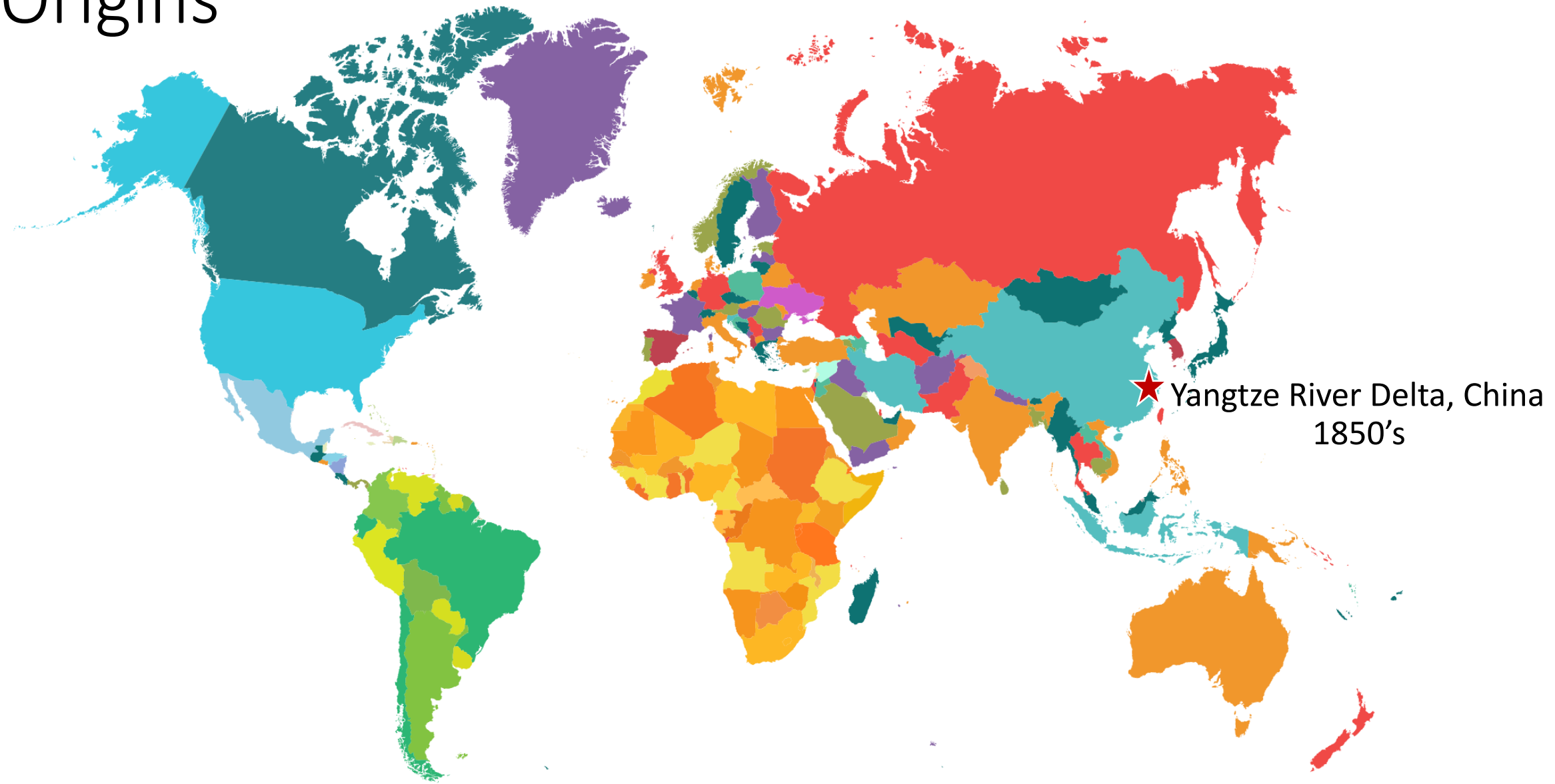
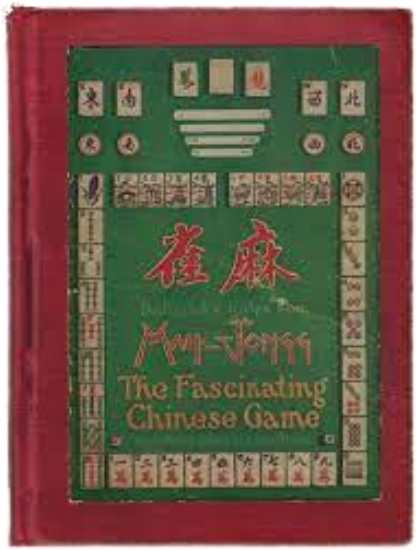

