

2026 MAH JONGG TUTORIAL

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THE TILES

There are 152 tiles in an American Mah Jongg set.

Suited tiles (9 in each suit, 4 of each tile)

- * CRAKS – red Chinese characters - associated with Red Dragons
- * BAMS – green bamboo pieces - associated with Green dragons
- * DOTS – circles - associated with White (soap) dragons
- * Dragons – 4 each of red, green and white (soap)

Neutral (suitless) tiles:

- * Winds – 4 each of N, E, W and S
- * Jokers – 8 - used to make 3, 4 or 5 of the same tile
- * Flowers – 8 – normally, tile looks more like an Asian scene than an actual flower; any numbers or words on these tiles have no meaning in American MJ
- * White (soap) dragon- can be associated with the Dots suit **OR** serves as a zero in numbers (e.g., 2026)
 **See page 13 for a graphic of the tiles created by Diana Crick*

NOTE: Different Mah Jongg sets may use different symbols on the tiles, e.g., flowers, 1 bam, dragons may have a different design. "Modern" sets may use different symbols to represent the various suits.

**See pages 14 - 15 for examples of different 1 bam and flower tiles*

THE PLAYING CARD

Divided into categories:

- Year (2026) - 2 4 6 8 - Any like numbers - Quints - Consecutive run
- 1 3 5 7 9 - Winds-dragons - 369 - Singles and pairs

Year: The 0 in the year is made with the soap (white dragon). The soap (white dragon) is considered to be a zero and not a dragon if it is used to make the year combination. It is neutral; it is not a dot whenever it is used as a zero.

- Cannot use a Joker to make any of the tiles in "2026" – each one is a separate number.
 Jokers can only be used to make a set of 3 or more of the same tile.

2468: 2s, 4s, 6s and 8s are used to make these hands.

Any like numbers: The 1s shown on the card can be any number, e.g., all 7s, all 4s, etc.

Quints: Each of these hands has at least 1 set of 5 tiles.

Consecutive run: The first hand must be made exactly as shown. The other hands use any consecutive numbers; e.g., 111 222 3333 4444 can be made with 444 555 bams and 6666 7777 dots.

13579: 1s, 3s, 5s, 7s and/or 9s are used to make these hands. Some hands use all of these numbers; some use only 1s, 3s and 5s; others use only 5s, 7s and 9s.

Winds-dragons: Winds and dragons are the primary tiles used in these hands.

- Cannot use a Joker to make any of the tiles in "NEWS" – each one is a separate tile. Jokers can only be used to make a set of 3 or more of the same tile.

369: Only 3s, 6s and 9s are used to make these hands.

Singles and pairs: All hands are made using pairs. No jokers can be used. All hands are concealed.

Many of the hands have directions next to them clarifying what is needed for the hand ("parentheticals"). Be sure to read these so you are clear on what the requirements of the hand are. The back of the card also has more information about the rules.

The colors on the card indicate the number of suits required, not specific suits.

- One color (blue) means that the tiles must be all the same suit. 2 colors (green and red) mean tiles are in any 2 suits. They do not indicate that the suits must be Bams and Craks. 3 colors (green, red, blue) mean tiles are in all 3 suits.
- 1 color = any one suit; 2 colors = any 2 suits; 3 colors = any 3 suits

Values = amount paid if playing for money

C under values = concealed hand – you cannot pick up any tiles other players discard except to make Mah Jongg – usually (but not always), this will be the last hand of the category.

Pung = Set of 3 of the same tile; can use jokers in place of any or all of the tiles.

Kong = Set of 4 of the same tile; can use jokers in place of any or all of the tiles.

PLAY BEGINS

To begin, tiles are placed face down and mixed. Walls are formed in front of the rack of each player – 2 layers of 19 tiles each. The dice are rolled by each player, and the player with the highest total is named "East" and becomes the first player to pick from the wall.

- East rolls the dice again and sets aside that many double tiles from the wall in front of them starting at the right end. This is called "breaking the wall".
- The remaining tiles are pushed at an angle toward the center of the table for players to pick.
- The tiles remaining in front of East after breaking the wall are placed at the front of the right end of the rack.
- East picks 4 tiles from the end of the wall that is closest to the center of the table.
- The player to the right of East then selects the next 4 tiles from the wall. The selections continue with each player selecting 4 at a time until all players have 12; then 2 to the dealer and 1 to each other player – East ends with 14 tiles; the other players each have 13.
- As you pick each group of tiles, you place them on the table in back of the rack. Only after you have all your tiles do you move them on to the slanted part of the rack.
- When all the tiles from the first wall are picked, the wall to the left of East becomes the active wall and is pushed out at a slant to facilitate tile picking. It is a courtesy (not a rule) to turn the last 2 tiles of the wall sideways to designate the end of the wall so that players don't pick from the wrong end.

**See page 16 for a graphic of the wall and dealing created by Natasha Johnson*

Once the tiles are dealt, you will organize them in your rack. There are many ways to set up your tiles. Begin with each suit in its own group, in numerical order. You could put flowers and jokers to the far left, and dragons and winds on the opposite side. Or you may want to keep your dragons with their respective suit. Whatever you decide, do this for every hand. It will make it a lot easier for you to figure out what are the strengths and weaknesses of your hand if you use a consistent method for organizing your hand.

