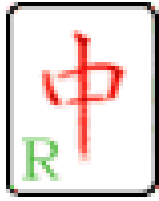


# Mahjong for Dummies



## The Complete Reach Mahjong Online Rulebook

This site contains step-by-step rules for Reach Mahjong, or Mahjong by standard Japanese rules.  
It is designed to be concise, thorough, and most of all, easy to follow.

As an extensive gamer myself, I realize that learning games from booklets is not the ideal method.  
With that in mind, I've tried to make the site a no-brainer, with plenty of diagrams, so that it will be possible for you to learn Reach Mahjong on your own and without any other resources.

### Using the Site

Use the arrow keys to flip through the step-by-step instructions. Other links will allow you to skip to other sections, but using the arrows will guide you through all the pages in their most logical order.

[Go to the Complete Rules!!](#)



*or*

[Skip to the  
Table of Contents](#)

[“ú–{Œê,Í,±,¿,ç,Ö\(Japanese\)!!](#)

**NEW!!** (12/01/01)

[Scoring](#): Have you remembered your Han? Now learn to be the resident scorekeeper! Complete with practice questions.

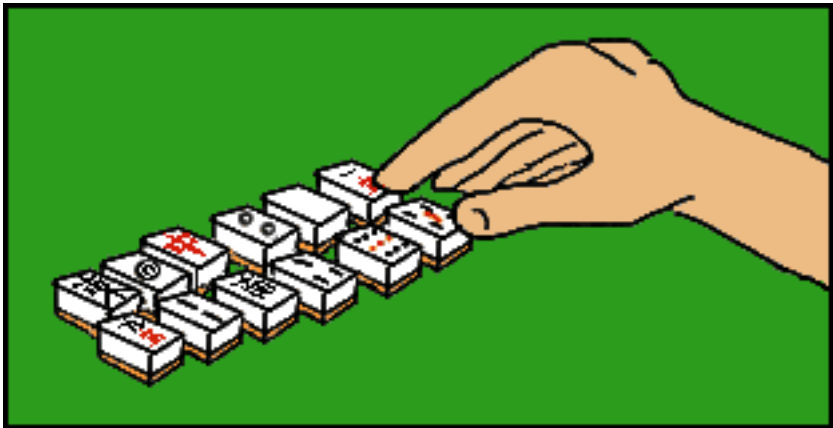
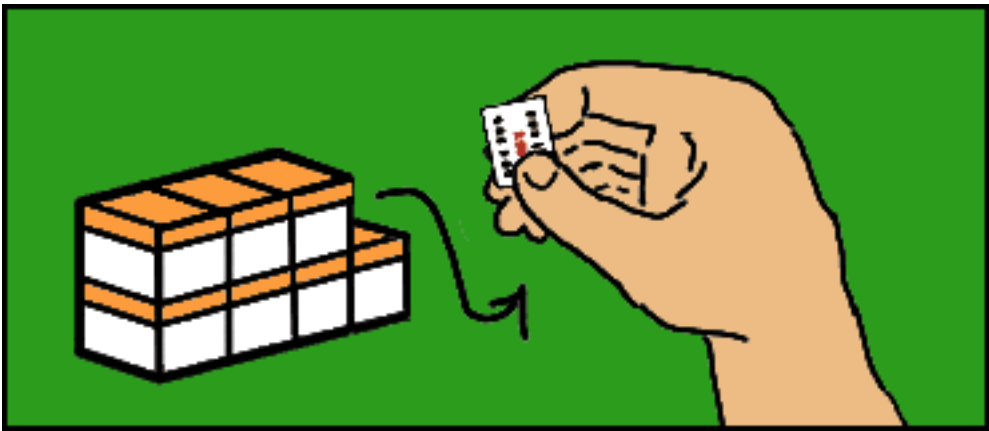
## Intro: Mahjong in a Nutshell

Simply put, Mahjong is a game in which 4 players compete to be the first to complete a hand.

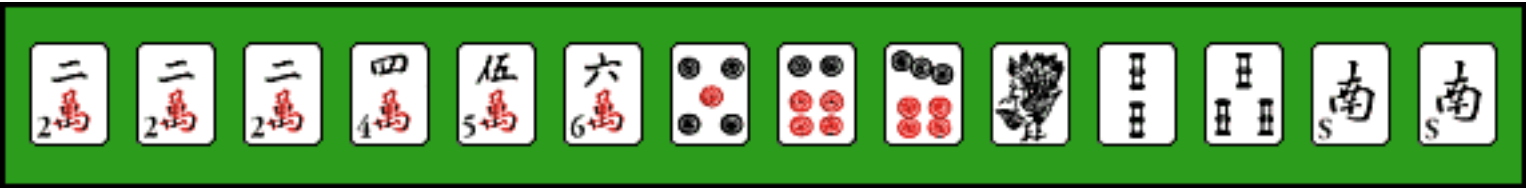
Each round, Players begin with a random deal of tiles.



Players take turns drawing tiles (or stealing from other players discards), and discarding.



Players compete to be the first to complete a hand.



The first player to complete a hand earns chips equivalent to the hand's value.

After 8 hands, the player with the most points wins.



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# Section I: Equipment needed for Mahjong

The following make up the standard set of equipment for Reach Mahjong:

1. A set of [Mahjong Tiles](#)



(136 in total).

This is the only truly essential piece of equipment.

2. [Mahjong Chips](#)



For scoring.

3. [Dealer indicator](#)



Indicates starting dealer and East/South round

4. [Two six-sided dice](#)



Most mahjong sets come complete with the above tools.



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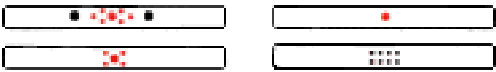



# The Complete Online Reach Mahjong Rulebook

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# Tiles

The only truly crucial component of Reach Mahjong is the set of Mahjong tiles. A complete set includes 4 each of 34 different tiles, for a total of 136. There are three main Suits (number-based tiles) and a set of Honors (character-based tiles).




## Honors (divided into Winds and Colors)

The Winds:



EastSouthWestNorth



The Colors:



WhiteGreenRed



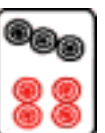






## Suits (Numbers, Balls, and Sticks)

### Numbers






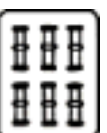

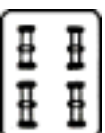
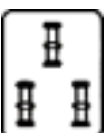


123456789

### Balls



123456789

### Sticks



123456789

Remember, there are 4 each of the above tiles, for a total of 136.

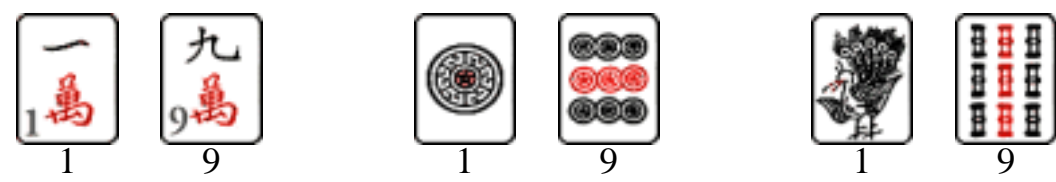
## Further Classification

The above tiles can be further classified into the following groups:

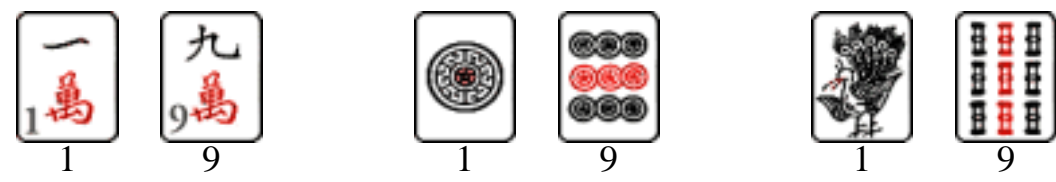
Ends  
(Honors + 1's and 9's)



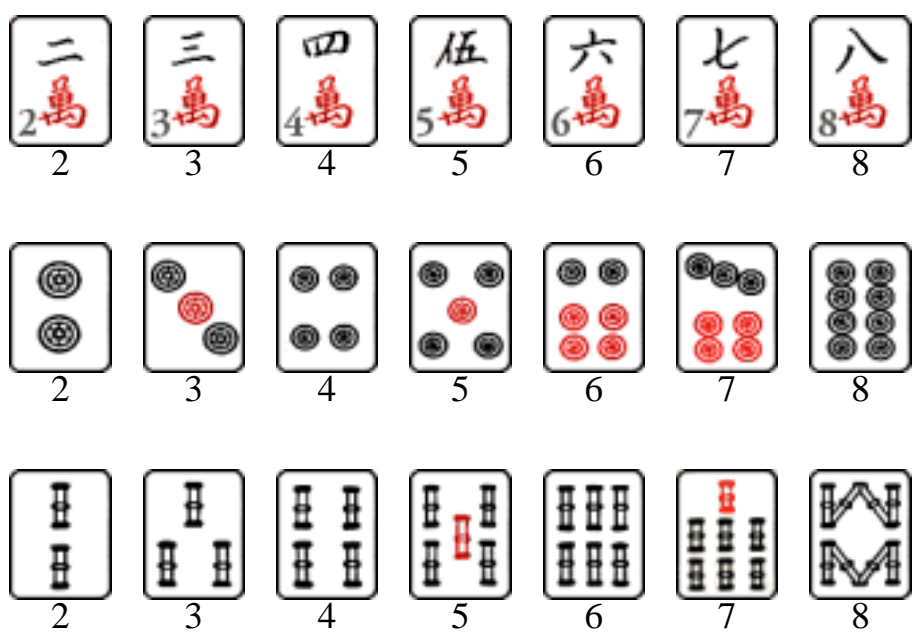




Terminals  
(1's and 9's)



Simples  
(All other tiles, or Suit Tiles 2 through 8)

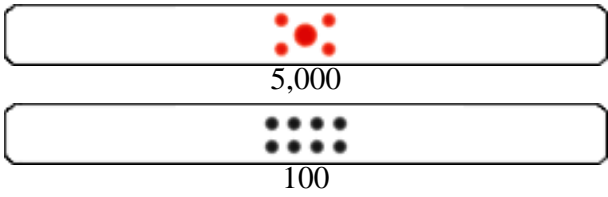
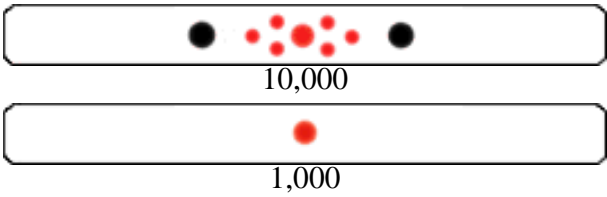


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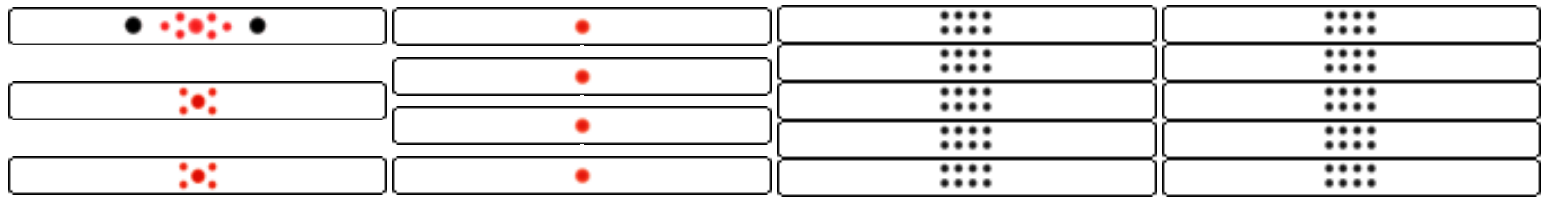


# Mahjong Chips

Mahjong chips, like poker chips, are used for scoring. They are not absolutely necessary, but convenient (for minimalists, pencil and paper will do). There are 4 types of chips, in the following denominations:



Each player starts with the following combination of chips: One 10,000, Two 5,000, Four 1,000, and Ten 100 for a total of 25,000 worth of chips:







# Mahjong Accessories

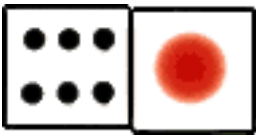
## 1. The dealer indicator.