AMERICAN MAH JONGG
Run-through

Origins



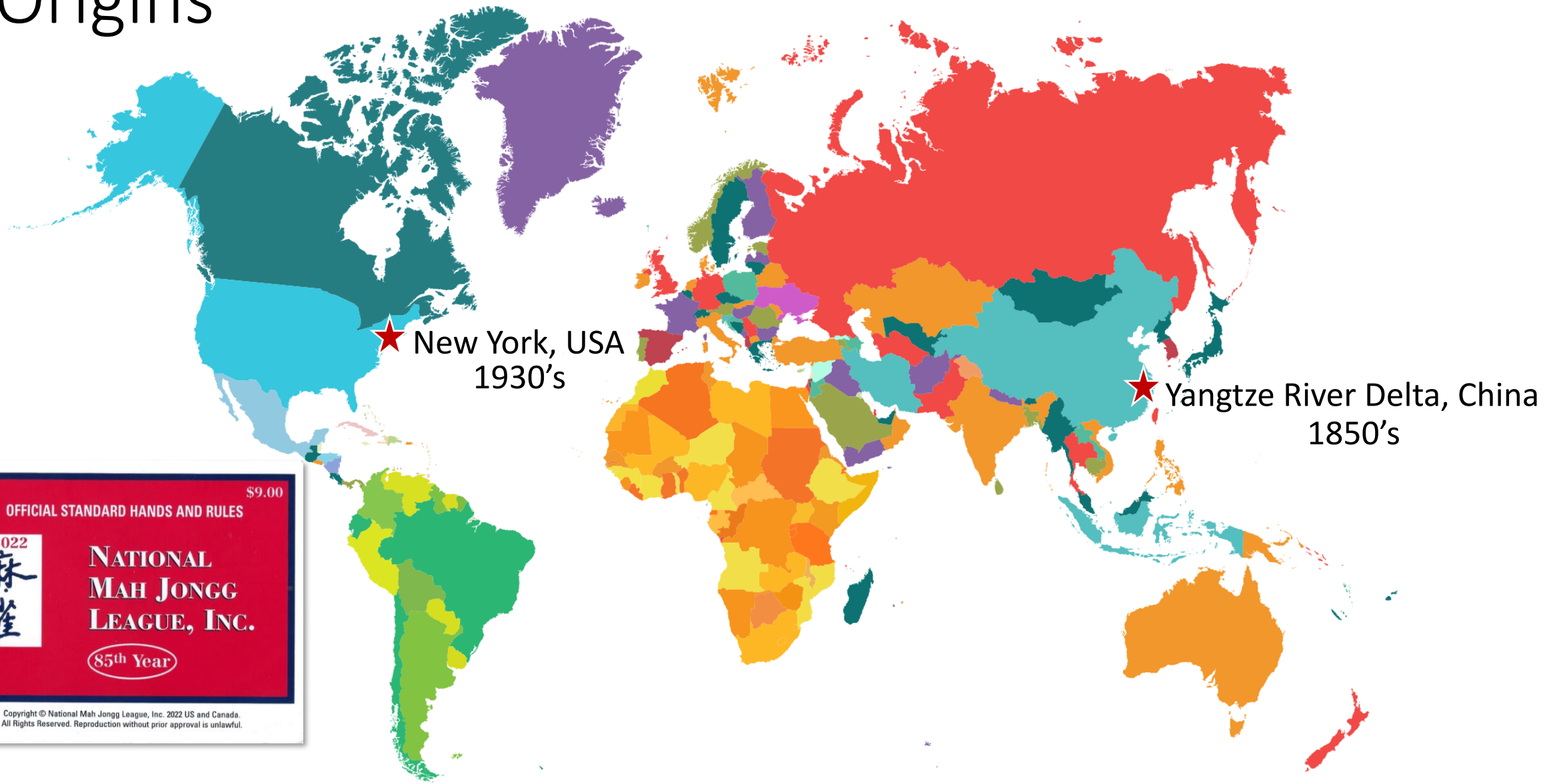
Origins



New York, USA
1920's

Yangtze River Delta, China
1850's

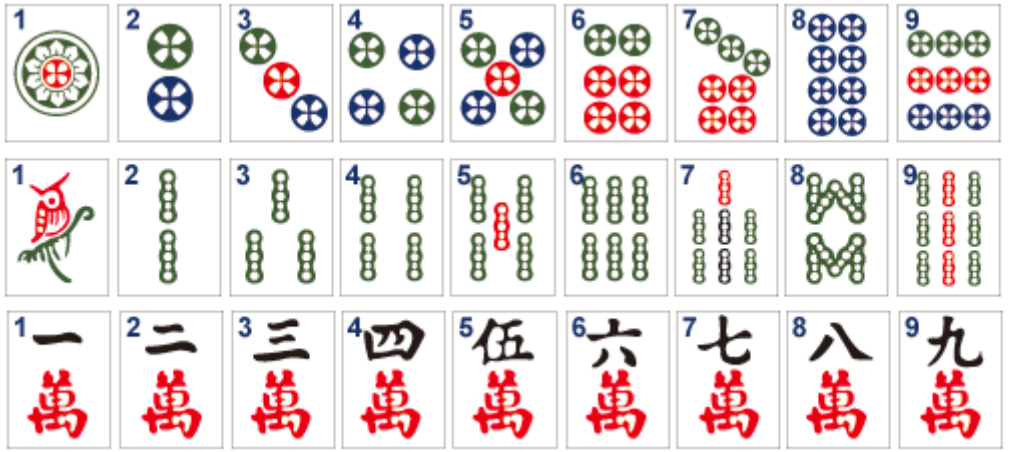
Origins


New York, USA
1930's
Yangtze River Delta, China
1850's

$9.00
OFFICIAL STANDARD HANDS AND RULES
2022
麻雀
NATIONAL MAH JONGG LEAGUE, INC.
85th Year
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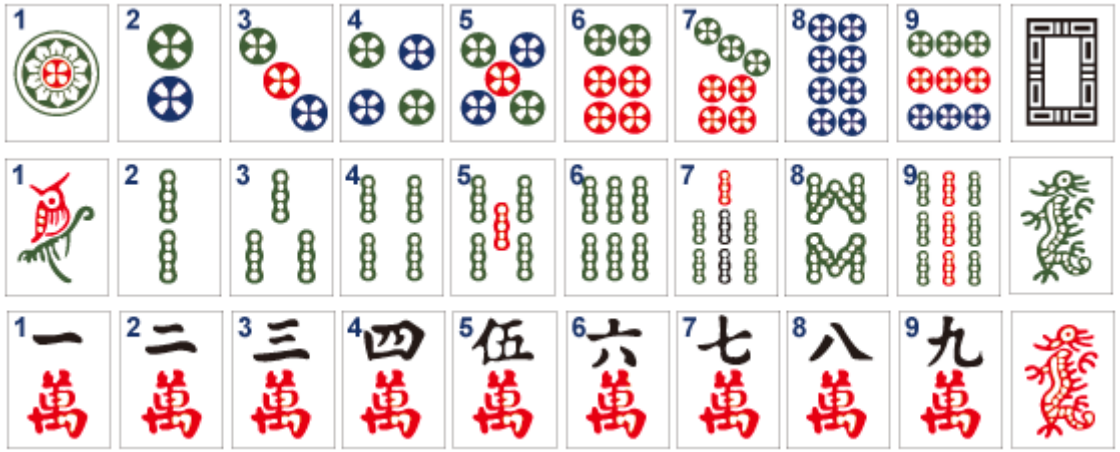
The Tiles

- 152 tiles
    - Three suits: Numbered 1-9 (4 each)



The Tiles

- 152 tiles
    - Three suits: Numbered 1-9 (4 each)
    - Three Dragons: White, Green, Red (4 each)



The Tiles

- 152 tiles
    - Three suits: Numbered 1-9 (4 each)
    - Three Dragons: White, Green, Red (4 each)
    - Four Winds: North, East, West, South (4 each)



The Tiles

- 152 tiles
    - Three suits: Numbered 1-9 (4 each)
    - Three Dragons: White, Green, Red (4 each)
    - Four Winds: North, East, West, South (4 each)
    - Flowers: Part of some hands (8)



The Tiles

- 152 tiles
    - Three suits: Numbered 1-9 (4 each)
    - Three Dragons: White, Green, Red (4 each)
    - Four Winds: North, East, West, South (4 each)
    - Flowers: Part of some hands (8)
    - Jokers: Limited use (8)



The Card

YEAR	VALUE
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X 25
YYYY NNNN RR SSSS (Red Dragon only)	X 25
YYYY EEEE GG WWWW (Green Dragon only)	X 25
FF YYYY DDDD NEWS (Any 2 suits)	C 30
2468	
2222 4444 6666 88 (Any 1 suit)	X 25
22 44 666 888 DDDD (Any 3 suits)	X 25
FFFF 22 44 666 888 (Any 1 suit)	X 25
FF 22 44 6666 8888 (Any 3 suits)	X 30
FF 222 44 66 888 DD (Any 2 suits)	X 30
222 44 66 888 NEWS (Any 1 suit)	C 30
LIKE NUMBERS	
FF 1111 1111 1111 (Any 3 suits, any like #s)	X 25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C 30
ADDITION	
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X 25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X 25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X 25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X 25

