

CARMEL COMPANIONS MAHJONG REFERENCE CARD

Version 2.0 6 June 2023

1. Mahjong Game Objective

The **game is won** when a Player forms and declares a **Mahjong hand** which is either:

Option 1. A **Standard Mahjong Hand** consisting of **four 3 or 4 tile sets and a pair, OR**

Option 2. One of 13 **Special Mahjong Hands** as defined.

The **sets** in the standard Mahjong hand can be:

Pung - 3 of a kind numbered suit tiles or honours tiles, or

Kong - 4 of a kind numbered suit tiles or honours tiles, or

Chow - a sequence of 3 of the same numbered suit in order -Not honours tiles

Multiple Chows in a hand are **permitted**.

A **Pair** is two of the same tile, including honours tiles.

If the Standard hand has at least one Chow, all numbered tiles must be from the same suit.

2. Setting Up

2.1. Each players throw 1 or 2 dice. Highest score **determines which player is EAST**

a. In an **anticlockwise** order the next player is SOUTH then WEST then NORTH

2.2 EAST throws 2 dice to locate **which wall will be split**

a. Counts **anti-clockwise** starting with East's wall until dice total is reached.

2.3 The player in front of wall to be broken:

a. Counts from Right to Left and **splits wall at tile beyond the count**

b. This makes a Dead wall to the right of split and a Live wall to left of split

c. The player places dice (or two tiles) on left end of the dead wall tiles

2.4 Tiles are dealt from the **start of the live wall** to players as follows:

a. Three rounds of four tiles to EAST then SOUTH then WEST then NORTH

b. At this stage all players have 12 tiles

c. EAST is the dealt the first and third tiles from the top layer of the live wall to make a hand of 14 tile



d. SOUTH, EAST and NORTH are then dealt the next tiles in an **anticlockwise** sequence bringing their hands to 13 tiles.

e. As tiles are distributed the live wall recedes in a **clockwise** direction.

3. Play

3.1 **EAST begins** by discarding a tile, face up on the table

a. The tile discarded must be announced (e.g. Circle 3)

3.2 SOUTH then draws a tile from the live wall and discards a tile, face on the table

a. Again, the tile discarded is announced.

3.3 The sequence of selecting a tile then discarding and announcing the discarded tile is repeated by WEST and then NORTH and then back to EAST and continues **anticlockwise** until

a. A player claims a discard tile to form a Pung or Kong; OR

b. The player to the left of the discarder claims a discard tile to form a Chow; OR

c. A player claims a discard tile to declare Mahjong

3.4 When a player claims a tile, the next turn jumps to the player to the right of respective claiming player's position.

3.5 Play continues until a player claims Mahjong or until all available tiles are used in which case the outcome is a **dead hand**.

4. Claiming Discard Tiles

- 4.1 Any player can claim a discard tile to form a **Pung or a Kong**.
 - a. The Pung or Kong formed with the discard tile must be exposed on the table.
- 4.2 Only the player **directly to the left** of the discarder can claim a tile **to form a Chow unless claimed to complete a Mahjong**.
 - a. The Chow formed with the discard tile must be exposed on the table.
- 4.3 Only the **most recently discarded** tile can be claimed.
- 4.4 A discarded tile to **complete a pair** can **only** be claimed **to complete a Mahjong**.

5 Forming Kongs

- 5.1 When a Kong is formed with a discarded tile, the player must:
 - a. Declare a Kong and then expose the Kong.
 - b. Draw an additional tile from the dead wall before discarding to gain the additional tile needed to achieve Mahjong with a Kong.
- 5.2 A player **cannot** claim a discard tile to **convert an exposed Pung to a Kong**
- 5.3 A player with a concealed Pung who draws the fourth tile from the wall may choose not to declare a Kong or to delay declaring the Kong to a later round.
 - a. The advantage of delaying the declaration of the Kong is that the player may choose to use the Pung and the fourth tile for another purpose (e.g. to form a Chow). This is referred to as splitting the Kong.
- 5.4 If the Kong declaration is delayed it must take place after the declaring player draws a tile is from the wall.
- 5.5 **A Kong once declared cannot be split.**

6. Priority of Claim for Discarded Tiles

- 6.1 If two or more players claim a discarded tile at the same time, then the priority order for the claim is as follows:
 1. A win (Mahjong) has priority over Pung, Kong, and Chow.
 2. Pung and Kong have priority over Chow.
 3. If two players want to claim the same discarded tile, and have the same priority, the player closest to the right of the **discarder** prevails.

