

AMERICAN MAH JONGG

How to Pick a Hand







GOOD

Pick a hand to play
from the dealt hand.





Adaptive

GOOD

Pick a hand to play from the dealt hand.

BEST

Identify the strength in the the dealt hand then pick a category using supporting tiles.
Pick a hand when there are no more discards.





Hybrid

GOOD

Pick a hand to play from the dealt hand.

BETTER

Take a hybrid approach by playing adaptive during the Charleston then pick a hand.

BEST

Identify the strength in the the dealt hand then pick a category using supporting tiles.
Pick a hand when there are no more discards.





GOOD

Pick a hand to play from the dealt hand.



BETTER

Take a hybrid approach by playing adaptive during the Charleston then pick a hand.



BEST

Identify the strength in the the dealt hand then pick a category using supporting tiles. Pick a hand when there are no more discards.

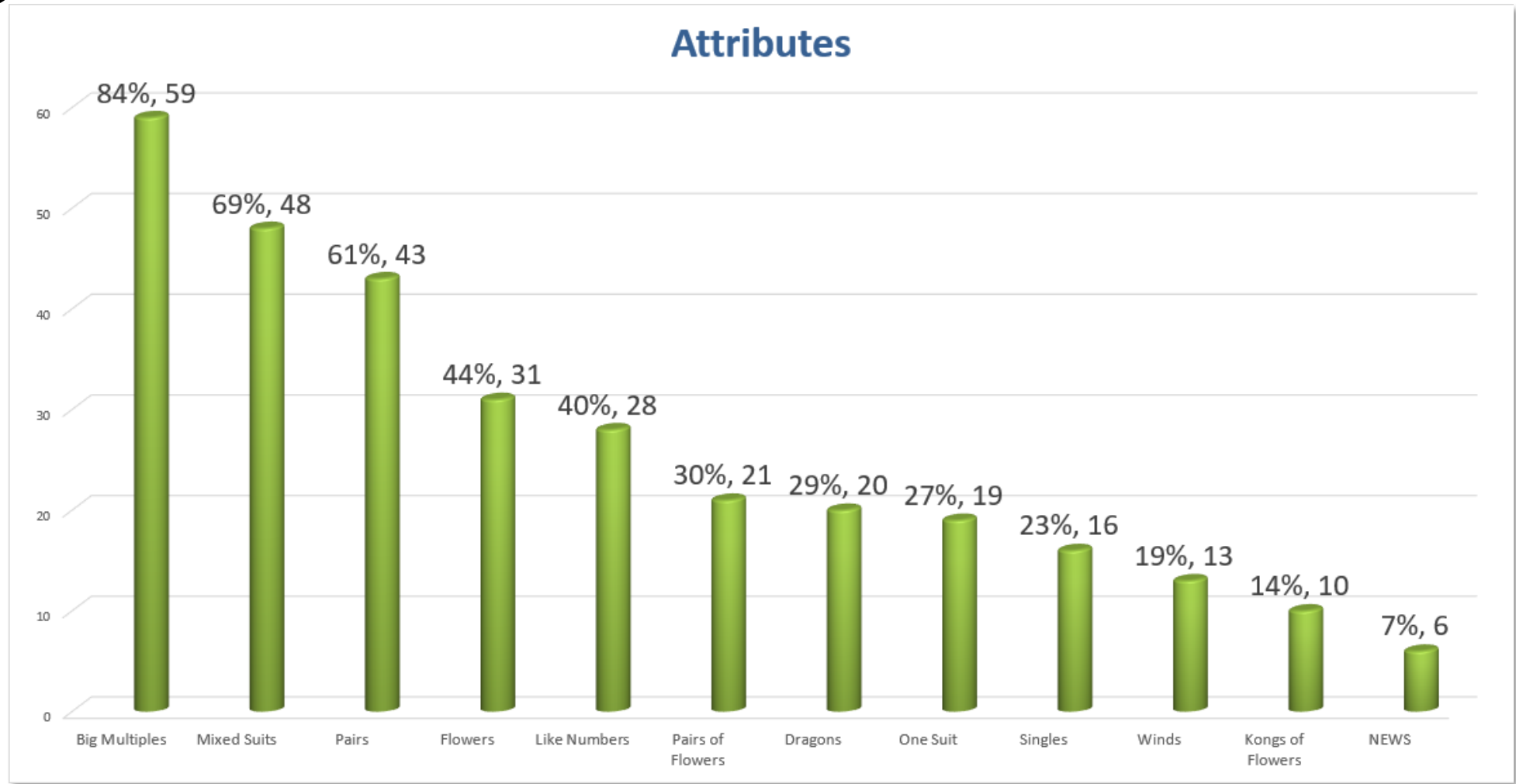




Why?