QUINTS	VALUE
11 222 3333 44444 (Any 4 consecutive #s)	X 40
11111 11111 DDDD (Any 3 suits, any like numbers)	X 40
FF NNNNN DD SSSSS (Red Dragon only)	X 45
FF EEEEE DD WWWWW (Green Dragon only)	X 45
CONSECUTIVE RUN	
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X 25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X 25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X 25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X 25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X 30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X 30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C 30
13579	
11 333 5555 777 99 (Any 1 Suit)	X 25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X 25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X 25
111 333 555 777 99 (Any 3 suits)	X 25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X 25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X 30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C 30

WINDS - DRAGONS	VALUE
NNNN EEEE WWWW SS	X 25
FF NNNN RRRR SSSS (Red Dragon only)	X 25
FF EEEE GGGG WWWW (Green Dragon only)	X 25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X 30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X 30
DDDD DD DDDD NEWS (Dragons any combination)	C 30
369	
3333 6666 9999 DD (Any 1 suit)	X 25
FF 333 666 999 DDD (Any 2 suits)	X 25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X 25
FF 3333 6666 9999 or FF 3333 6666 9999	X 25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X 30
FF 333 66 999 NEWS (Any 1 suit)	C 30
SINGLES AND PAIRS	
NN EE WW SS 11 11 11 (Any like numbers)	C 50
FF 22 44 66 88 DD DD (Any 3 suits)	C 50
FF 11 33 55 77 99 DD (Any 1 suit)	C 50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C 50
33 66 99 33 66 99 DD (Any 3 suits)	C 50
FF YYYY YYYY NEWS (Any 2 suits)	C 75

Basic instructions and rules are on the back of the card.