You will look at your tiles and tentatively decide what category you are going to play in. For example, if you have a lot of even numbered tiles, you would look at the 2468 category. Don't try to decide on a specific hand at this time. You may have to change your mind based on the tiles that are exchanged during the Charleston which is the next stage of the game.

You will note that each hand on the card has 14 tiles. To get Mah Jongg, you will need to have 14 tiles. At the end of the dealing, the only player to have 14 tiles is East; the remaining players have 13 tiles each. The way you get that 14th tile is either to pick it up yourself or call another player's discard. You pick a tile and then discard a tile that you don't want. If one of the other players discards a tile that you want, you "call" for it and display it on your rack with the tiles that match it, then discard. And so on.

CHARLESTON:

The Charleston is a ritual allowing a player to pass and receive 3 Mah Jongg tiles at a time with the goal of improving the hand. It is only after the Charleston is completed that the actual game begins. The sequence of exchanges is:

- * First right
- * Across
- * First left
 - on first left, if you don't want to pass 3 tiles, you can "steal" from 1 – 3 tiles from the person passing to you – but you can't look at the stolen tiles ("blind pass")
 - after first left is completed, any player can stop the passing for any reason. If stopped, players skip to Option round
- * Second left
 - It is common to place 1 tile on top of the other 2 when doing this pass to differentiate it from the first left
- * Across
- * Last right
 - if you don't want to pass 3 tiles, you can "steal" from 1 – 3 tiles from the person passing to you – but can't look at the stolen tiles ("blind pass")
- * Option
 - negotiate with the player across from you on how many to pass, from 0 to 3

Here is an acronym that will help you remember the sequence to follow in the Charleston:

R O L L O R o Right, Over, Left, Left, Over, Right option

Your goal is not to figure out what hand you are going to try for but rather to pick one of the categories on the card that your tiles strongly support. Begin by looking for pairs and/or patterns. Is one suit dominant? Are there more even numbered tiles, regardless of suit? Are there more odd numbered tiles? Are there mainly 3s, 6s and 9s? Is there a lot of one specific number (e.g., 4s, in all three suits)? Do you have a lot of winds?

Based on this, determine which category will likely be the best match for the tiles in your hand. Rearrange the tiles to reflect your choice; e.g., if you determine that the 2468 category looks promising, put all the 2468 tiles together on the left. It is unlikely that you will find a specific hand to work towards but rather a dominant category. As passing continues, you may need to change your choice.

FILTERS FOR CHOOSING A CATEGORY:

If you have a lot of:	Focus on this category:
2s and 6s	Year (2026) 2 4 6 8
Even numbers	2 4 6 8
Odd numbers	1 3 5 7 9 135 group or 579 group
The same number	Like numbers Quints
The same suit	Consecutive run (in evens) 2 4 6 8 (in odds) 1 3 5 7 9
Winds	Winds and dragons
3s, 6s and 9s	3 6 9
3 or more jokers	Quints
No jokers	Singles & pairs

It can be difficult to determine what to pass. Try to figure out which tiles really don't fit with the rest. If you have lots of odd tiles in the 5 through 9 range, you're probably not going to need a 4 dot, an 8 bam, and a single Wind so these would be good tiles to pass. If a tile doesn't fit with the category that you are attempting, get rid of it! Sometimes we get distracted because we may have a pair or pung but they don't go with the rest of the tiles. As passing progresses, you may have more trouble figuring out what stays and what goes, but hopefully unneeded tiles are obvious to you. If you are a newer player, it is best to focus on identifying 1 or 2 strong categories based on the tiles in your hand. It is only with experience that you will be able to look at the tiles and match them with specific hands on the card.

- Try not to pass a pair.
- Don't pass flowers unless you have to.
- Don't pass more than 2 different Wind tiles in one pass unless you have to.
- If your tiles clearly point you toward one section, that will be your focus during the Charleston.
- Pass tiles that don't match your category(s) until the tiles passed to you point you in a more specific direction.

THE GAME BEGINS

The object of the game is 2-fold. The main objective is to make one of the hands on the card before anyone else does. If you find that you can't do that, the secondary objective becomes to stop anyone else from making Mah Jongg.

After the Charleston is complete, you should change your focus from finding a category to finding a hand(s) on the card that looks possible to make based on the tiles on your rack.

East begins the game by discarding a tile from their hand. They do not pick a tile from the wall at the beginning. After the discard, they now have 13 tiles just like the rest of the players. That is the official start of the game. Any errors made prior to this point will result in starting over. For example, if a player discards a tile before East begins, there is no penalty assessed; the game just starts over.

When discarding, the player states the full name of the tile and places it on the table face up. The player can change their mind about the tile that they are discarding up until the point that they state the full name of the tile or the tile is placed on the table. The full name of a regular tile states the number and suit, such as "Seven Crak". Just saying "Seven" is not the full name.

