand was 25 but no jokers made it 50, the player mislabeling the tile would go down 4 times 50 or 200 points.
2. If someone declares a player's hand dead in error, at the end of the game that person who made the declaration loses 25 points.
3. During the Charleston with a blind pass or steal, a player may not look at tiles being passed to them before they steal them and pass them to another player. There is a penalty of a loss of 10 points.

## Game Procedures

1. Place 38 tiles face down adjacent to each wall (19 tiles on the bottom, 19 tiles on top of the bottom row).
2. Roll the dice. High roller is the dealer (known as the East).
3. East, the dealer, rolls the dice again to break the dealer's wall.
4. The roll of the dice by East is counted by the double stack of tiles on East's wall starting from the right side of that wall. Leave the counted tiles on the wall and push the rest of the tiles to the center of the table making sure that the right side of the pushed in tiles are center most and the left side of the line of the tiles are farthest from the center of the table. Mark the left side as the side not to pick or deal from.
5. East takes 4 tiles from the right side of the line of tiles in the middle of the table and places those tiles face down in front of his/her rack (hand holding side of the wall).
6. The order of play is counter clockwise from East (to the right of East). The next player picks 4 tiles and then the next and the next. The East begins the picking again, 4 tiles at a time until all players have 12 tiles. Then the East picks the first and third tile on the top row of the pushed in tiles. Each player starting from the right takes one tile (top to bottom, bottom if there is no top). No player may rack or look at their tiles until all tiles have been dealt.
7. As a pushed in wall is used up, a new wall to the left (clockwise) is pushed in to be dealt or to be picked from.
8. Organize your tiles by their suits.
9. Scan the titles that indicate the pattern of hands beneath them.
10. Choose a section labeled by that title based on the pattern in the hand you were dealt. Sometimes your hand pattern matches a specific hand pattern in a section and other times you have a hand that seems to go in a section but no specific hand in that section.
11. Choose all the tiles that belong in that section and put all the other loose tiles aside to be passed during the Charleston. You may pick more than one hand to play and later eliminate that hand when more tiles seem to fit another pattern.
12. Begin the Charleston (3 steps passing 3 tiles at a time). (ROLLOR (two Charleston passes))
13. When the Charleston and Courtesy passes are over, count your tiles. Everyone should have 13 tiles except for the East who has 14. If everyone does not have the correct number of tiles, adjust (give up some or get some) with another player.
14. East begins the game by discarding a tile face up and announcing the name of the tile. The player to the right may call that discard or pick a concealed tile from the center pushed-in wall. Always pick from the right side of the wall. If you call a tile, place the entire group it belongs to on the top of your wall face up. If you pick from a concealed tile, place that tile in your hand on your rack immediately. Next, discard a tile to end your turn placing the tile face up and announcing the name of the tile.
15. If a player picks up (calls) a discard, that player interrupts the order of play. The new order of play is to the right of the person who is last to discard. The other players may lose their turn. Be sure to verbalize that you want a discarded tile before the next player picks and racks or picks and discards.
16. Never pick ahead before someone has discarded a tile. Only the last discarded tile may be called for an exposure (group) that is placed on the top of the wall. If someone begins to pick a concealed tile from the wall in the center of the table, they may not put it back and cannot decide to call the last discarded tile.

## Rules in Mah Jongg

### 7 Basic Rules:

**1. When to put a joker in an exposure (group) no exception to this rule:**

The group size must be **3** or more **LIKE** tiles. You may never place a joker in groups that are singles or pairs, or unlike. As many jokers as you want may be placed in a group. A group may consist of all jokers.

**2. When and how may you pick up (call) a discarded (exposed or face up) tile:**

- a. **In or Out** of turn to complete a group you may pick up a discard only if it is the last tile to be discarded (no prior discarded tiles may be picked), but the called tile and the group it belongs in must then be exposed (placed) on top of the wall to prove that the group is completed. Do not put a called tile in your hand!
- b. Group must be a size of **3** or more tiles that are all **like**.
- c. Must not call a group if you are playing a hand labeled C (concealed)
- d. Exception to the pick-up rule:

For the last tile needed to make Mah Jongg (14<sup>th</sup> tile), you may break all the above mentioned pick-up rules (a-c)

**3. When to pick up a concealed (face down tile):**

If you do not call a discard then you must wait for your turn to pick a concealed tile. You must only have 13 tiles in a hand at the end of your turn. Place the concealed tile in your hand and then discard a tile.

4. **Your turn starts when** you pick a discard (call a tile) or when you pick a concealed tile from the wall of tiles if it is your turn in the rotation. The turn rotates counterclockwise (to the right). **Your turn ends when** you discard a tile.
5. A joker may be discarded but no one may call the joker (pick it up) from the table.
6. **Redeeming a joker: ONLY ON YOUR TURN AND FROM YOUR HAND.** If the tile in your hand matches the tile in an exposed group (a group placed on a wall) **and** the group has a joker(s) take the matching tile(s) from your hand and put the tile in the group while removing the joker(s) in the group. You may only redeem after your turn has started (you have picked) but before you discard a tile to end your turn.
7. A joker may not be passed during the Charleston or Courtesy passes. It must be returned to the sender if it is passed.