The Categories

- Year

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30

The Categories

- Year
- 2468

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30
2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30

The Categories

- Year
- 2468
- Like Numbers

YEAR	VALUE
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X 25
YYYY NNNN RR SSSS (Red Dragon only)	X 25
YYYY EEEE GG WWWW (Green Dragon only)	X 25
FF YYYY DDDD NEWS (Any 2 suits)	C 30
2468	
2222 4444 6666 88 (Any 1 suit)	X 25
22 44 666 888 DDDD (Any 3 suits)	X 25
FFFF 22 44 666 888 (Any 1 suit)	X 25
FF 22 44 6666 8888 (Any 3 suits)	X 30
FF 222 44 66 888 DD (Any 2 suits)	X 30
222 44 66 888 NEWS (Any 1 suit)	C 30
LIKE NUMBERS	
FF 1111 1111 1111 (Any 3 suits, any like #s)	X 25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C 30

The Categories

- Year
- 2468
- Like Numbers
- Math-Play

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30
2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30
LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30
ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints
- Consecutive Run

QUINTS		VALUE
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45
CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints
- Consecutive Run
- 13579

QUINTS		VALUE
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45
CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30
13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints
- Consecutive Run
- 13579
- Winds & Dragons

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints
- Consecutive Run
- 13579
- Winds & Dragons
- 369

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30

The Categories

- Year
- 2468
- Like Numbers
- Math-Play
- Quints
- Consecutive Run
- 13579
- Winds & Dragons
- 369
- Singles and Pairs

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30
SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

The Card

YEAR	VALUE
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X 25
YYYY NNNN RR SSSS (Red Dragon only)	X 25
YYYY EEEE GG WWWW (Green Dragon only)	X 25
FF YYYY DDDD NEWS (Any 2 suits)	C 30
2468	
2222 4444 6666 88 (Any 1 suit)	X 25
22 44 666 888 DDDD (Any 3 suits)	X 25
FFFF 22 44 666 888 (Any 1 suit)	X 25
FF 22 44 6666 8888 (Any 3 suits)	X 30
FF 222 44 66 888 DD (Any 2 suits)	X 30
222 44 66 888 NEWS (Any 1 suit)	C 30
LIKE NUMBERS	
FF 1111 1111 1111 (Any 3 suits, any like #s)	X 25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C 30
ADDITION	
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X 25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X 25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X 25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X 25

QUINTS	VALUE
11 222 3333 44444 (Any 4 consecutive #s)	X 40
11111 11111 DDDD (Any 3 suits, any like numbers)	X 40
FF NNNNN DD SSSSS (Red Dragon only)	X 45
FF EEEEE DD WWWWW (Green Dragon only)	X 45
CONSECUTIVE RUN	
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X 25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X 25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X 25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X 25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X 30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X 30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C 30
13579	
11 333 5555 777 99 (Any 1 Suit)	X 25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X 25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X 25
111 333 555 777 99 (Any 3 suits)	X 25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X 25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X 30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C 30

WINDS - DRAGONS	VALUE
NNNN EEEE WWWW SS	X 25
FF NNNN RRRR SSSS (Red Dragon only)	X 25
FF EEEE GGGG WWWW (Green Dragon only)	X 25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X 30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X 30
DDDD DD DDDD NEWS (Dragons any combination)	C 30
369	
3333 6666 9999 DD (Any 1 suit)	X 25
FF 333 666 999 DDD (Any 2 suits)	X 25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X 25
FF 3333 6666 9999 or FF 3333 6666 9999	X 25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X 30
FF 333 66 999 NEWS (Any 1 suit)	C 30
SINGLES AND PAIRS	
NN EE WW SS 11 11 11 (Any like numbers)	C 50
FF 22 44 66 88 DD DD (Any 3 suits)	C 50
FF 11 33 55 77 99 DD (Any 1 suit)	C 50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C 50
33 66 99 33 66 99 DD (Any 3 suits)	C 50
FF YYYY YYYY NEWS (Any 2 suits)	C 75

Basic instructions and rules are on the back of the card.