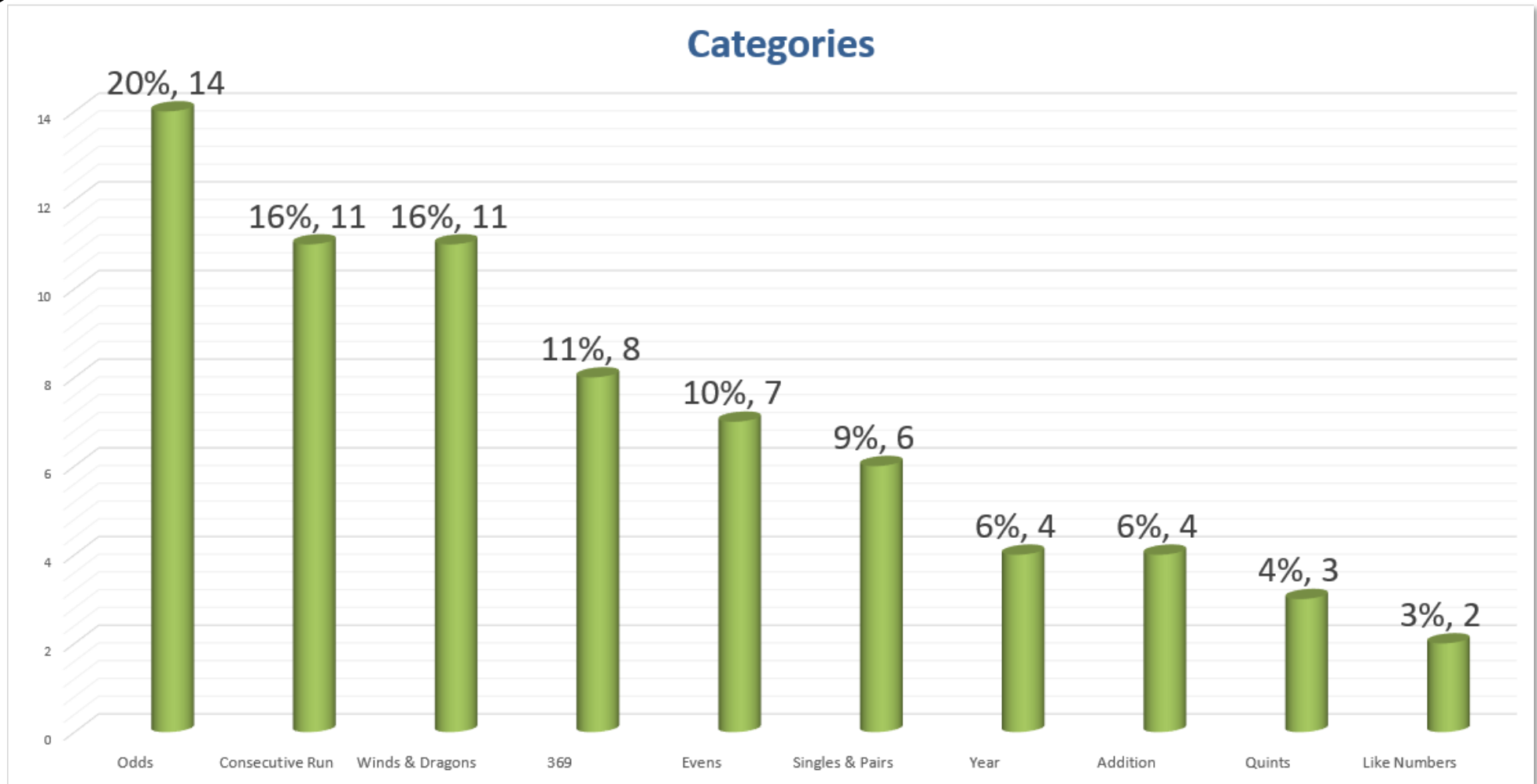
Statistics

Hand count includes line-level variations (i.e., Evens #3 is counted as two hands).



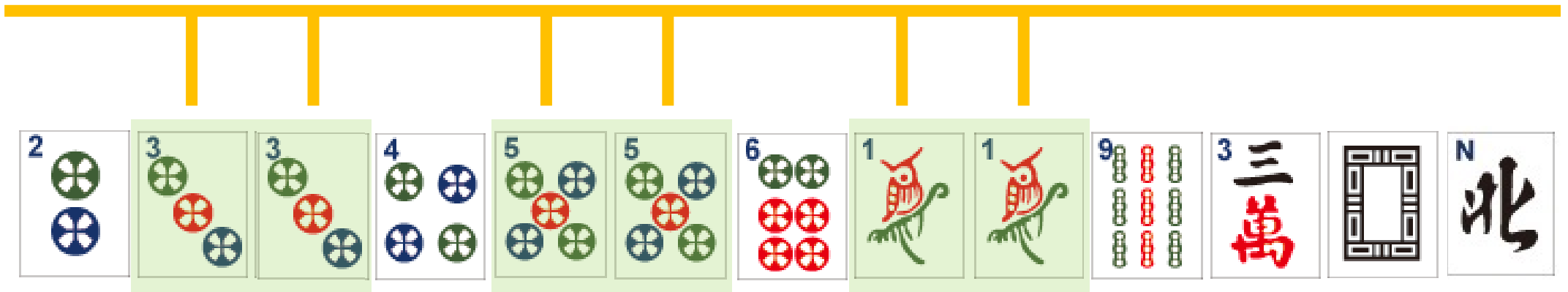
Statistics

Hand count includes line-level variations (i.e., Evens #3 is counted as two hands).



Optimize your potential by playing with an adaptive style

When you get your dealt hand, look for multiples then pick one or two categories that can use the multiples with as many of the remaining tiles as possible.



Optimize your potential by playing with an adaptive style

If you don't have multiples, pick a category that matches the predominant pattern (i.e., evens, odds). When a multiple forms, reassess then build around the multiple.



Optimize your potential by playing with an adaptive style

If you don't have multiples, pick a category that matches the predominant pattern (i.e., evens, odds). When a multiple forms, reassess then build around the multiple.



Optimize your potential by playing with an adaptive style

If you don't have multiples, pick a category that matches the predominant pattern (i.e., evens, odds). When a multiple forms, reassess then build around the multiple.



Stay at the category level for as long as possible.

Keep tiles that can be used regardless of suit. When you run out of discards pick a category or a hand to free up more discards.

If you are between categories or hands, pick the option with no gaps (i.e., a missing pair is a gap, 369 with no 3's is a gap).



Mitigate risk

Don't claim a discard until you know which hand you are playing and there are no gaps.



**SEARCH FOR ANSWERS
TO YOUR QUESTIONS
USING THE MAH JONGG**

WIKI

free and on-demand

#MAHJLIFE



Brought to you by Maj Life
Questions? Send an email to care@mahjlife.com