The dealer indicator indicates two things.

- 1. Signifies starting dealer. It is placed on the table to the right of the starting dealer, and left there for the remainder of the game. This tells players where the first of the 8 mahjong hands began.
- 2. Indicates East or South round (round 1 or round 2--each round consists of 4 hands). Face up, (  ), it indicates the East round (first round of Mahjong). Face down, (  ), it indicates the South, or second, round of Mahjong.

## 2. The Dice



Two six-sided dice are used to determine the starting dealer, and determine the Break in the Wall. The Break is the spot from which players begin taking tiles each round.



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# Section II: Setting Up for Mahjong

## Overview

Before play begins, there are a few steps involved in properly setting up. In addition to physically setting up the tiles, the seating arrangement of the players is randomized, the dealer is determined, and the tiles are distributed randomly.

At any one time, both the Table and each Seat are assigned one of the 4 Winds. For the first round of Mahjong (4 hands, or after each player has been dealer once), the Table wind is East, and for the second round the Table wind is South (second 4 hands in a game, for a total of 8 hands per game, subject to extension in certain circumstances). The dealer sits in the East seat, and each player's seat is determined in relation to the dealer by counting, counterclockwise, East-South-West-North starting with the dealer (note that they are not in the order of the compass).

For convenience of explanation, this process has been broken down into the following steps:

### The 5 Steps for Setting Up Mahjong:

- 1. [Determine Seating](#)
- 2. [Determine Dealer](#)
- 3. [Set Up the Walls](#)
- 4. [Break the Wall/](#)  
[Determine Dora](#)
- 5. [Distribute Tiles](#)

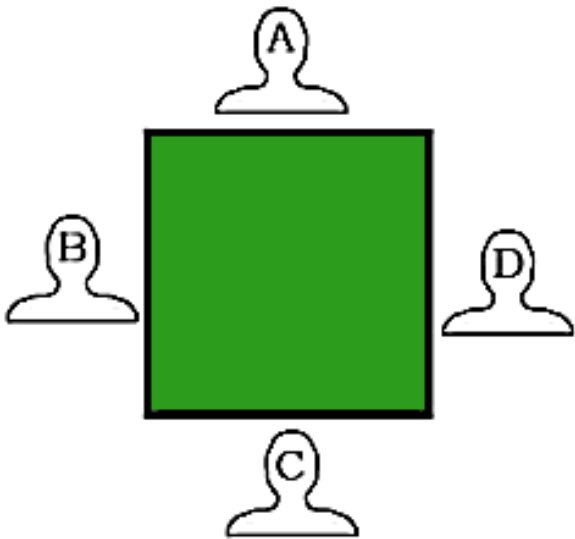


[Return to Home](#)

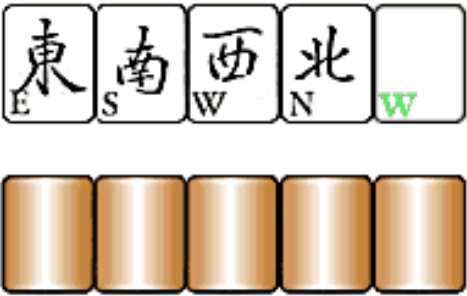


# Determine Seating

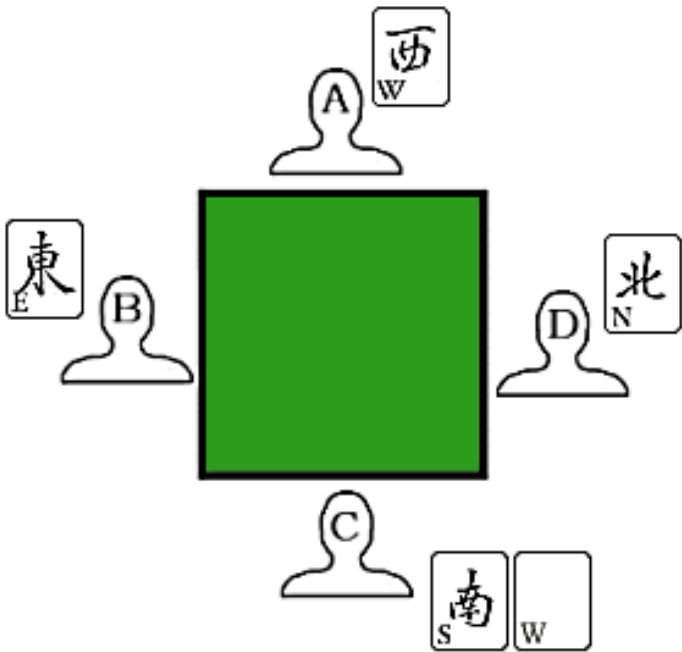
1. All four players take seats as they wish.



2. Find and mix the following tiles, face down.

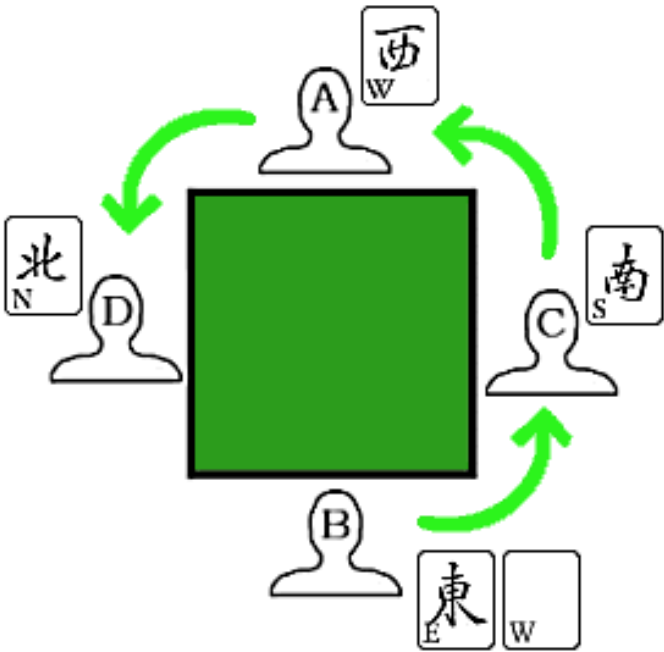


3. Distribute one tile to each player. If a player draws White, he draws one more. If White is left last, have the last player who drew take it.



Each player has now been assigned a direction.  
White has been assigned a *position*.

4. The White tile's position determines the position of East. Players sit in counter-clockwise order in the sequence East-South-West-North, depending on which tile they drew.



Now players have found their seats. Note that player "A" was coincidentally already in the correct seat.



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# Determine the Dealer

- 1. The player who chose the "East" tile in the [last step](#) rolls the dice.  
He then counts players counterclockwise, starting with himself.
- 2. The player determined in step 1 rolls the dice again, and counts in the same manner.  
The player determined by this roll becomes the starting Dealer.

1. Example: Player "B" rolls 7

Dice = 7

This lands on player "A"

2. Player "A" rolls an 8, landing on Player "C"

Dice = 8

Making Player "C" the starting dealer

## The Dealer Determines the Assignment of Directions

Each seat is assigned to a direction. The Dealer is always assigned to East.

1. Player C has become the starting Dealer, making him East.

A

D

C = 東

B

2. The other 3 directions are assigned to the other 3 players, going counter clockwise in the order South-West-North.

A = 南

D = 西

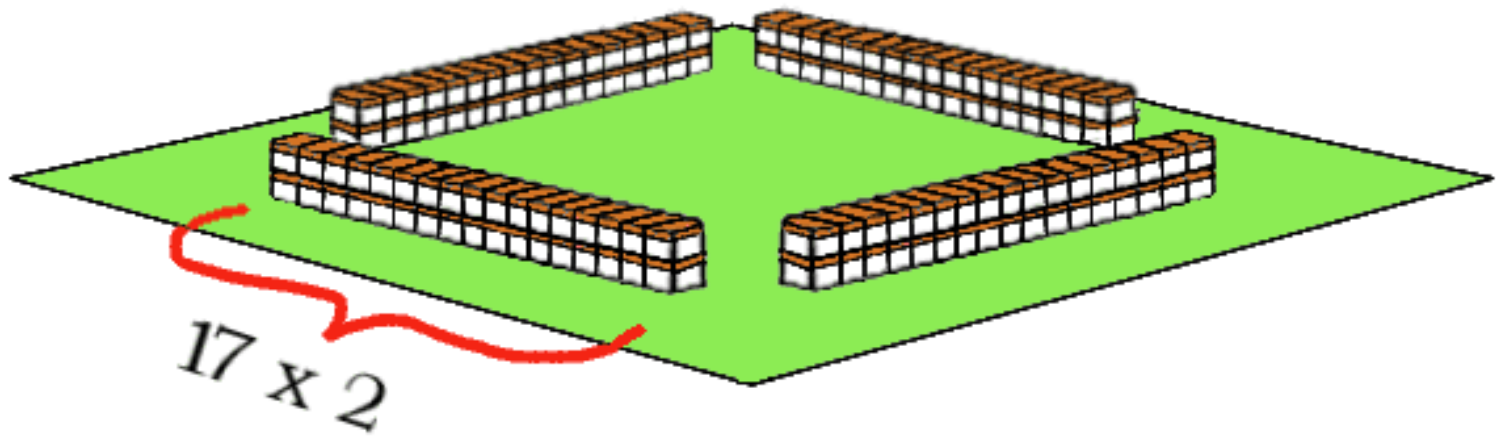
C = 東

B = 北



## Set Up the Walls

1. Mix the tiles. Courtesy dictates that all four players mix vigorously!
2. Each player sets up a Wall of face down tiles, 17 long and 2 high.