The Blocks

- Single



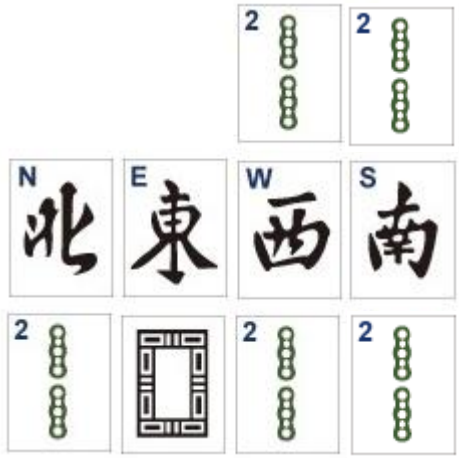
The Blocks

- Single
- Pair



The Blocks

- Cannot use jokers in a block of single tiles





The Blocks

- Cannot use jokers in a block of single tiles
- Cannot use jokers in a pair





The Blocks

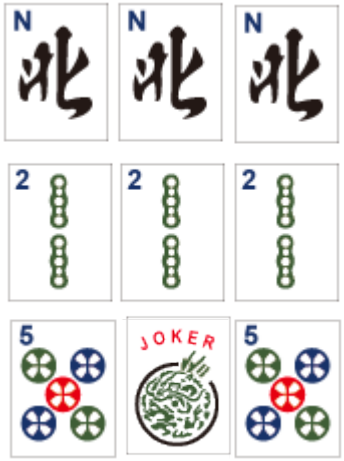
- Cannot use jokers in a block of single tiles
- Cannot use jokers in a pair
- Can use jokers in a block of three identical tiles or more





The Blocks

- Single
- Pair
- Pung



The Blocks

- Single
- Pair
- Pung
- Kong



The Blocks

- Single
- Pair
- Pung
- Kong
- Quint



The Colors

- Flowers and Winds always blue
- One color means one suit
- Two colors means two suits
- Three colors means three suits
- Dragons correspond to suits

Text in the parenthesis explain flexibility or limitations

FFFF 2222 + 8888 = 10

FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)

11 22 33 4444 5555 (Any 3 suits, any 5 con #s)

FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)

DDDD DD DDDD NEWS (Dragons any combination)

33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)

Hands

- X means Open
- C means Concealed or Closed

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30
SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Hands

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30
2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30
LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30
ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45
CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30
13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30
SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Hands

- 25-point hands are the easiest

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30

2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30

LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30

ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45

CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30

13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30

369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30

SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Hands

- 25-point hands are the easiest
- 30-point hands are concealed or have more than 2 pairs

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30

2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30

LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30

ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45

CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30

13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30

369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30

SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Hands

- 25-point hands are the easiest
- 30-point hands are concealed or have more than 2 pairs
- 40/45-point hands are Quints

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30
2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30
LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30
ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45
CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30
13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30
SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Hands

- 25-point hands are the easiest
- 30-point hands are concealed or have more than 2 pairs
- 40/45-point hands are Quints
- 50-point+ hands are Singles & Pairs

YEAR	VALUE	
FF YYYY DDDD DDDD (Any 1 suit with any 2 Dragons kongs)	X	25
YYYY NNNN RR SSSS (Red Dragon only)	X	25
YYYY EEEE GG WWWW (Green Dragon only)	X	25
FF YYYY DDDD NEWS (Any 2 suits)	C	30
2468		
2222 4444 6666 88 (Any 1 suit)	X	25
22 44 666 888 DDDD (Any 3 suits)	X	25
FFFF 22 44 666 888 (Any 1 suit)	X	25
FF 22 44 6666 8888 (Any 3 suits)	X	30
FF 222 44 66 888 DD (Any 2 suits)	X	30
222 44 66 888 NEWS (Any 1 suit)	C	30
LIKE NUMBERS		
FF 1111 1111 1111 (Any 3 suits, any like #s)	X	25
FF 1111 1111 NEWS (Any 2 suits, any like #s)	C	30
ADDITION		
FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10	X	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10	X	25
FFFF 6666 + 4444 = 10 or FFFF 6666 + 4444 = 10	X	25
FFFF 9999 + 1111 = 10 or FFFF 9999 + 1111 = 10	X	25

QUINTS	VALUE	
11 222 3333 44444 (Any 4 consecutive #s)	X	40
11111 11111 DDDD (Any 3 suits, any like numbers)	X	40
FF NNNNN DD SSSSS (Red Dragon only)	X	45
FF EEEEE DD WWWWW (Green Dragon only)	X	45
CONSECUTIVE RUN		
11 222 3333 444 55 or 55 666 7777 888 99 (Any 1 suit)	X	25
111 2222 333 4444 (Any 2 suits, any 4 con #s)	X	25
FF 111 222 333 444 (Any 2 suits, any 4 con #s)	X	25
FFFF 1111 2222 DD or FFFF 1111 2222 DD (Any 2 con #s)	X	25
FF 11 22 333 444 DD (Any 3 suits, any 4 con #s)	X	30
11 22 33 4444 5555 (Any 3 suits, any 5 con #s)	X	30
1111 22 3333 NEWS (Any 1 suit, any 3 con #s)	C	30
13579		
11 333 5555 777 99 (Any 1 Suit)	X	25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 suits)	X	25
FF 1111 3333 5555 or FF 5555 7777 9999 (Any 1 suit)	X	25
111 333 555 777 99 (Any 3 suits)	X	25
FF 111 333 555 DDD or FF 555 777 999 DDD (Any 2 suits)	X	25
FFFF 11 33 55 DDDD or FFFF 55 77 99 DDDD (Any 1 suit)	X	30
1111 33 5555 NEWS or 5555 77 9999 NEWS (Any 1 suit)	C	30