There are a few exceptions to having to say the full name of the tile. In the case of a wind, the full name does not have to include the word "wind". For example, the full name can be either "East" or "East Wind". The same is true of dragons. The full name does not have to include the word "dragon". For example, the full name can be either "Green" or "Green Dragon". If a player discards the same tile that was discarded by the person before them, they may say "Same". A discarded Joker may be called "Joker" or "Same".

If no one wants the discarded tile, play continues to the right (counter-clockwise) with the next person picking a tile from the wall, placing it in their rack and then discarding a tile. When you go to take a tile from the wall, if you pick it up or move it at all, you are committed to taking that tile. You can't change your mind even if you haven't looked at it or decide that you don't need it after all. When you pick a tile from the wall, put it in your rack. Just place it at the very end on the right and worry about moving it into place after you discard. PICK, RACK, THINK.

If someone needs the discarded tile, they CALL it. Any time a tile is discarded, it can be "called" by another player. A call is when a tile discarded by another player can be used, in combination with existing tiles in a hand, to form an exposure of 3 or more of the same tile or if that tile will give them Mah Jongg. Given that definition, you know that you can't call to make a pair, unless it is to make Mah Jongg. When you call, you have to make an exposure just like shown on the card. You can't call it to save and use later.

A discard is available to be called by all the other players until the next player picks a tile and puts it in their rack. "In your rack", means that the tile is sitting firmly on the bottom edge of the slanted part of the rack. If it isn't hitting the bottom, it is not fully racked. The tile is "live" until that happens. Don't pick up the tile, keep it in your hand while making a decision, and then rack. That thinking time before racking means the previous discard is still available to be called. If that happens, you have to take the tile that you picked up and place it back on the end of the wall.

It is important that you understand the rules about jokers as the game begins:

- cannot be used to make a pair
- used to make 3, 4 or 5 of the same tile
- cannot be used to make NEWS
- cannot be used to make the year (2026)
- can use ALL jokers to make a pung, kong, quint or sextet with no natural tile included

**There are more Joker rules Included in the Appendix.*

Play continues to the right (counter-clockwise) with the next person picking up and then discarding a tile. When a wall is used up, push out the next wall to the left (clockwise). Here's a memory tip: Walls are always moved from the Left. WaLL ends with an L (Left). Players always play from the Right. PlayerR ends with an R (Right).

If a player discards a tile that you THINK you may need, you can pause the game temporarily by stating "hold", "wait a minute", etc., to allow you a moment to think about it. If you don't want it after all, play continues. Unlike picking from the wall, you can move the tile or pick it up and then change your mind without consequence. Only when you put it on your rack is it yours.

If you retrieve the tile, you must place it on top of your rack, add tiles from your hand to build the exposure as shown on the card and then discard. Once that happens, the exposure cannot be changed. Most tournaments have a rule that if you put a called tile in your rack instead of ON your rack, your hand will be dead. However, this is not a National Mah Jongg League rule. Play continues with the player to your right going next.

If 2 people call a tile, it goes to the person closest to the right of the person who discarded the tile BUT if one of the players is calling for Mah Jongg, that takes precedence. You may not call for a tile that makes up a pair except when it will make Mah Jongg. And you can't call a tile that fits in a concealed hand until you have Mah Jongg.

Sometimes, a player will call for a tile at the exact same moment as the person picking up a tile places it fully in their rack (touching the bottom edge of the rack). If that happens, the player who is calling the tile is able to retrieve it.

If you use a joker in your exposure, place it in between the natural tiles of the exposure so it is clear that the joker belongs with that group. If someone plays a joker on their rack, you can replace it with the tile that it represents on your turn. The sequence for the exchange is pick a tile, exchange for the joker, discard.

At some point, you may be lucky enough to make a second exposure. If that happens, then you will place it on top of your rack to the right of the existing exposure with a space in between them. This is a strategy and not a rule. Don't arrange the exposures as they appear on the card. There are many similar hands on the card. You don't want to make it easy for other people to figure out what you're doing. If they do, a good player will not throw away a tile that they know you need.

During the course of play, try to plan discards during other's turns. Store unneeded tiles at the end of your rack. When you pick a new tile, rack it and discard one of those pre-planned discards. Make your decision about your newest tile during the others' turns.

As you become more skilled, you will learn about when and how you will need to change your hand. You will also become able to see what hand another player is trying to make so that you don't give them tiles they need.

The game concludes when a player has all the tiles that they need to make one of the hands on the card. They call Mah Jongg and display the hand on top of their rack in the order that it is shown on the card. Occasionally, a player will call Mah Jongg in error. If that occurs, there is a section on the back of the card that explains what to do. If the game concludes with no player calling Mah Jongg, it is a "Wall Game".

GENERAL GAME INFORMATION

Best Practices

There are several game actions which are not actual rules but recommended best practices. These are techniques that will make your game play more effective.