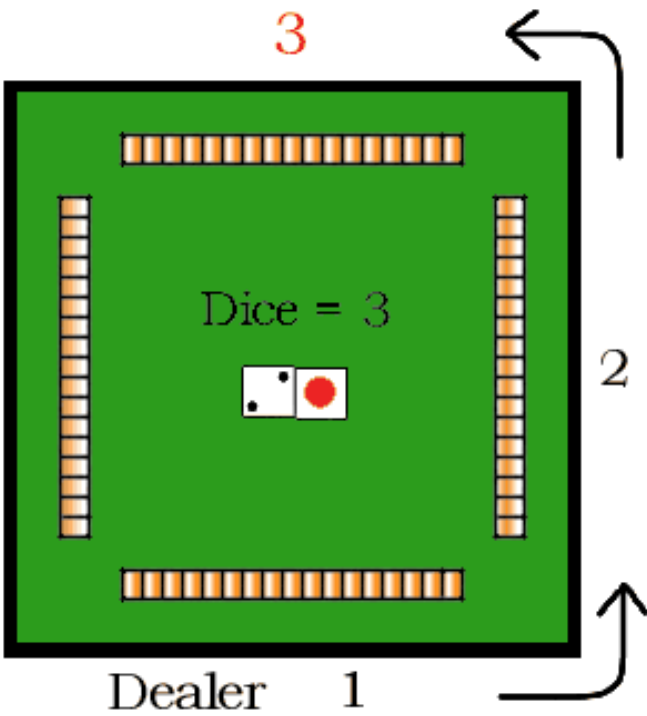


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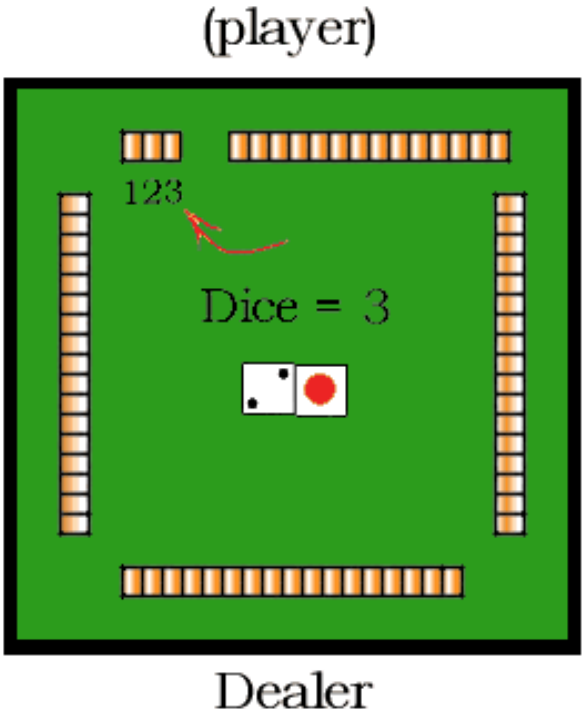
# Break the Wall and Determine the Dora (A)

1. Dealer rolls the dice. Count counterclockwise from dealer.



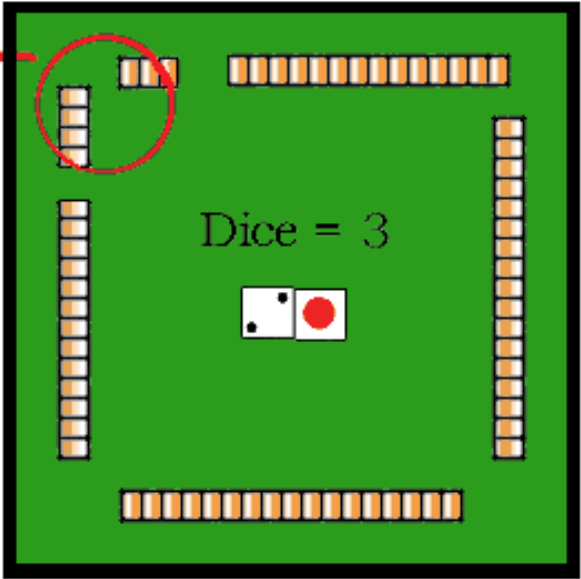
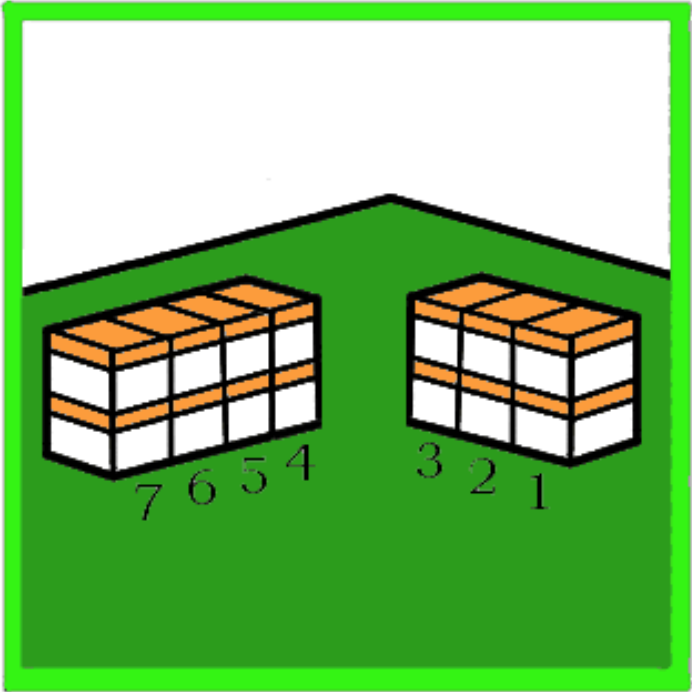
This determines which wall will be broken.

2. Count from player's right the same number of tiles as dice roll.



This determines where to break the wall.

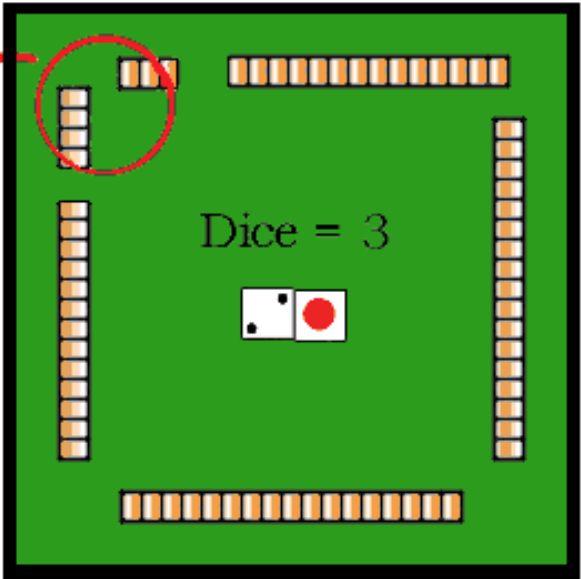
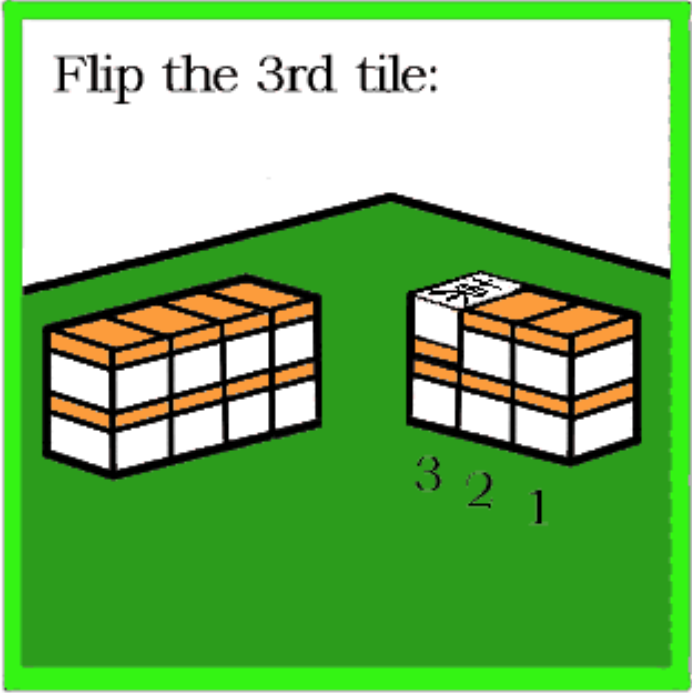
3. Count 7 tiles to the right of the break. Create another break here.  
If you reach the end of a wall, continue on to the next.



Dealer

These tiles are set aside as the *dead tiles*

4. Using the same number from the dice roll, count into the dead tiles starting from the break.  
Turn the top tile over to determine the *dora indicator*



Dealer

*Dora indicator is East*



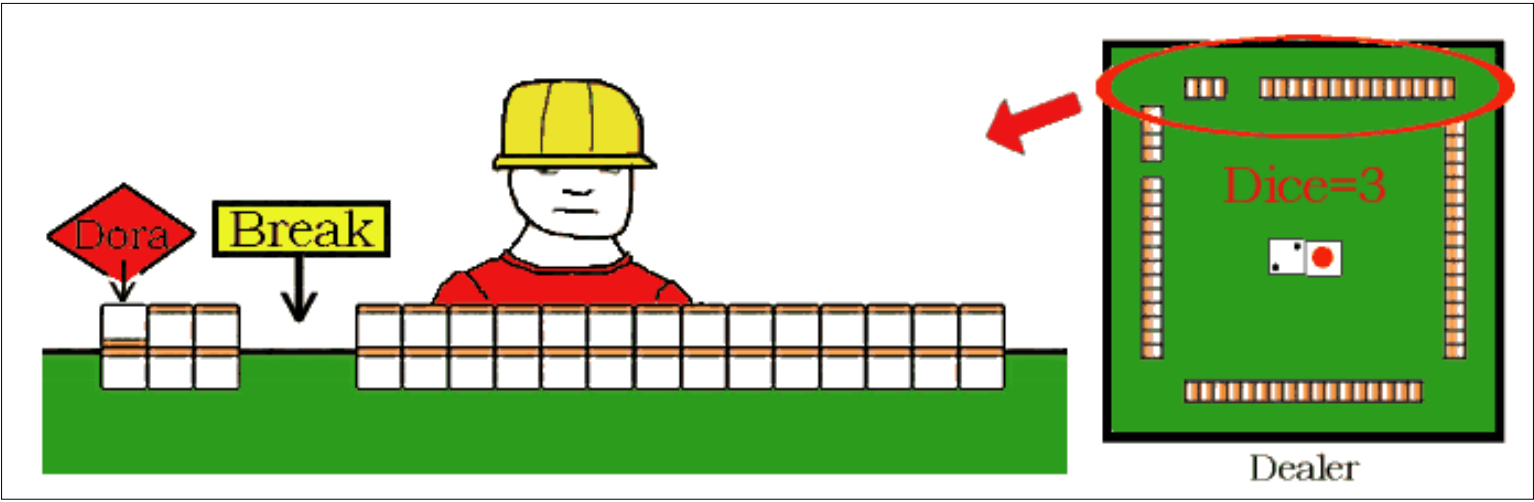
[Return to Home](#)



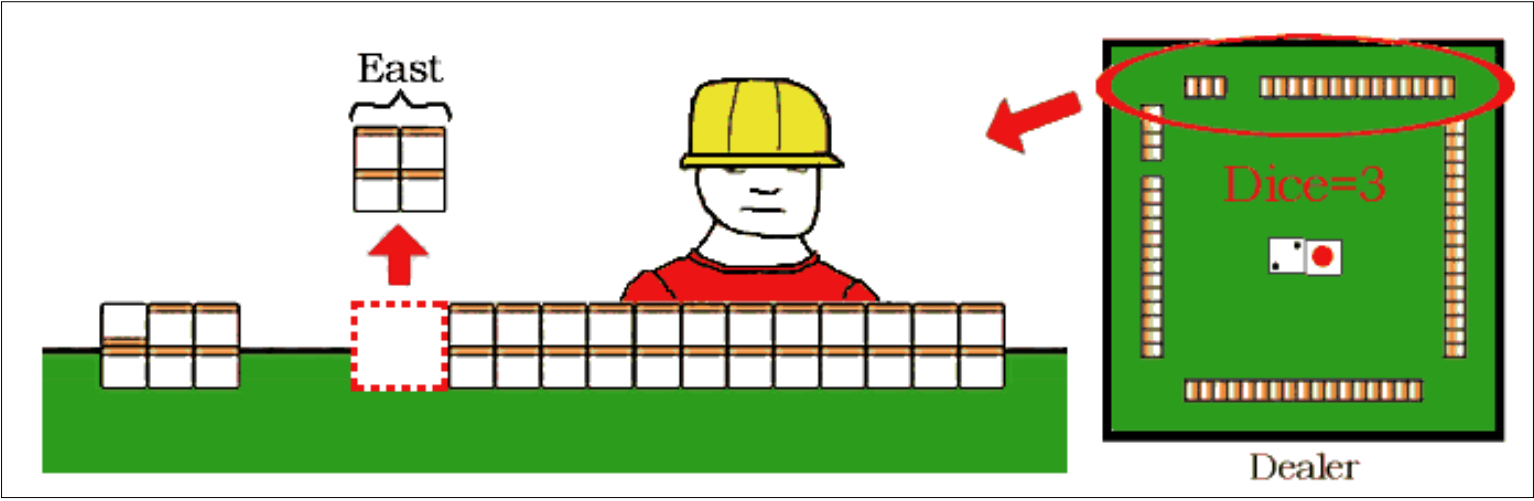
# Distribute the Tiles

Next distribute the tiles.