Additional Rules:

1. **When is a hand Dead? Someone at the table must call you dead. You may not declare yourself dead. If you feel you are not dead, continue playing and at the end of the game the person declaring you are dead in error will be penalized 25 points.**
  - a. If it does not have the correct number of tiles (13).
  - b. If a concealed hand is played open. You may not call a tile from the table and put an exposure on the wall if you are playing a concealed hand.
  - c. If an exposure is put up incorrectly (you put a joker in a pair, you put up the wrong size exposure and there is no way to switch to a hand that has that size exposure)
  - d. If you pick from the wrong wall or from the wrong end of a wall and do not realize your mistake until you discard and end your turn.
  - e. If you have an unplayable hand (e.g., you need a pair to complete your hand but all the tiles in that pair have already been discarded on the table)
  - f. If you violate the pick-up or joker-in-a-group rule.
  - g. If you mislabel a tile that someone else needs for Mah Jongg all hands become dead and you receive a penalty of 4 times the value of the hand that would have been made for a Mah Jongg. Normally if you mislabel a tile, you must correctly label the tile so that someone else can pick it up but for Mah Jongg it becomes too late to correct the mislabel.
2. **When to redeem jokers from a dead hand?** A joker can be redeemed from an exposure if the exposure was on the wall before the hand was declared dead. If you are declared dead as a result of putting down an exposure with jokers in it, the jokers in that dead exposure may not be redeemed.
3. When more than one person wants to call the same tile:
  - a. Next in turn to play gets the tile
  - b. Exception: a player needing the tile for Mah Jongg gets it over the player needing the tile for just one exposure.
  - c. If both players need it for Mah Jongg then the player next in turn to play gets the tile.
  - ~~d. If one player wanting Mah Jongg has an exposure and the other making an exposure, the one with the exposure gets the tile.~~
  - e. Exception: If one player calls for the tile out of turn and starts to put the tile in an exposure on the wall and then the player next in turn wants to call for the tile, it is too late for the player next in line to get it. So don't hesitate to call if you need a tile or it may be too late.
4. When you pick a tile from concealed tiles, immediately rack it or if you do not want it, immediately discard it. If it is not racked, someone may call the last discard and you have to put the concealed pick back into the concealed wall. Once someone racks, the last discarded tile is dead. Once someone discards, the previous discard is dead. **If you pick a tile from concealed tiles and move it away from the wall, even if you have not viewed the tile, you must continue to pick and view it. You may not put it back and call another tile instead.**

Do the ROLLOR

Right  
Over  
Left  
Left  
Over  
Right



# The Charleston

Remember this phrase: **ROLLOR**

This is what it stands for:

**RIGHT, OVER, LEFT** ← Steal

**LEFT, OVER, RIGHT** ← Steal

Courtesy (over)



# The Charleston (series of passes to get a better

The Charleston is a series of three passes used to discard unwanted tiles and hopefully gain beneficial tiles. It is a procedure that is performed after the tiles are dealt but before the game of Mah Jongg begins. During these passes, 3 tiles must be passed at a time.

There are 2 Charllestons and a Courtesy Pass. During the Courtesy Pass, 0-3 tiles may be passed.

The first Charleston is mandatory. The second Charleston is optional. The Courtesy Pass is optional. There is no Charleston if you have less than 4 players.

**First Mandatory Charleston: (must pass 3 tiles each pass)**

R (right)

O (over)

L (left)

You may blind pass or steal

Stop \_\_\_\_\_

**Second Optional Charleston: (must pass 3 tiles each pass)**

L (left)

O (over)

R (right)

You may blind pass or steal

Stop \_\_\_\_\_

**The Courtesy Pass of 0-3 tiles is across (O for over)**

**YOU MAY NOT PASS A JOKER DURING THE CHARLESTON AND COURTESY PASSING.**

**Blind Passing or Stealing:** If you do not have 3 tiles, you may pass less from your hand and take the addition tiles concealed from the pass going to you. You may not look at the tiles passed to you until after you have passed the tiles from your hand and the additional tiles from the passed tiles that went to you.

# Joker Tiles



## Important Joker Points

There are a total of 8 Joker Tiles



- ✓ Jokers are like wild cards, they may comprise or be used entirely in Pungs, Kongs, or Quints.
- ✓ You may **NEVER EVER** use a Joker in a **PAIR**.
- ✓ You cannot pass Jokers in the Charleston.
- ✓ A Joker can **NEVER** be used as a **SINGLE**.
- ✓ You must wait your turn to claim a Joker(s) from an exposed hand. *Only from a tile in your hand.*
- ✓ You may discard Jokers, when it is your turn.
- ✓ You cannot pick up a discarded Joker.