- When you are East, push the remainder of your wall to the right end of the rack before play.
- Each player should pick their own tiles.
- It is considered rude to touch another player's tiles or rack.
- Do not leave spaces between tiles when they are in your rack.
- When calling a discard, always place the called tile on your rack and then add the other tiles to complete the exposure.
- When you make an exposure, place it on the rack to the left. Add each additional exposure to the right. Do not arrange them as they appear on the card.
- Leave a space between the exposures on top of your rack.

Tile Commitment – Picking, Calling, Discarding

There are specific rules about picking tiles from the wall, calling a discard and discarding a tile.

Picking from the wall: You may reach for the wall tile or touch it, but if you lift it from the wall or move it in any way, then you must take it.

Calling a discard: If you call a tile, you can touch it or move it and still change your mind. But if you put it on your rack or expose any of your tiles, you must keep it.

Discarding a tile: Once a tile is fully named or placed on the table, you cannot change your mind.

**See page 16 for tile commitment strategy created by ModernMahjong.com*

Rules for Jokers

There are specific rules regarding jokers.

- You can use all jokers to make a set of 3 or more of the same tile (but not pairs).
- You can NEVER use a joker to make a pair.
- You can NEVER use a joker to make 2026 or NEWS.
- A joker cannot be passed during the Charleston.
- If someone discards a joker, you cannot call it.
- If someone plays a joker on their rack, you can replace it with the tile that it represents on your turn. The sequence for the exchange is pick a tile, exchange for the joker, discard. You may redeem more than one joker during your turn.
- A discarded tile can never be called by a player and used to redeem a joker in an exposure.

"Dead" Hands

When there is any kind of error made in the formation of your hand, another player may call the hand dead. If the hand is dead, the player will no longer participate in the game. The other players continue playing.

Here are some situations where a hand may be dead:

- Not enough or too many tiles in the hand.
- A player goes out of turn.
- An exposure is incorrect and not part of a valid hand on the card.
- Based on the discards on the table, it is obvious that the player will be unable to make the hand that goes with the exposures on their rack.
- If a player picks from the wrong end of the wall, the player's hand is dead, and the other players continue playing from the proper end. The tile remains with the "dead" hand.
- The player exposes tiles in a concealed hand and doesn't have Mah Jongg.
- The player makes a Mah Jongg in error.

If you notice that another player's hand is dead, you should call the hand dead. This is not a personal insult of any kind. You improve your own chances of winning with one less player at the table. You should not call your own hand dead. Your best hope is that no one will notice and that the game will end in a Wall game.

A player should not call themselves dead even if they know it. They should continue playing defensively. But if they are correctly called dead by another player, they must concede and sit out the rest of the game. If the player does not agree that their hand is dead, the game continues play with resolution at the end of the game.

Times you cannot call for a tile unless you have Mah Jongg

There are 5 times when you can't call a tile unless it results in Mah Jongg:

- for 2026
- for NEWS
- For a tile that makes up a pair
- for a tile that you need for a concealed hand
- A singleton tile in an exposure (e.g., 369)

Playing for Money

- On the Mah Jongg card, there is a value next to each hand which is based on the difficulty of the hand. The easiest hands earn the winner \$0.25, and more challenging hands have higher payouts.
- The person who throws the Mah Jongg tile pays the winner double the value amount on the card. The other players pay the face value shown on the card.
- If a person picks their own Mah Jongg ("self picked"), each of the other players pays the winner double the value.

- If the winner's hand is jokerless, all players will pay double the value amount. If a person throws the Mah Jongg to a person with a jokerless hand, they will pay double again. So the payout for a jokerless hand worth \$.25 would be \$.50 from each player (double) and \$1.00 from the person who threw the Mah Jongg (double for jokerless, then double again for self picked)).
 - If the jokerless hand is self picked, all players will pay 4 times the value shown on the card (double for jokerless, then double again for self picked).
 - EXCEPTION: The Singles & Pairs section already has a bonus for having a jokerless hand factored in. If a player throws the winning tile, they pay double the value of the hand while the other players pay the value on the card. If a player picks their own Singles & Pair hand, all players pay the winner double the amount on the card.
- If there is a Wall Game, no one pays anything.

STRATEGY

Charleston Pacing

One of the skills that will help you improve your performance is to navigate through the Charleston without undue delays. Of course, you require time to evaluate your tiles and try to make the best hand for yourself and sometimes you may need more time than usual to do that. However, if you are taking 20 seconds or more to decide what to pass more than once, you are slowing the game down for everybody.

As painful as it may seem, there will be times when you need to take the plunge and just throw a tile, even if you're not sure that's the best discard. Remember, during the Charleston you will receive 21 tiles from the other players and hopefully be able to recover if you've passed something you're not feeling good about.

Stopping the Charleston

According to the National Mah Jongg League rules, anyone can stop the Charleston after the first left pass has been completed without having to explain why they are doing so. The reality is that it is not often a good idea to do so. If you have a good hand and are "set", then of course it makes sense to stop the passing so that you don't have to give away tiles that you need. But if you are stopping because you can't decide what to play or have 2 hands to choose from, then it's not a good idea. Essentially what you are doing is continuing with 2 mediocre hands instead of building one strong hand.

