

Mah Jong Afternoon Experience Handout

Tiles:

"AMERICAN MAHJONG" TILES

1. "PUNG": 3 like tiles; "KONG": 4 like tiles; "QUINT": 5 like tiles, one will be a JOKER; "SEXTET": 6 like tiles.
2. The "CHARLESTON" is the exchange of tiles between players and is done at the beginning. Jokers cannot be passed. First Right; Across; Left; Left; Across; Last Right. Optional.
3. WALLS pushed to the left (clockwise) PLAY is to the right (counter clockwise). "PUSH LEFT", "PLAY RIGHT".
4. In a CLOSED hand, the player can pick up a discarded tile in the center of the table ONLY for Mah Jong. You will NEVER have any exposure out on your rack if you are playing a Closed hand. Value is shown as C.

5. You may NEVER use a JOKER to make a PAIR or as a SINGLE tile.

6. If you need a 0 for the year, e.g. 2019, use a WHITE DRAGON (SOAP) for the Zero.

7. The word "NEWS" is one of each WIND and are considered as singles. No jokers may be used.

JOKERS (8)

FLOWERS (8)

WINDS (4 OF EACH)
North, South, East, West

There are 3 suits, Craks, Bams and Dots.

DRAGONS

RED DRAGONS (4) match **CRAKS** (4 of each # 1 to #9)

GREEN DRAGONS (4) match **BAMS** (4 of each # 1 to #9)

WHITE DRAGONS (4) usually called "SOAP" match **DOTS** (4 of each # 1 to #9)

Build a wall in front of your rack, 19 tiles across, two tiles high.

Charleston: ROLLOR

1. Each person passes 3 unwanted tiles to their right.
2. Each person passes 3 unwanted tiles to the player sitting across from them.
3. Players pass 3 unwanted tiles to their left, this is the **first left**. You may also pass up to three tiles blind, or receiving and passing them without looking. This is called a **blind pass**.

This can be repeated if need be a second time, pending all players agree. Reverse the directions of the passing (first passing left, then across, then to the right). The pass to the right is called the **last right**.

You can stop the passing after that first left, but must announce it before the 2nd left begins as once someone picks up their 2nd left, it can't be stopped. A courtesy pass is still allowed.

After the second Charleston is completed, players can take a **courtesy pass**. A player may agree with another to exchange up to 3 tiles. Jokers can never be passed in a Charleston.