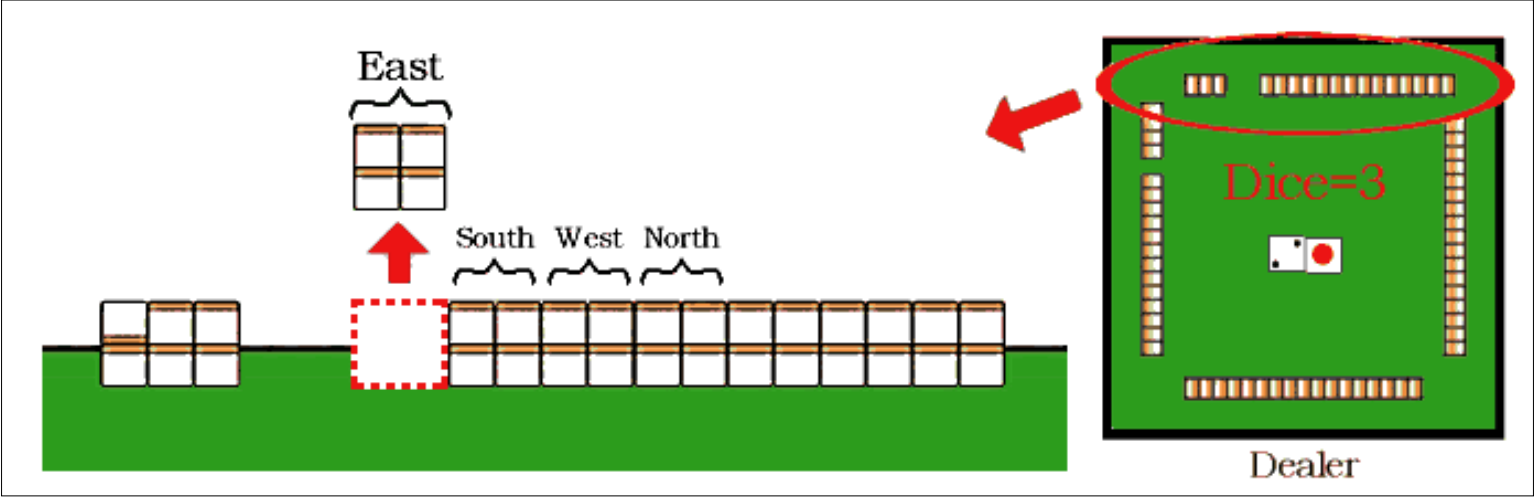
First let's take a closer look at the [break](#) determined in the previous step.



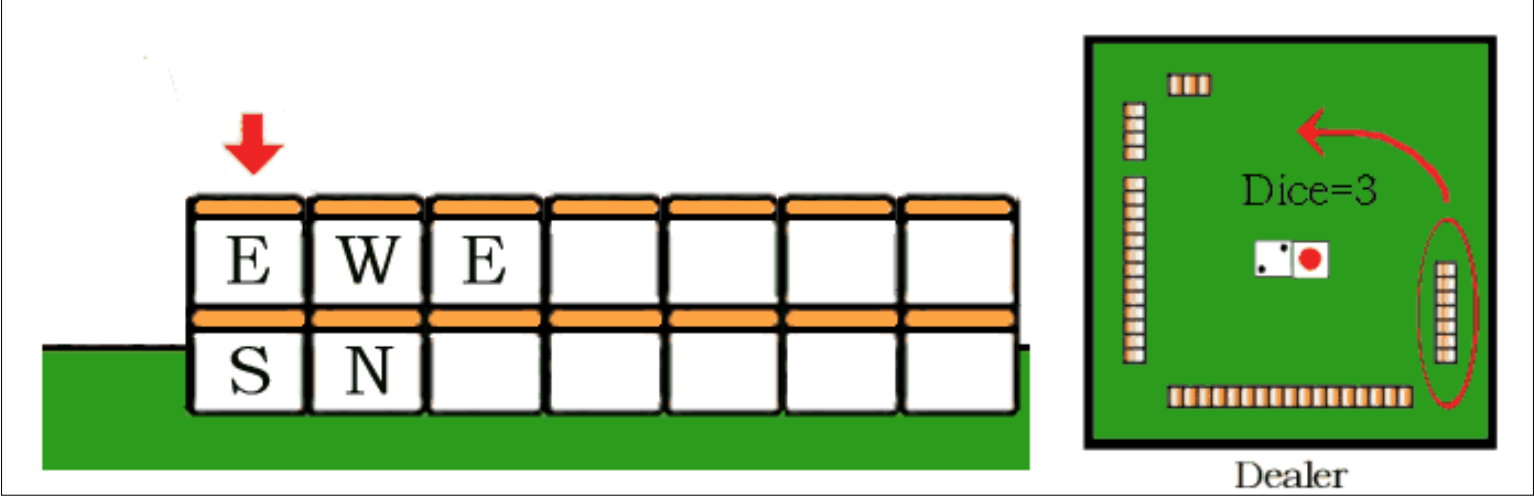
The dealer, or the player in the East position, takes the four tiles from the *player's left* of the break (*or*, from the side opposite the Dora).



Player's follow suit, taking four tiles at a time, in the standard order (East-South-West-North). Repeat until all players have 12 tiles. Continue to the next wall if you reach the end.



After each player has 12 tiles, the last five tiles are distributed to players in the following manner: (2 to the dealer, 1 each to the other 3 players)





# Section III: Creating Hands

- 1. [Hands](#)
- 2. [Melds, Runs, and Sets](#)
- 3. [Complete Hands](#)
- 4. Becoming "[Ready](#)" with [Basic Waits](#)
- 5. [More Waits](#)
- 6. [Combination Waits](#)
- 7. [Complex Waits](#)



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# Hands

In Mahjong, players compete to be the first to complete a legal hand.  
A legal hand follows these two principles:

1. Proper Configuration
2. 1-Han Minimum

A proper configuration refers to a **14 tile hand** made up of the proper tile [melds](#).

A "Han" is a multiplier that doubles the score of a hand;

**the FUNDAMENTAL rule of Reach Mahjong is that a hand must have a  
ONE HAN MINIMUM in order to be legal.**



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# Melds

Melds are 3-tile groupings that make up the basic building block of Mahjong Hands.

Each meld is 3 tiles.

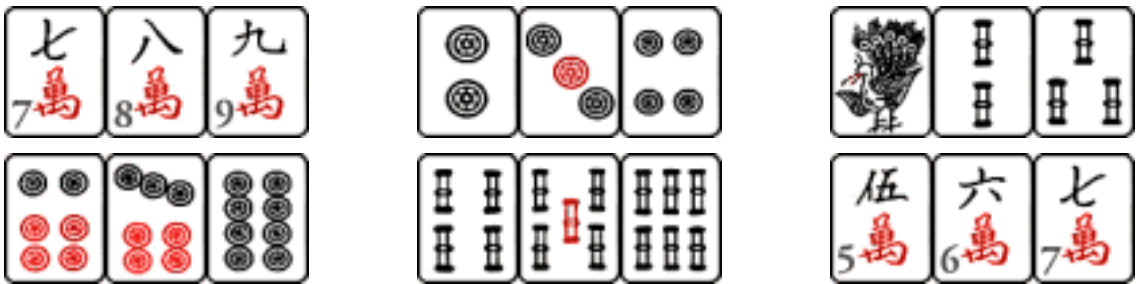
A hand normally consists of 4 Melds + 1 Head (or Pair) for a total of 14 tiles.  
A Meld can be either a Run (3 tiles in sequence) or a Set (3 identical tiles).

A Set can also become a Kan (a 4-Tile Set) when declared so.

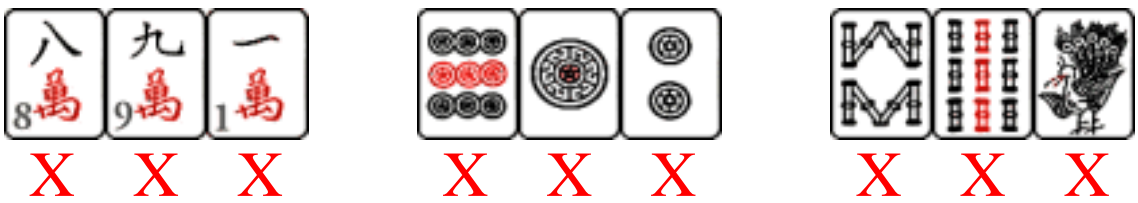
# Runs

A Run is 3 tiles that run in sequence.

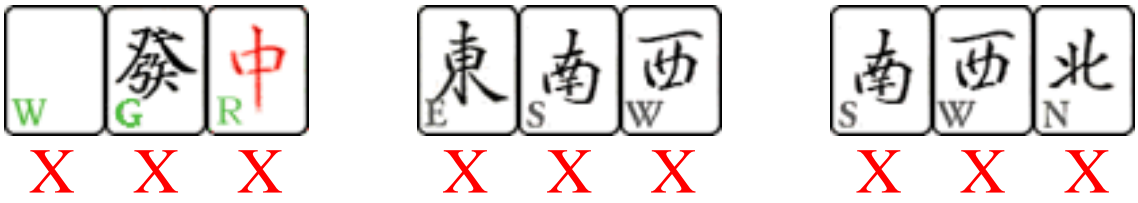
Examples:



Note that tiles **DO NOT** wrap around to form runs:



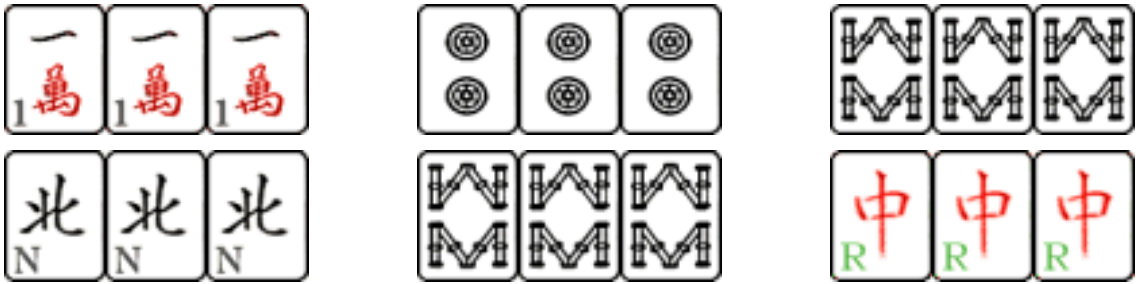
Note that Honors (Colors and Directions) **CANNOT** be made into runs.