DON'T STOP IF:

- You can't decide between 2 hands. When you stop the Charleston, you eliminate 4 rounds of passing, or up to 12 tiles. It's highly possible that some of those 12 tiles might improve your hand.
- You have 3 or more tiles to discard. Why would you keep that many tiles in your hand if you don't need them? Exchanging may give you some better tiles.

DO STOP IF:

- You have a strong hand which would be damaged if you had to pass tiles you need.
- You have only 1 or 2 discards.

If you are sitting across from a person that has stopped the Charleston, politely decline to exchange any tiles if they want to option. By stopping, they have indicated that they have a good hand and probably only need a few tiles to Mahj. Why would you take a chance on giving them the tiles they need?

Passing 3 Tiles

There are several times during the Charleston when you will be required to pass 3 tiles. That can be difficult if you don't have good choices and you may even have to break up your hand to do the pass. Here are a few ideas that may help you minimize the pain:

If you find that you only have 2 tiles to pass, choose the third tile from a pung or kong in your hand. There's a good chance that the tile you pass will later be discarded since you have the majority of that number in your hand and that one tile may not fit anyone's hand.

Discarding Tiles

Here are some ideas that will help you discard more safely:

- At the beginning of the game, discard tiles that you don't need that are likely to be in demand later in the game. For example, many hands require flowers so getting rid of flowers you don't need early is a good idea.
- Similarly, when you pick up a tile that has not been in play before and that you don't need, it is best to discard it early rather than hold on to it even if it seems to be a valuable tile. The idea is to discard it early in the game before other players have all the tiles they need to call Mah Jongg. Later in the game, it is not a good idea to pass a tile that hasn't been played yet since another player is more likely to have enough tiles to be able to call it.
- You may have noticed during the Charleston that many players are passing the same type of tile, e.g., winds. That makes it a safe tile to discard. Hold on to that tile until a bit later since no one needed them and they are unlikely to be called instead of discarding them right away.
- Try to keep an eye on the discards so that you don't throw away a game winning tile. Near the end of the game, you don't want to discard a tile that has never been played before.
- A discarded tile can only be called for an exposure or for Mah Jongg, never to replace a joker in an exposure.

Of course, there are exceptions to these ideas, as hands change during play. A person who didn't need winds or flowers at first may change their hand and need them later.

Pace of the Game

Just as during the Charleston, you need to limit the amount of time that you use during any of your turns. Sometimes you do require a little bit longer to figure out what you're doing or to change your hand, but you've got to do that quickly and not agonize about your decision. Use the time between your turns to think about what you want to do with your hand and what your opponents are doing. It's certainly not an easy task to manage your time effectively, but it is a critical skill. Plan your discard during other player's turns so that you are prepared to discard quickly on your next turn.

What are they playing?

You always want to avoid discarding a tile that another player needs. Generally, you won't be able to figure out what they are playing until they have 2 exposures on their rack. As soon as a player has 2 exposures, look at the card and see if you can determine which hand they are playing. At times, it is still ambiguous. At other times, you will know what it is. For example, if a person exposes four 4s and four 8s of one suit, you will know that they are playing the second Consecutive Run hand and you won't want to play a 5, 6 or 7 in that suit. There is no other hand on the card that can use this combination. At times, you will risk throwing an iffy tile, particularly if you have a high value hand or it is early in the game.

End of the Game

As the game nears the end, you will need to play defensively so that you don't discard a tile that someone needs for Mah Jongg. If you have no hope of winning, you should avoid throwing away highly desirable tiles. Unless a lot of flowers have gone out during the game, it is dangerous to discard one at the end. Many hands require flowers so that could be the winning tile. If you look at the discards and see that one particular tile has never been thrown away, that is a dangerous tile to discard.

When there are very few tiles left in the wall and you are not on call, discard a joker. It is a safe tile to throw away and of no value to you. Of course, if you have a high value hand and are on call, it makes more sense for you to keep your hand intact.

One of the big mistakes that players often make is that when they only need one tile to make Mah Jongg toward the end of the game, they take a big chance and throw away a tile that they believe is needed by another player, hoping that they'll get away with it. That almost always doesn't work. If you have the misfortune to pick up a tile that another player needs late in the game, you need to bite the bullet and keep it, hoping you'll be rescued by a wall game. It's hard to give up a good hand, but it's even harder to have to pay for giving another person Mah Jongg.

KEEP ON LEARNING

Learning the New Card (issued each April)

Really knowing what the hands are on the card is one of the most important things that you can do to be a good Mah Jongg player. Here are a few ideas on how to rapidly learn the new card when it is issued at the end of March/beginning of April each year.

- Build each of the hands that is on the card. This helps to lodge them in your brain. First of all, you are interpreting what tiles are required to make each hand. Secondly, the act of physically creating the hand with tiles gives you a visual reinforcement of what the hand looks like.
- Go back to basics until you start to learn and remember the hands on the card. During the Charleston, focus on trying to determine the best category to work in based on the tiles in your hand. Instead of trying to figure out a specific hand to aim for. After the Charleston is over, you can then narrow down which hands in that category are possible.