7. Fishing

- 7.1 A player who is **one tile short of forming a Mahjong** hand is considered to have a “ready hand”. This is called “waiting” or “fishing” and should be announced by the player.

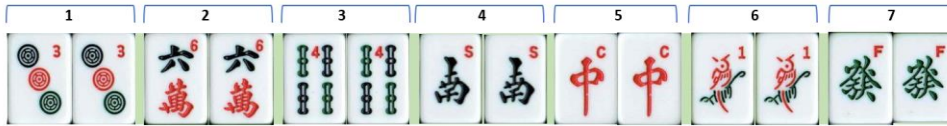
8. Start of Next Round

- 8.1 The winning player from the previous round becomes East for the next round. If East wins the game, EAST remains as EAST.
- 8.2 In the case of a Dead Hand (all tiles from the wall are used up without a winner being found), the wind / seating positions remain unchanged.

9 Special Hands

9.1 Seven Pairs -

A hand containing any seven pairs.



9.2 Hidden Treasure

Four Pungs, any pair, all concealed, and winning tile drawn from wall not from discards.



9.3 Three Great Scholars

Pung or Kong with all three dragons, any Chow, Pung or Kong, and any pair. Chow, Pung/Kong may be melded. (i.e., drawn from the discards) or drawn from the wall.



9.4 Little Four Winds

Pung or Kong of three Winds, a pair of fourth wind, any other set completing the hand. All except Pair may be melded (i.e., drawn from the discards).



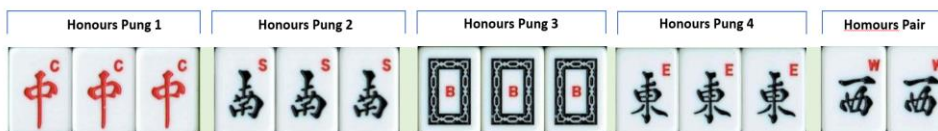
9.5 Big Four Winds

A hand with Pung or Kong of each Wind, and any pair. The Pair may be melded.



9.6 All Honors

A hand with four Pungs or Kongs and a Pair of Dragons and Winds. All can be melded.



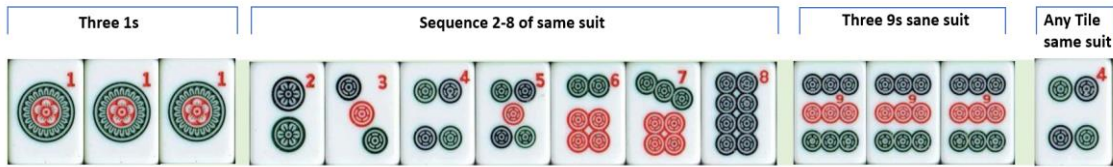
9.7 All Terminals

A hand with four Pungs or Kongs and a Pair of 1's or 9's. All can be melded.



9.8 Nine Gates

A hand of three 1's, a sequence of 2, 3, 4, 5, 6, 7, 8 and three 9's, all of the same suit, and any other tile of the same suit completing the hand. The hand must be concealed or hidden. Only the winning tile can be a discard. No Kongs are allowed.



9.9 Thirteen Orphans

A hand with one of each Dragon and Wind, 1 and 9 of each suit and 14th tile forming a Pair with any of these. The hand must be concealed, and the winning tile can be a discard.



9.10 All Kongs

A hand with any four Kongs + any Pair.



9.11 Jade Dragon

A hand with Pungs/Kongs and a Pair of Bamboos and a Pung/Kong of Green Dragon.



9.12 Ruby Dragon

A hand with Pungs/Kongs and a Pair of Characters and a Pung/Kong of Red Dragon.



9.13 Pearl Dragon

A hand with Pungs/Kongs and a Pair of Circles and a Pung/Kong of White Dragon.