WINDS - DRAGONS	VALUE	
NNNN EEEE WWWW SS	X	25
FF NNNN RRRR SSSS (Red Dragon only)	X	25
FF EEEE GGGG WWWW (Green Dragon only)	X	25
NNNN 11 11 11 SSSS (Any 3 suits, any like odd #s)	X	30
EEEE 22 22 22 WWWW (Any 3 suits, any like even #s)	X	30
DDDD DD DDDD NEWS (Dragons any combination)	C	30
369		
3333 6666 9999 DD (Any 1 suit)	X	25
FF 333 666 999 DDD (Any 2 suits)	X	25
FFFF 3333 66 9999 or FFFF 3333 66 9999	X	25
FF 3333 6666 9999 or FF 3333 6666 9999	X	25
33 66 99 3333 3333 (Any 3 suits, kongs can be 3, 6, or 9)	X	30
FF 333 66 999 NEWS (Any 1 suit)	C	30
SINGLES AND PAIRS		
NN EE WW SS 11 11 11 (Any like numbers)	C	50
FF 22 44 66 88 DD DD (Any 3 suits)	C	50
FF 11 33 55 77 99 DD (Any 1 suit)	C	50
11 22 33 44 55 66 77 (Any one suit, any 7 con #s)	C	50
33 66 99 33 66 99 DD (Any 3 suits)	C	50
FF YYYY YYYY NEWS (Any 2 suits)	C	75

Mechanics

- Preliminaries
  - Mix 152 tiles upside down
  - Each player builds a wall of tiles; 19 wide, 2 high
  - East rolls the dice to break the wall
    - East counts a stack of tiles right to left per the sum of the dice then makes a break in the wall
    - The tiles to the right of the break remain in place
    - The tiles to the left of the break are pushed out toward the center of the table for easy access for all players
  - Beginning with East and going counter-clockwise, each player takes two stacks (four tiles) in turn until each player has 12 tiles
  - East takes the top 1 and 3 tiles
  - Each player takes one tile in turn

Mechanics

- Phase I The Charleston
  - The purpose of the Charleston is to strength your dealt hand
  - Players pass three tiles in rounds
    1. Obligatory Charleston with three passes
    2. Optional Charleston with three passes
    3. Optional Across with one pass

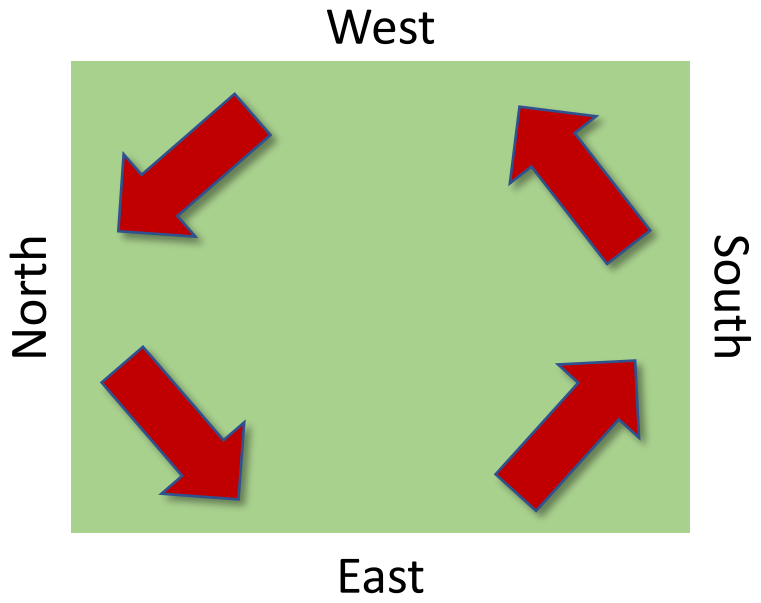
Mechanics

- Phase I The Charleston
  - Obligatory Charleston



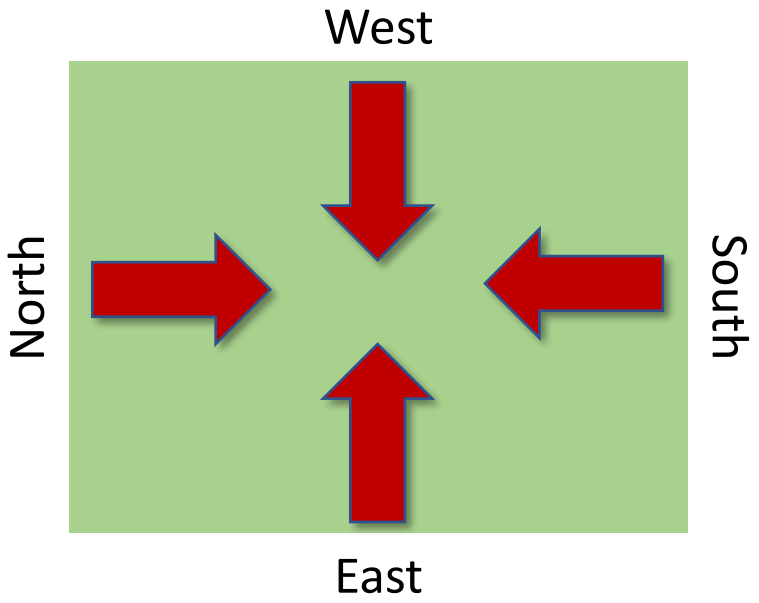
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right