Online Tutorials

- Beginner's Guide to American Mah Jongg: www.ilovemahj.com/american-mahjong-getting-started
- The Game of Mah Jongg: www.ateacherfirst.com/bridge/mah-jongg/
- You Tube videos by Michele Frizzell
- You Tube videos by Southern Sparrow

Other Resources

Here are some Facebook sites where you can ask questions or discuss observations about Mah Jongg:

- Search for Mah Jongg, That's It!
- Search for Mahjong Community
- Search for Ask the Mah Jongg Teacher

You can obtain a copy of the National Mah Jongg League rule book, "Mah Jongg Made Easy" from the NMJL at [www/nationalmahjonggleague.org](http://www.nationalmahjonggleague.org)

Post Training

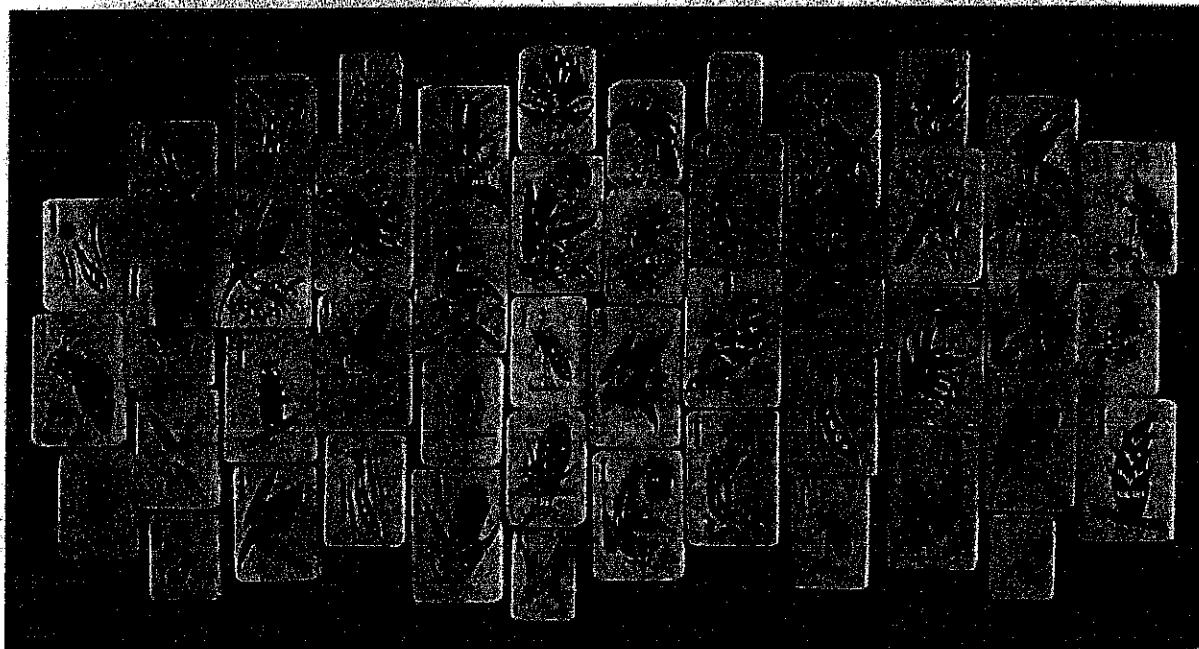
This concludes the tutorial on how to play Mah Jongg. Here are some suggestions for how to keep your skills now that you've learned the game.

- If you decide to buy a Mah Jongg set, make sure it is American and has 152 tiles. Asian sets do not use jokers and only have 144 tiles. You can find reasonably priced sets on Amazon that include racks with pushers, tiles and carrying cases. Hobby Lobby also has very reasonably priced tiles and racks.
- Playing online can sharpen your skills. See page 19 for app information.
- Order a 2026 Mah Jongg card from the NMJL. Do not order from Amazon unless it is specifically from the National Mah Jongg League; there are fakes.
- Find a place to play in person. Check your local community center, library, senior center or temple or church.

$$2\pi \times 10^6 \text{ Hz} \quad \text{and} \quad 2\pi \times 10^7 \text{ Hz}$$
[illegible]