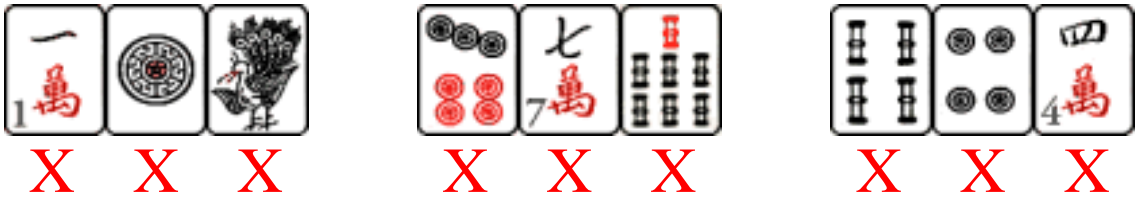
# Sets

A Set is 3 identical tiles used together.

Examples:



Note that tiles from different suits **CANNOT** be mixed:



# Quads

Four identical tiles can be used as a Quad (Four-tile Set) when declared.



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## Properly Configured Hands

The following hands are all properly configured, because they follow the rule of **4 Melds + 1 Head**.

一萬

二萬

三萬

Run

+

六萬

七萬

八萬

Run

+

四圓

五圓

六圓

Run

+

三風

四風

五風

Run

+

九萬

九萬

Head

四萬

五萬

六萬

Run

+

二圓

三圓

四圓

Run

+

六風

七風

八風

Run

+

四圓

五圓

六圓

Set

+

四圓

五圓

六圓

Head

一圓

二圓

三圓

Run

+

七萬

八萬

九萬

Run

+

西

西

西

Set

+

四圓

五圓

六圓

Set

+

發

發

Head

三風

四風

五風

Run

+

中

中

中

Set

+

五萬

五萬

五萬

Set

+

三風

四風

五風

Set

+

北

北

Head

一萬

一萬

一萬

Set

+

四圓

五圓

六圓

Set

+

東

東

東

Set

+

三風

四風

五風

Set

+

三風

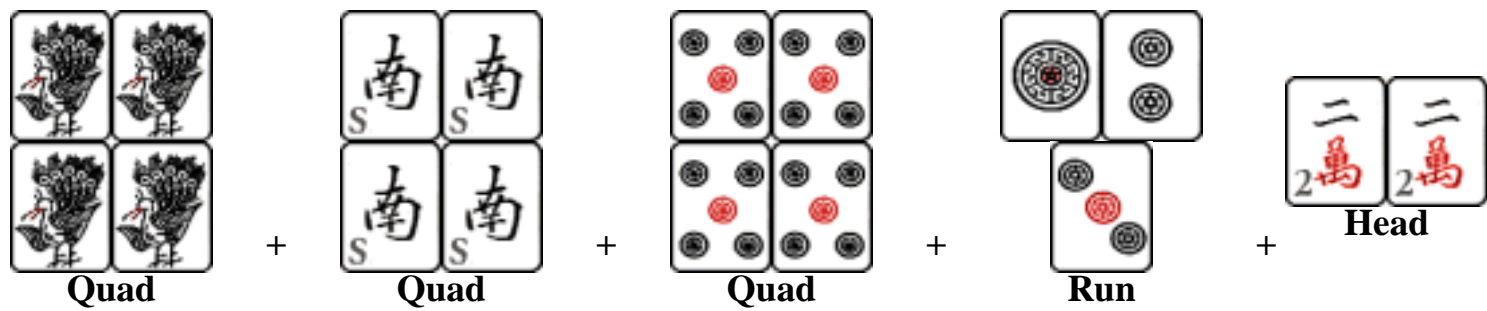
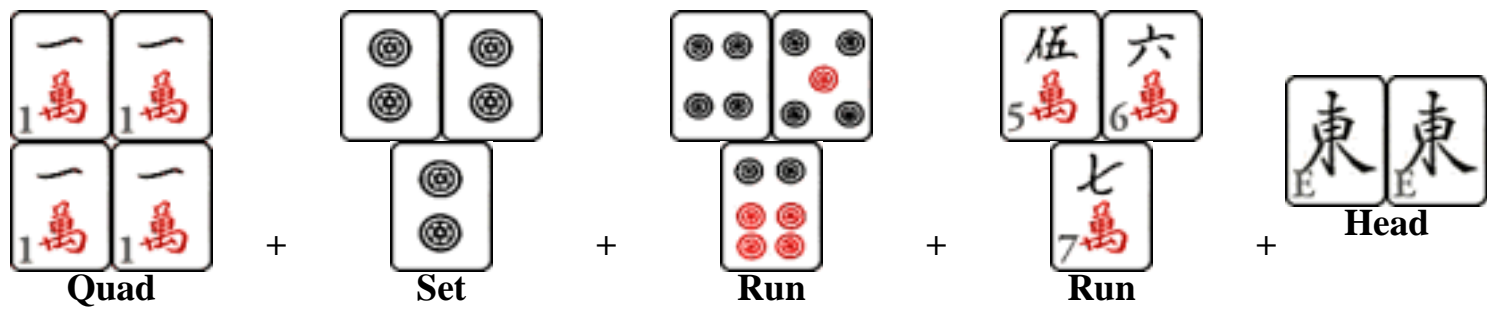
四風

五風

Head

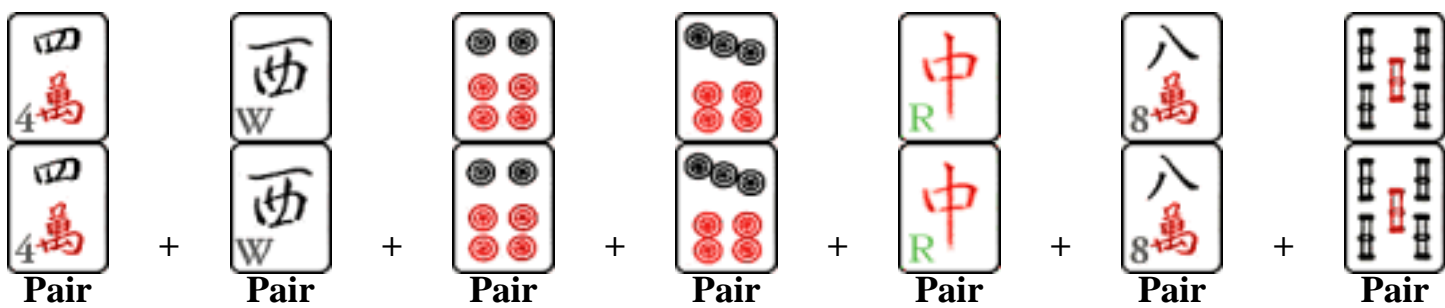
## Quads (4-tile Sets)

When Quads are used in a hand, treat them as one meld.  
Keep in mind that this raises the total number of tiles beyond 14.



## Exceptions!!

There are some exceptions to the 4 Melds + 1 Head rule.  
A common example is the "All Pairs" hand, formed by 7 pairs.



Keep in mind that having a properly configured hand alone is **not enough** to create a legal hand!! In addition, you must have a hand that has at least a 1-Han value.

There are many ways to earn the 1-Han minimum.  
These are fully covered in the section on [Han values](#).



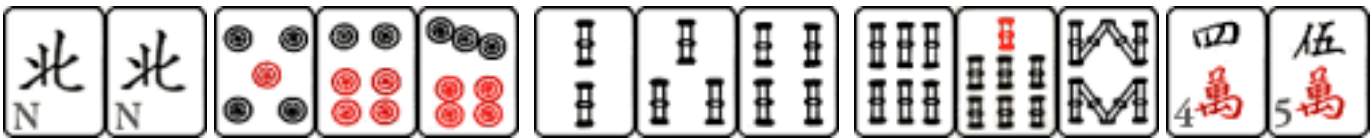
[Return to Home](#)





# Becoming "Ready" and Waiting on "Waits"

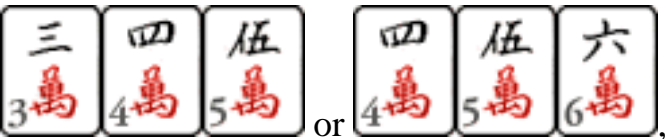
When a player becomes "Ready," he needs just one more tile to finish his 14-tile hand.

First, let's take a look at these 13 tiles:





Almost a completed hand, right? One Head, 3 Runs and...  
An **incomplete** Run.

With a  or a  the Run will be completed as either



thus creating a properly configured 14-tile hand.

This is the state of being **Ready**, or needing one more tile to finish the hand. (See the "Types of Waits" section below for other examples of set hands.)

The tiles needed, in this case the  or the , make up the Wait.

For convenience, different types of Waits have names. This Wait is called an "Open Wait," because either side of the Run is open to completion.

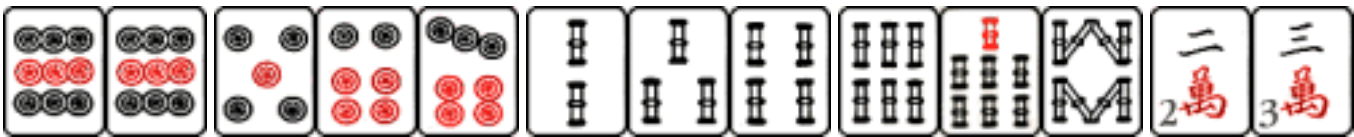
## The Basic Waits

These Waits are the building blocks for [combination waits](#) and must be memorized.

All of the following hands are **Ready**, but they are set on **different types of waits**.

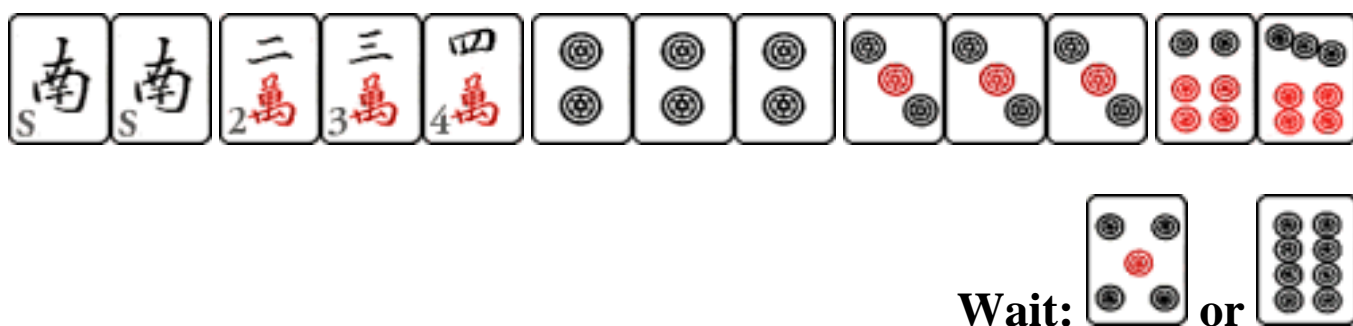
### 1. Open Wait

Runs that are open to completion on either side:



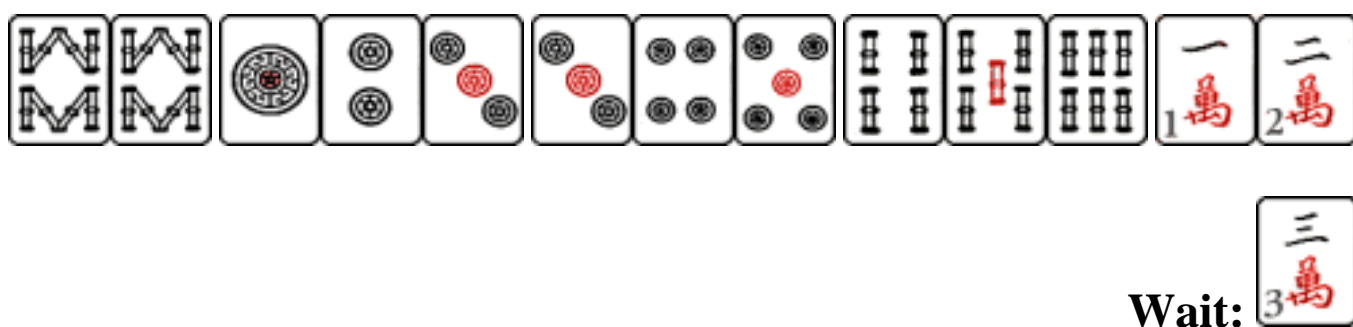
Wait:  or 





## 2. Edge Wait

Runs that are open to completion on only one side:



### 3. Closed Wait

Runs that can only be completed by filling in the center:






Wait: 



Wait: 



Wait: 

*Strategy Note*

There is a big difference between an Open wait on the one hand and the Edge or Closed waits on the other. Since there are 4 of each tile in the game, there is a total of 8 tiles available to complete an Open Wait, but only 4 to complete an Edge or Closed Wait.