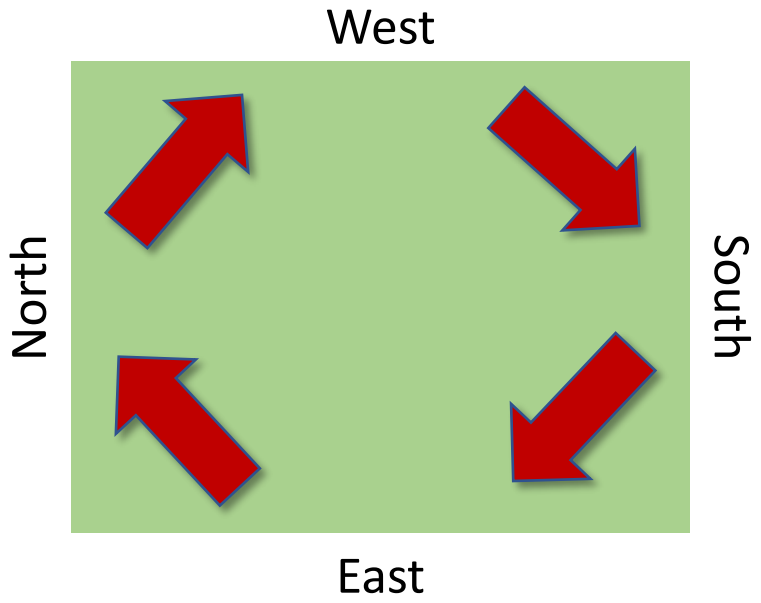
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across



Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)



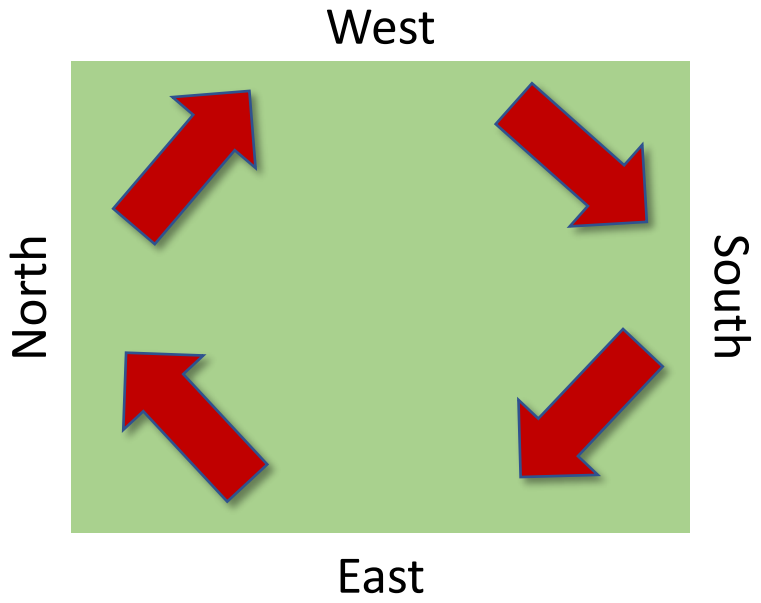
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston



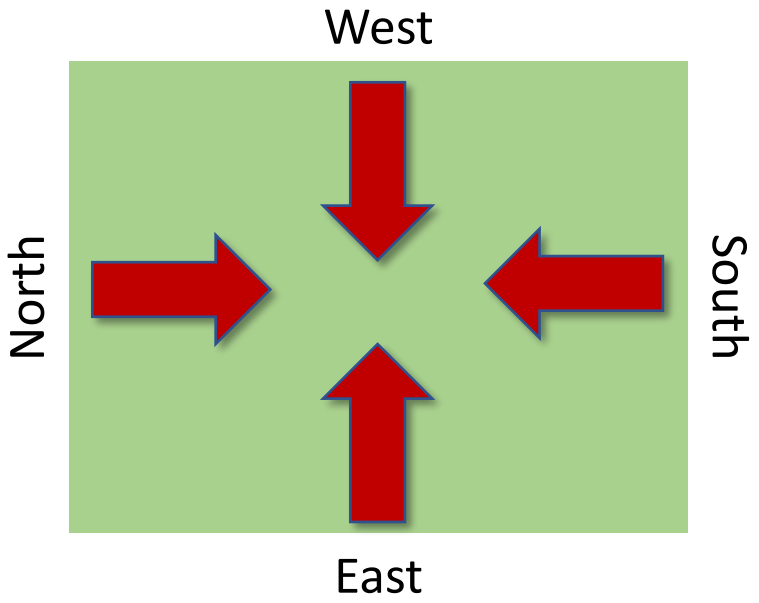
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston
    - Left