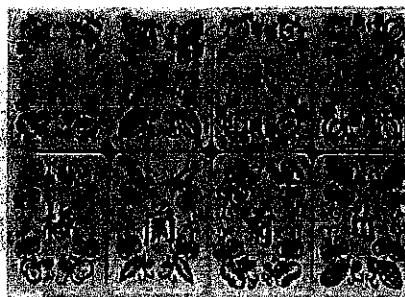
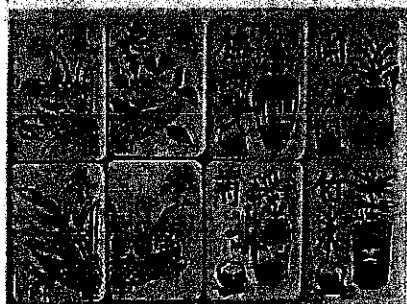
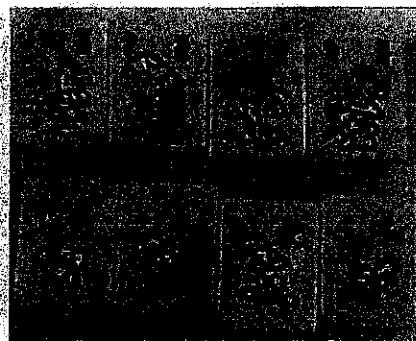
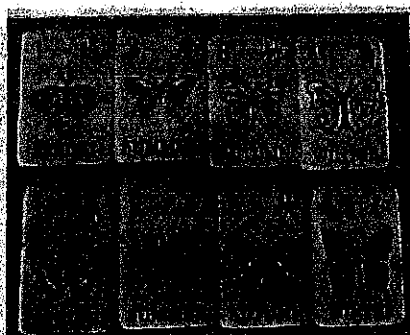
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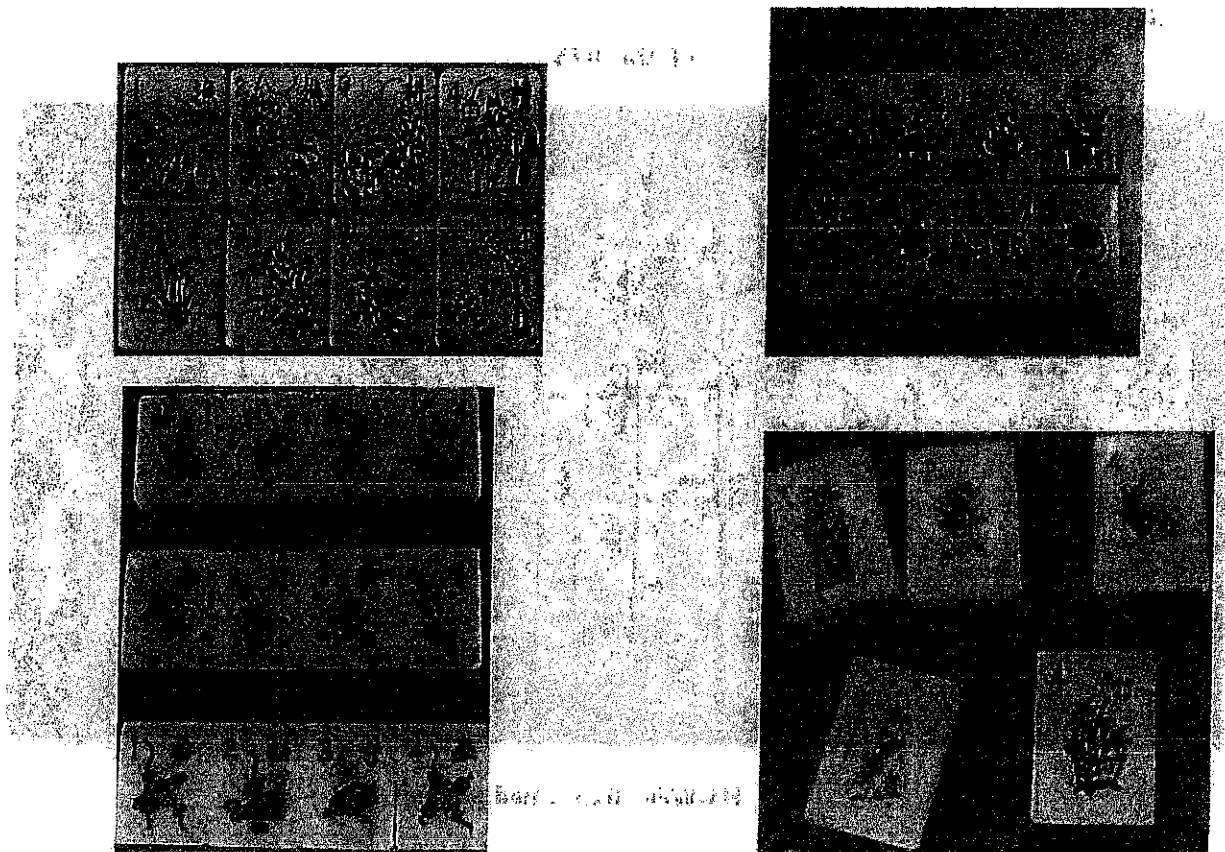
1 BAM TILES