*And the Waits go on...*



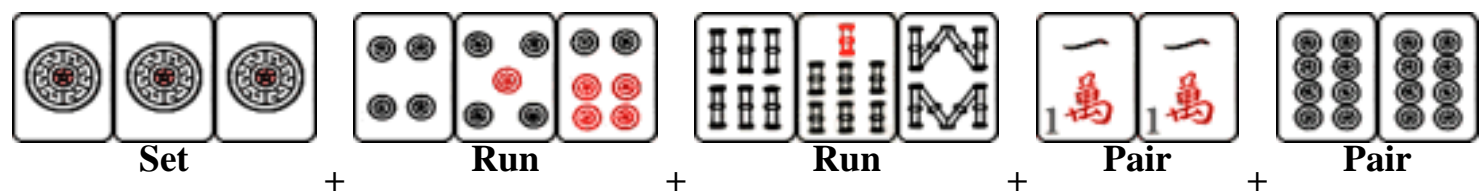
[Return to Home](#)



# More Basic Waits

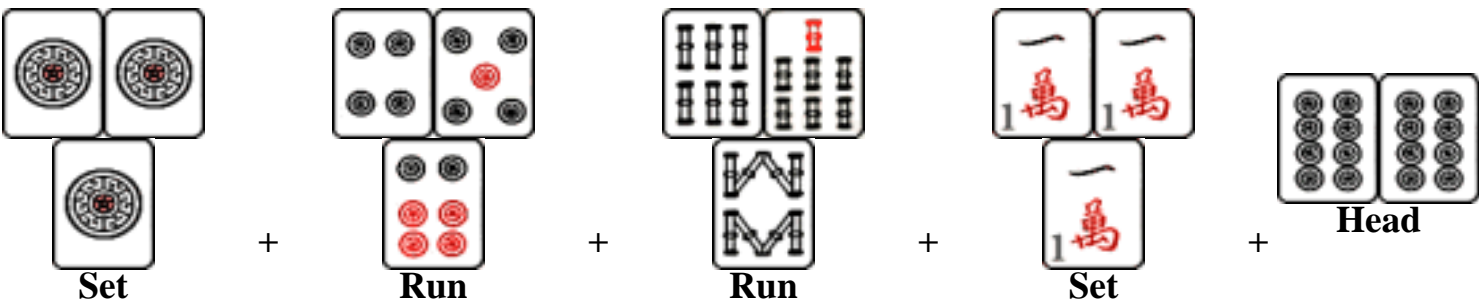
## 4. Double Set Wait

The following hand is Ready; what is the Wait? (what tiles are needed to finish the hand?)

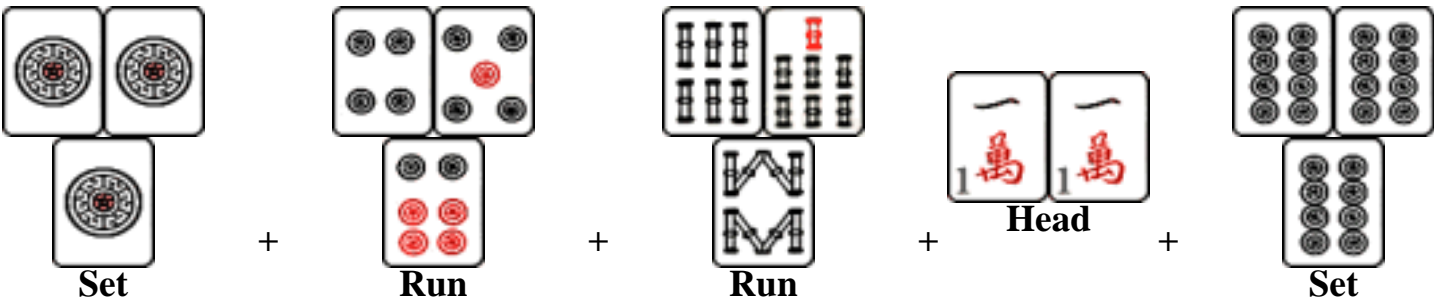


Again, almost a completed hand.  
But...it has two pairs, and only 3 melds.

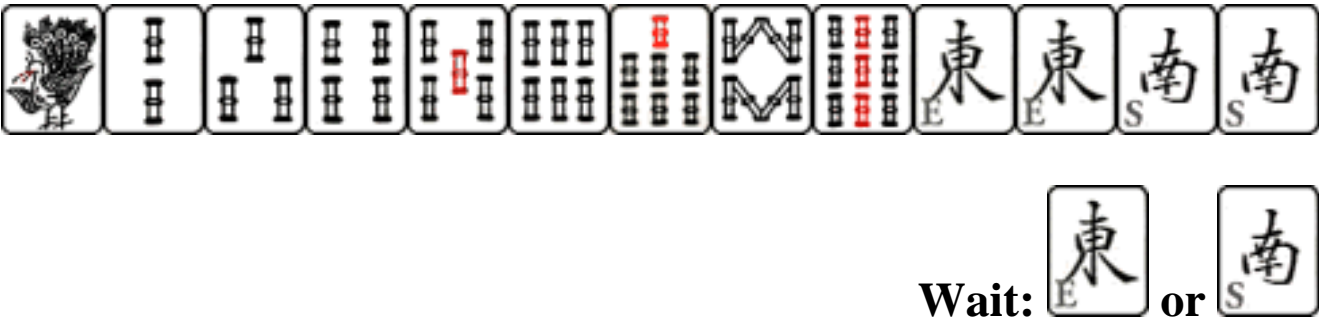
With a  the hand will turn out:



But, notice that the  finishes the job as well:



This is called a **Double Set Wait**, because you are waiting to finish one of two sets (leaving the other to become the head).



Wait:



or




5. Single Wait

Waiting on a single tile to complete the Head (three Melds are finished, and one tile dangles):




Wait:





Wait:





Wait:



Now we have completed the list of Basic Waits, and now Waits finally get interesting. The 5 Basic Waits can combine to create [Combination Waits](#), which are Waits that can be finished by multiple tiles.



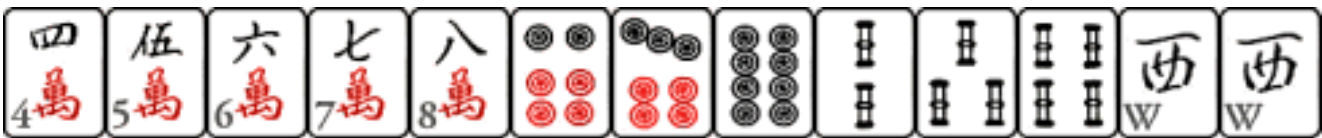
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# Combination Waits (A)

Combination Waits are created by combining 2 or more of the [Basic Waits](#) into a single combined Wait. This can create Waits that are ready on three, four, or even more tiles. Let's start with an example:

What tiles are needed to finish this hand?

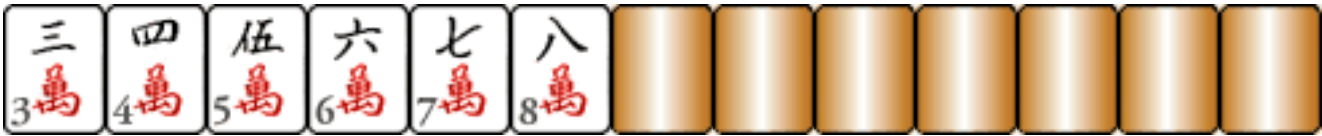


[\(Click here for the answer\)](#)

Take a look at just the portion of the hand that is incomplete:



With the  it becomes



With the  it becomes



And with the  it becomes



This can be thought of as the combination of the 3-6 of Numbers open wait:



and the 6-9 of Numbers open wait:



Or, "Open wait + Open wait = 3-sided wait".

In a similar manner, various waits can be combined, given the proper configuration of tiles. As a general rule of thumb, these combination waits become possible when tiles from a single suit are densely packed in close proximity.



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# Complex Waits

Complex Waits are generally created when multiple tiles of a single suit are densely packed together. They are essentially more complex combination waits, often waiting on 4, 5, or more tiles.

Keep in mind that the following are mere examples of a few of the countless possible complex waits.

The completed portion of the hand is not revealed for clarity.

## Example 1

三萬

三萬

三萬

四萬

伍萬

六萬

七萬

Wait = 

二萬

四萬

伍萬

七萬

八萬

Open wait 

二萬

伍萬

 + Open wait 

伍萬

八萬

 +

Single wait 

四萬

 + Single wait 

七萬

## Example 2

伍萬

伍萬

伍萬

六萬

六萬

六萬

七萬

Wait = 

伍萬

六萬

七萬

八萬

Set wait 

伍萬

伍萬

六萬

六萬

 + Single wait 

七萬

 + Open wait 

伍萬

八萬

## Example 3

伍萬

伍萬

伍萬

六萬

六萬

七萬

七萬

Wait = 

伍萬







六萬

七萬













八萬






[http://www16.brinkster.com/mahjong/reachmahjong/creating\\_hands/complex\\_waits.htm](http://www16.brinkster.com/mahjong/reachmahjong/creating_hands/complex_waits.htm) (1 of 3) [3/19/2003 8:13:34 AM]












Open wait   + Set wait    

Example 4













           





Wait =     





Open wait   + Single wait  +



Open wait   + Set wait    

Example 5













           






Wait =    





Open wait   + Open wait   +



Single wait  + Single wait 

Example 6

Wait =     

Open wait   + Open wait   +

Single wait  + Single wait 

Example 7

三

4

萬

四

4

萬

伍

5

萬

六

6

萬

七

7

萬

七

7

萬

七

7

萬

八

8

萬

八

8

萬

八

8

萬

九

9

萬

九

9

萬

九

9

萬

Wait = 

二

2

萬

三

3

萬

伍

5

萬

六

6

萬

七

7

萬

八

8

萬

九

9

萬

Open wait 

二

2

萬

伍

5

萬

 + Open wait 

伍

5

萬

八

8

萬

 +

Single wait 

四

4

萬

 + Single wait 

七

7

萬

Example 8

Note: This hand is a [Limit Hand](#).

