

mah jongg

learning the basics of american mah jongg

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OUTLINE		SUPPLIES
» Learn the tiles. » Suits: One to Nine (x4) in each suit - Crak (characters) - Bam (bamboo) - Dot (circles) » Dragons - Red/Craks - Green/Bams - Soap/Dots » Winds: North, East, West, South » Flowers/Seasons » Jokers » Odd Tiles » One Bam » Soap » Flowers » Seasons » Blanks	» Learn the card. » Pungs + Kongs » Sections » Color change = Suit Change » Zero = Soap » X vs C is Exposed vs Concealed » How to choose a section » Even vs Odd » Flowers » Winds » How to choose a hand » Pairs » Flowers » Options » Pivot	You WILL need: » 2026 American Mah Jongg card (beware of counterfeit cards- cards will be available for purchase in class) www.nationalmahjonggleague.org Optional: » Tiles https://amzn.to/4eIRITA » Racks https://amzn.to/3QX1ONR » Mat https://amzn.to/444QBOe » Sets https://amzn.to/444QBOe » Book https://amzn.to/3SwVVaG
» Game set up » Building Walls- 38 tiles stacked two high » Determine East with one dice » East breaks wall from right with two dice roll » Dealing- 4x counter clockwise until East has 14, others 13 » Begin Charleston- ROLLOR » Stopping the Charleston » Blind Passing- first left/last right » Courtesy Pass-across 0-3 tiles	» Game Play. » Play goes counter-clockwise. » Wall is played clockwise. Wall is continuous with each player pushing the tiles on their right to the middle to be played first. » East discards to start. » Draw from wall and rack immediately. » Discard announcing the tile. » Calling tiles and exposing. » Exposed Jokers can be claimed. » Mah Jongg!! and present » Dead Hands:(	» Notable Rules » Jokers are only for a SET of 3 or more (No singles, pairs or runs, NEWS is a run) » Calling a tile only for a SET of 3 or more » Calling a tile = must expose the count for your mahjong row (Cannot add to it or take away) » You can always call a tile for Mahjong! » Etiquette. » Don't rack until all tiles dealt » Don't touch other players tiles » Correct don't call out » Putting tile ON RACK = last discard is dead