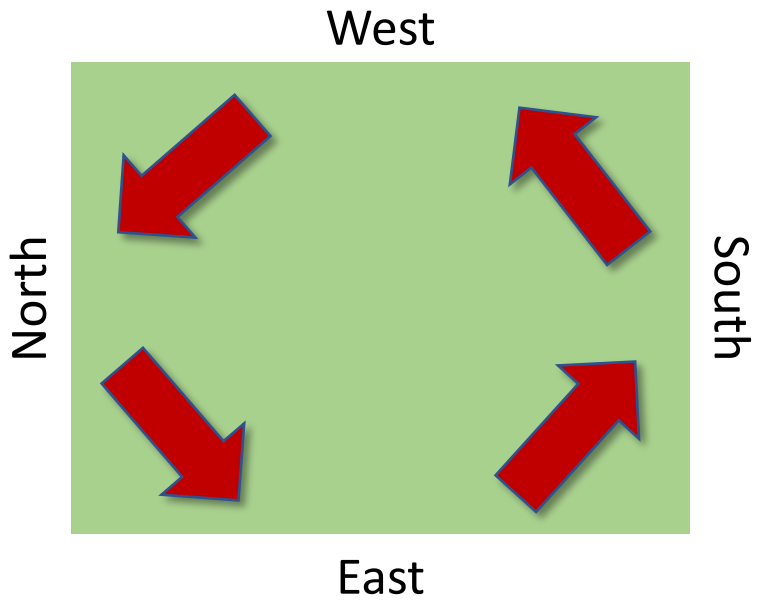
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston
    - Left
    - Across



Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston
    - Left
    - Across
    - Right (option to pass blind)



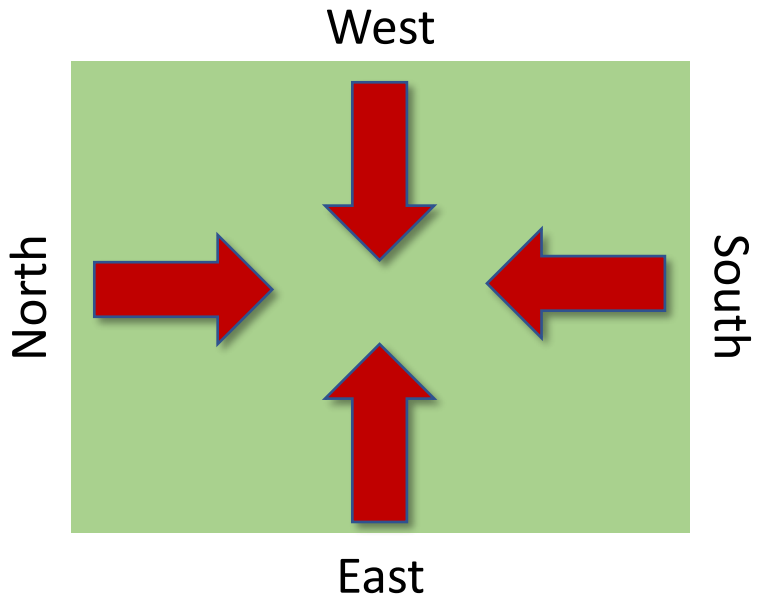
Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston
    - Left
    - Across
    - Right (option to pass blind)
  - Optional Across



Mechanics

- Phase I The Charleston
  - Obligatory Charleston
    - Right
    - Across
    - Left (option to pass blind)
  - Optional Charleston
    - Left
    - Across
    - Right (option to pass blind)
  - Optional Across
    - Negotiate up to three tiles with the player across the table



Mechanics

- East discards to start the Pick & Discard phase
- Turns go in counter-clockwise order
- Walls are pushed out in clockwise order
- There is no order to discards
- Discards can be claimed to complete a block of three identical tiles or more (i.e., pung, kong, quint); tiles from the hand must be exposed with the discard
- Jokers in exposures may be exchanged with the natural tile by any player on their turn
- When discards are claimed, turns may be skipped
- The first player to complete a hand wins
  - Win by discard, discarder pays double
  - Win by self-pick, all pay double
  - Hands where jokers are used have double-value if jokerless
- East switches with the player on the right every four games

Resources

- Websites
  - National Mah Jongg League – Cards, guidebook
  - Sloperama – Mahjong-centric library, Q&A bulletin board
  - Mahjong Time – Online platform (HKOS, MCR, Riichi, Taiwanese, NMJL)
  - Gammon Village – White Swan set with primer
- Facebook
  - Mahj Life
  - Mah Jongg, That’s It!
  - Mahjong Community
- YouTube
  - Mahj Life



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