一

1

萬

一

1

萬

一

1

萬

二

2

萬

三

3

萬

四

4

萬

伍

5

萬

六

6

萬

七

7

萬

八

8

萬

九

9

萬

九

9

萬

九

9

萬

Wait = 

一

1

萬

二

2

萬

三

3

萬

四

4

萬

伍

5

萬

六

6

萬

七

7

萬

八

8

萬

九

9

萬



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# Section IV: Progression of the Game

- 1. [Progression of Game](#)
- 2. [Drawing Tiles](#)
- 3. [Stealing](#)
- 4. [Pon](#) / [Chi](#) / [Kan](#)
- 5. [Dealer Repeat](#)
- 6. [Null Round](#)
- 7. [Finishing a Game](#)



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# Progression of the Game

After [distributing the tiles](#), players compete to be the first to finish a hand. Players [draw tiles](#) (tsumo) and [steal](#) to make progress toward a finished hand.

*Remember: a hand must have at least 1-Han to be legal.*

When a player successfully finishes a hand, he receives an amount of Chips from other players equivalent to the hand's score. The amount paid by each player is determined by whether the player goes out "Off the Wall" or "Off the Table."

## Going Out

Once a player is [Ready](#), he may go out **"Off the Wall"** (Tsumo) by drawing the last tile, or go out **"Off the Table"** (Ron) by using a discard thrown by another player. Go out "Off the Table" immediately after the needed tile is thrown.

When a player goes out "Off the Wall," he says "Tsumo" after drawing the needed tile, and reveals his hand to all players, keeping the last tile drawn separate from the hand. For Tsumo, all three other players share payment of the cost of the player's hand.

When a player goes out "Off the Table" (off a player's last discard), he says "Ron" immediately after the needed tile is discarded and shows his hand. The player that discarded the last tile pays the **entire amount**.

This makes caution an essential aspect of the game. Without avoiding these full pay-outs, your precious supply of Chips will quickly dwindle.



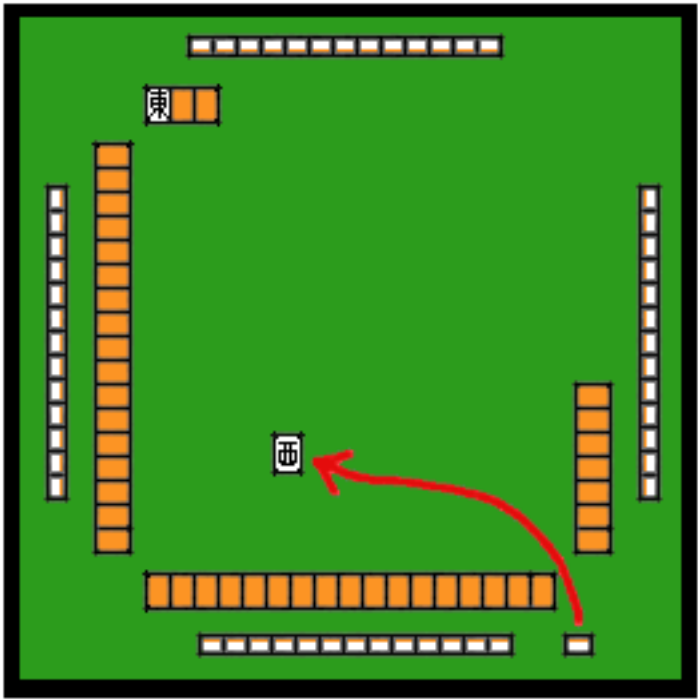
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# Drawing Tiles

After the [distribution of tiles](#), the Dealer has 14 tiles and the Players have 13 tiles each.

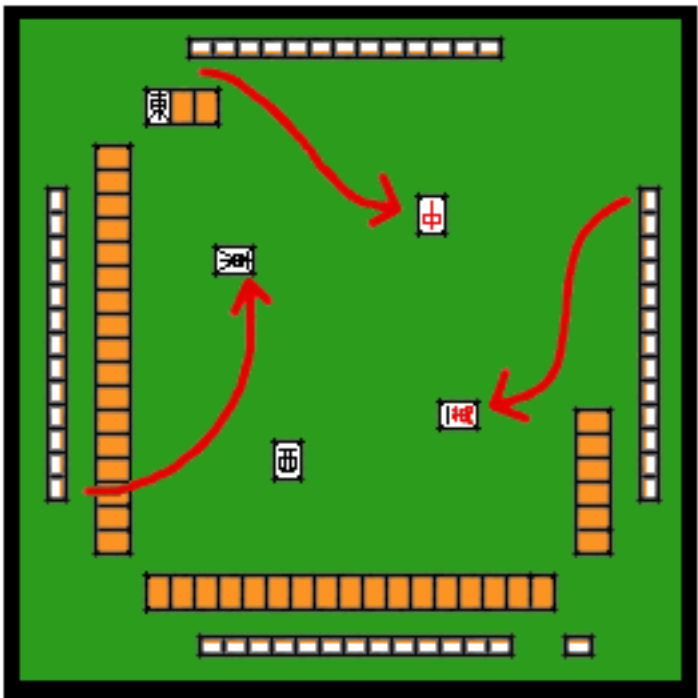
The Dealer begins by discarding 1 tile, face up.



Dealer

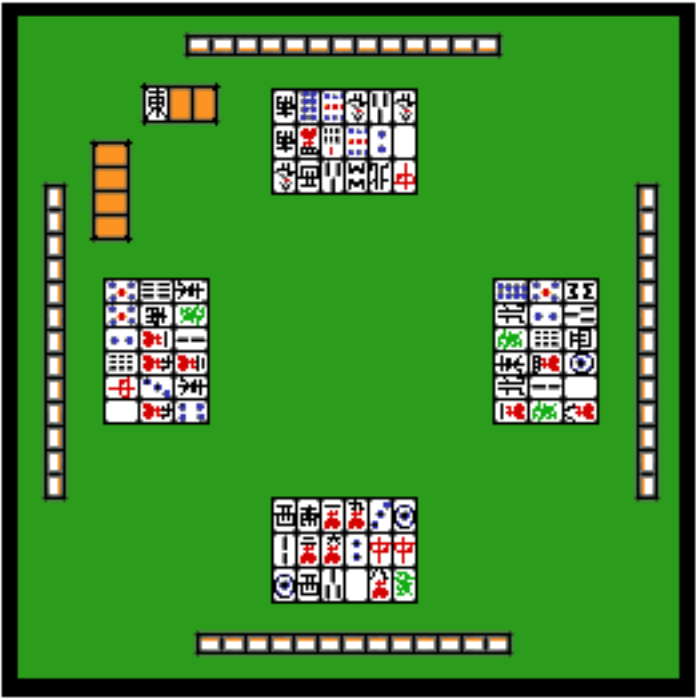
In mahjong, each turn = **1 Draw + 1 Discard**

After the dealer discards, the player to the right of the dealer takes the next tile off the wall, and chooses one discard. Play continues counterclockwise, with each player drawing 1 > discarding 1 on each turn.



Dealer

Player's discard tiles face up, each in their own discard pile (strictly speaking, of 6x3 tiles), such that the table will eventually look something like this:



Dealer

Note that there are only 14 tiles (the "[dead tiles](#)") left at the end of the game.



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# Stealing

In addition to drawing tiles on your turn, you can **steal** tiles from other players.

Tiles are stolen **immediately after they are discarded** by other players. Players steal to complete Sets, Runs, or Kans by stealing the **last tile** of the meld.

After stealing, the player **reveals the meld formed with the stolen tile, discards a tile**, and play continues from that player's right (counterclockwise). As a result, one or more players may lose their turns when someone steals.

## Types of Steals

There are three types of Steals:

1. [Pon](#)

(To complete Sets)

2. [Chi](#)

(To complete Runs)

3. [Open Kan](#)

(To make Quads)

## Open and Closed Hands

Before the first steal, the hand is defined as **Closed**, but after the first steal, the hand becomes **Open**, meaning that part of the hand has been revealed.

You can steal as many times as you want, and the status of your hand will not change. The hand becomes Open on the 1st steal, and remains Open thereafter.

*Strategy Note:* It's easier to complete hands if you can steal from other players. As a result, most hand values are degraded if the hand is "Open." It's a good idea to consider whether a hand is really worth "opening" just to get one tile ahead.






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# Pon

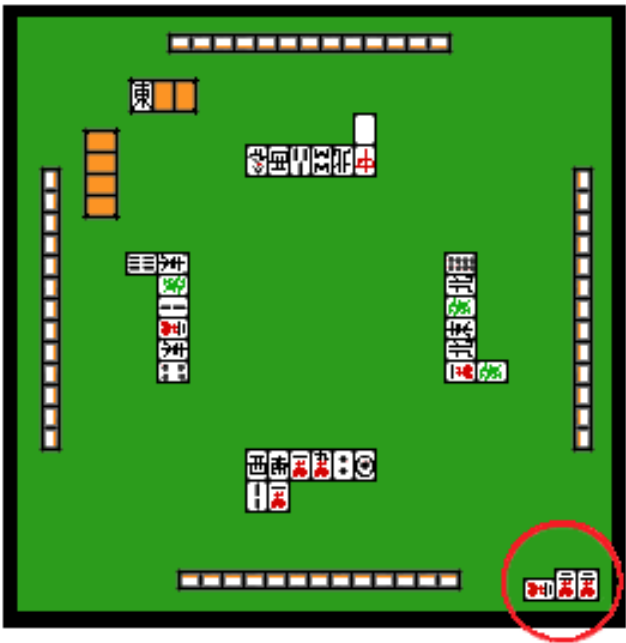
**Pon** is used when stealing for a set. If you have a pair of tiles, and you wish to make a Set out of it, you can Pon the third tile from any other player. Steal the third tile by saying "Pon!" right after a player discards it.

## Example:

1. You have 	2. A player discards 
3. Say "Pon"	4. Take the third  and complete your set.

# Revealing Tiles

After stealing for a Pon, you must show the meld formed with the stolen tile. Tiles are placed face up in the corner of the board to the right of the player.



## Placement

The placement of the tiles shows which player the tile was stolen from.

Pon from Left:



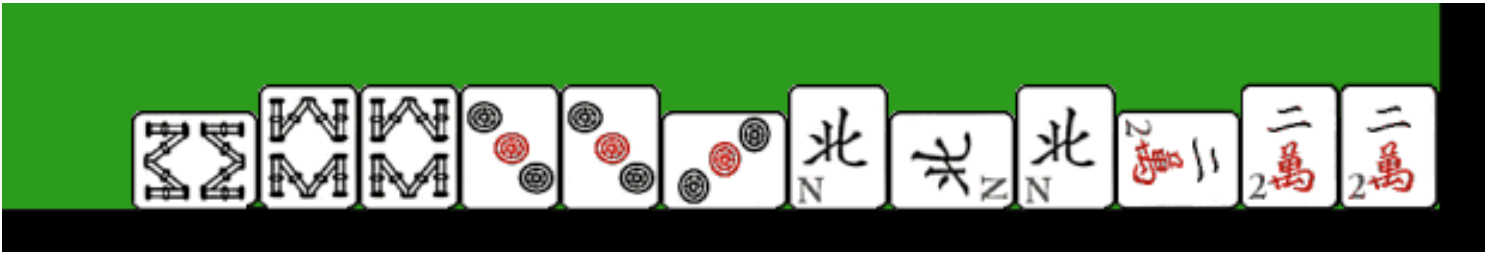
Pon from Across:



Pon from Right:



Pon as many times as you like. Just stack each meld from right to left.