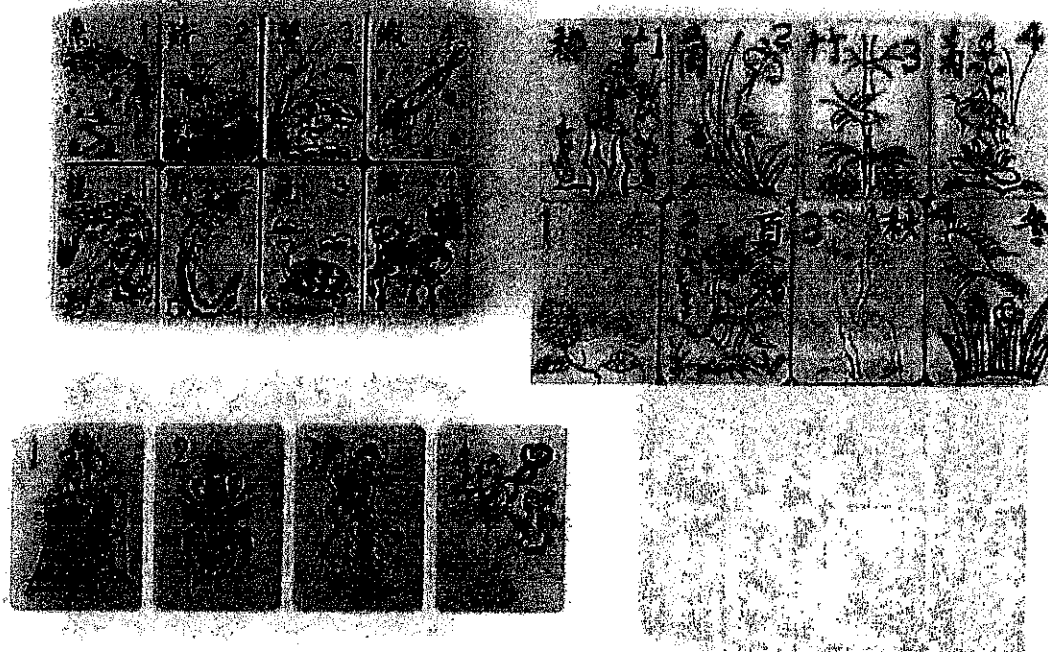
FLOWER TILES (small sample)

A flower tile can be represented by many things including the occupations of farmer, woodcutter, fisherman, and scholar. There are also capture tiles for flowers, rich man/pot of gold, cat/rat, cockerel/centipede etc. At times, the flower will follow the theme of the tiles, e.g., butterflies to go with tiles with butterfly design, firecrackers for Fourth of July set.



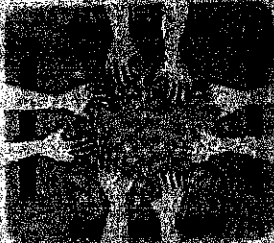


The bottom 4 "flower" tiles represent the Chinese arts: Musical Instrument, Strategic game playing, Calligraphy, Scroll painting.



MALLIONGG

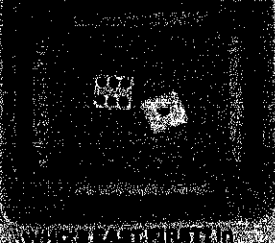
The wall



SHUFFLE: Everyone gently swirls the face down tiles.



PULL OUT WALL: Everyone places 10 tiles into racks in front of their rack.



WHICH EAST FIRST? In a game with no hostess, the highest roller's pair of tiles is East first.



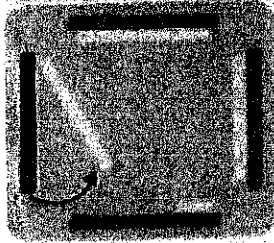
EAST ROLLS DICE: Starting from right edge, count the number you rolled. Keep those tiles then curvy the rest.



EAST DEAL THEMSELVES: Taking 10 at a time to their rack.



PLAYER TO THE RIGHT: takes 3 bricks (3 tiles) continues until they have 10 tiles.



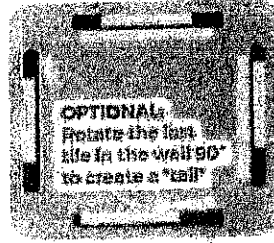
PLAYER TO THE LEFT: curves her wall when the broken wall runs out.



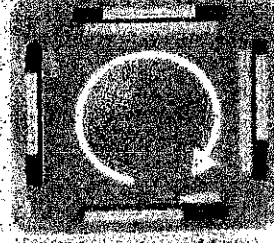
EAST takes 1st & 3rd tiles: from the top layer.



REMAINING PLAYERS: take 1 tile each.



OPTIONAL: Rotate the last tile in the wall 90° to create a "tail".



TILES are removed from: the wall CLOCKWISE.



PEOPLE take turns: COUNTER-CLOCKWISE.

RACK: You may now rack your tiles.

Created by Natasha Johnson

ModernMahjong.com sharing some more
STRATEGY AND RULE TIPS

When are you committed to picking, calling or discarding a tile? It's not the same!

PICKING FROM THE WALL	CALLING A DISCARD	DISCARDING A TILE
Once you make a move, you are committed to picking from the wall. If you move a tile, you cannot change your mind and put it back. You can reach for it and change your mind, you can even touch it and change your mind. But if you lift it or move it, it's gone, and you have committed to taking it.	For calling a discard, you can touch it or move it and still change your mind. But once you have either placed the taken discard atop the rack or exposed it to your hand, you have committed to making the play.	Finally, when discarding a tile, once the tile has touched the table or you have fully said its name, you cannot change your mind. Not even if you realized you missed a Joker exchange! Note that seven is not fully named but Green is!

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