Remember, play continues counterclockwise from the player that steals.



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# Chi

**Chi** (pronounced "chee") is similar to Pon, but it is used for stealing for Runs. If you have 2 tiles to a Run, you can complete it with a Chi.

However, you can only Chi from the player to your left:

## Example

1. You have  and  in your hand.

2. The player to your left discards  ...

3. Say "Chi" and slide the tiles to your right, placing the stolen tile sideways on the left (do not put them in order)...



## Priority for Pon and Chi

If the same tile is stolen for a run (Chi) and a set (Pon) by two different players, Pon (or Kan) is given priority.

Of course, a player stealing to go out (Ron) is given priority over both Chi and Pon (or Kan).



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# Kan

The use of four identical tiles as a single Meld is called a **Kan**.

## Three Kan Types

- 1. [Closed Kan](#) (when you have all 4 tiles)
- 2. [Open Kan](#) (when you steal the 4th tile)
- 3. [Late Kan](#) (when you draw the 4th tile and add to a Pon )

## Four Steps to a Kan

- 1. Declare Kans by stating "Kan" and revealing all four tiles.
- 2. Draw an extra tile from the Stock tiles.
- 3. Turn over an extra Dora (the Kan Dora).
- 4. Discard.

**Note:** You may not Kan on the last tile (whether drawn by yourself or discarded by another player).



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# Closed Kan

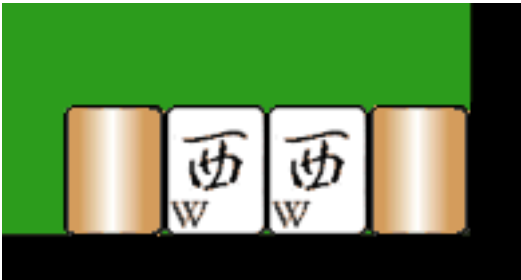
**Kan** is very close to Pon, but it completes Quads. If you have a Set, you can change it into a Quad with a Kan. Like Pon, you can Kan from any player.

Unlike Pon, whenever a player Kans an extra Dora Indicator is turned over.

## Declaring a Closed Kan

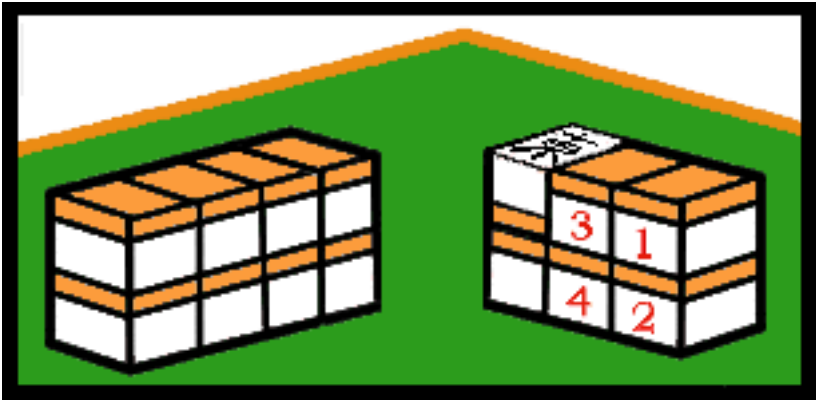
1. You have  in your hand.

2. On your turn (after the draw), you say "Kan" and place the tiles to your right as follows:



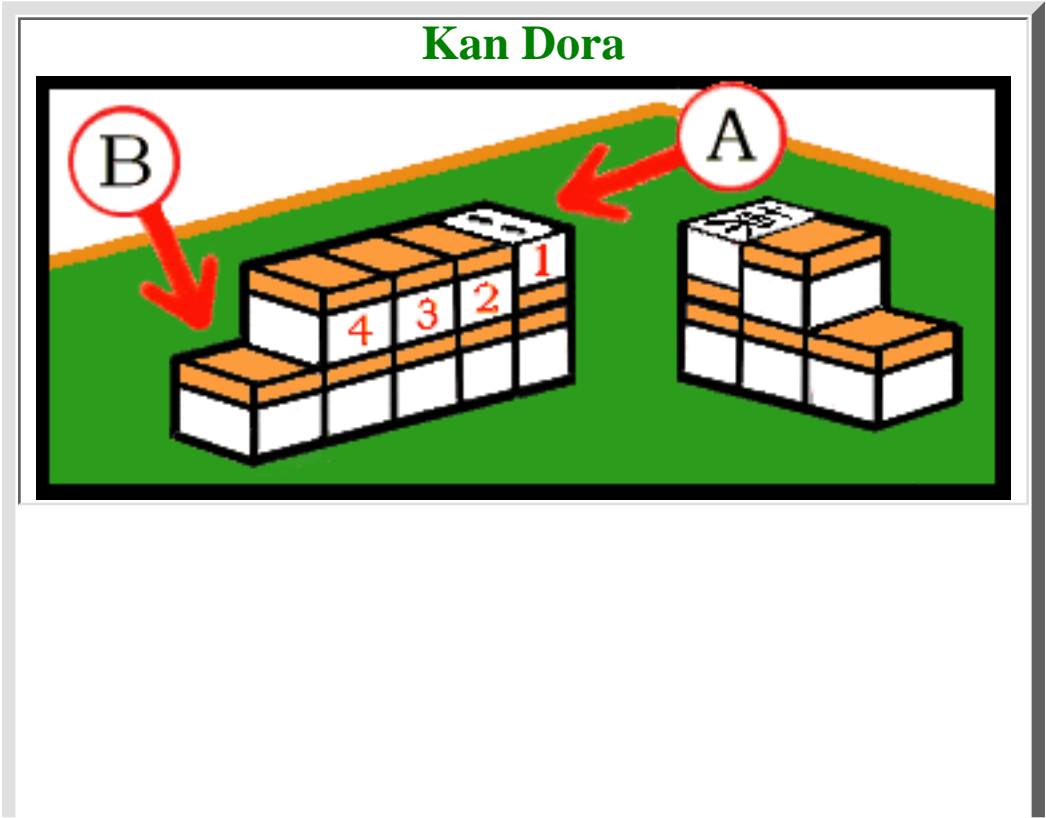
*The two tiles face down indicate a **closed** quad.*

3. Take an extra tile from the Stock tiles.



*The Stock tiles are the four tiles to the right of the Dora indicator. here they are labeled 1-4.*

4. Turn over the next Kan Dora.



**A.** *There can be up to 4 Kan Doras. Here they are labeled 1-4.*

**B.** *An extra tile from the end of the Wall is added to the Dead tiles for each Kan Dora, so that there are always 14 dead tiles.*

5. And finally, discard.

Note that you may declare a Closed Kan after a Reach, but only if the Wait does not change as a result.



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# Open Kan

**Open Kan** is very close to Pon, but it completes Quads. If you have a Set, you can change it into a Quad with a Kan. Like Pon, you can Kan from any player.

Unlike Pon, whenever a player Kans an extra Dora Indicator is turned over.

## Declaring an Open Kan

1. You have  in your hand.

2. A player discards  ...

3. Say "Kan" and place all four tiles to your right.

Kan from Left



Kan from Across



Kan from Right



4. Take an extra tile from the Stock tiles.

5. **After** discarding, turn over the next Kan Dora.

*Note that this is different from the Closed Kan.*



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# Late Kan

You can declare a **Late Kan** if you draw the fourth tile of a Set that you have already stolen.

## Declaring a Late Kan

1. Start with a stolen set.



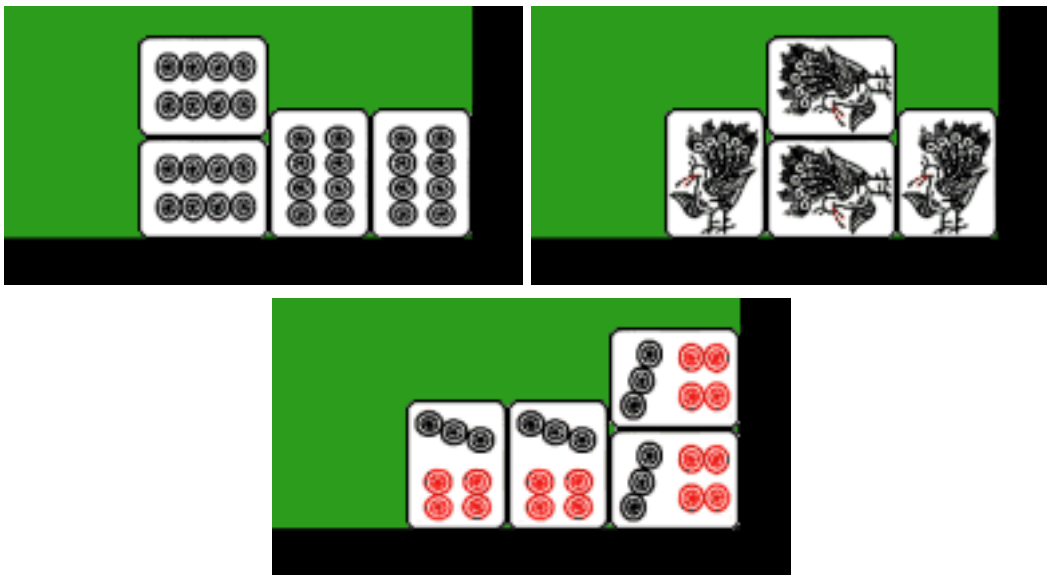
2. When you draw the fourth tile, say "kan" and place it with the already exposed tiles.



*Place the fourth tile along the top of the horizontal tile.*

4. Take an extra tile from the Stock tiles.
5. Discard, and then turn over the next Kan Dora.

Depending on the original Pon, Late Kans could appear like any of the following:



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# Dealer Repeat

If the Dealer goes out, or if a Null Round occurs, the Dealer repeats.

When this occurs, the Dealer places a 100-chip to his right to signify a repeat round. (The chip still counts toward his score)



*One 100-chip = 1st repeat round*

Add a 100-chip for each repeat round.



*4 chips = 4th repeat round.*

# Repeat Round Bonus

For every Repeat Chip, the winner of the round adds an extra **300** to his score.

For example, going out on the 4th repeat round yields a bonus of 1200 points (4 x 300).

If the player goes out off the wall, each other player pays 100 for each Repeat Chip.

For example, going out on the 2nd repeat round yields 200 extra points from each player, for a total of 600 bonus points.

# 2-Han Minimum

Starting with the 5th repeat round, the 1-Han minimum for going out raises to a 2-Han minimum.

The 2-Han minimum stays in effect until the dealer rotates.



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# Null Round

In the following cases, a Null Round is declared, tiles are reshuffled, and the Dealer repeats.

- 1.** The first four discards are the same Direction tile.

(Not valid if a Pon, Chi, or Kan occurs first)

- 2.** A player has 9 different End Tiles on his first draw, and chooses to call a Null Round by revealing them.

(Not valid if a Pon, Chi, or Kan occurs first)

- 3.** A player [fouls](#).

- 4.** Two or more players declare a total of 4 Kans.

(Round ends upon declaration of 4th Kan,  
before drawing from Stock tiles)

- 5.** All four players declare a Reach

(Occurs when the last player Reaches and  
safely discards the Reach Declaration tile)

- 6.** Three players simultaneously go out on the same discard.



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# Finishing a Game

At the end of 8 rounds, points are tallied up and a winner is determined. The player with the highest score is the winner, and is rewarded with the other players' antes.

30,000 is the benchmark by which players calculate their wins or losses.

Players below 30,000 end up with negative scores, those above 30,000 end up positive.

## Calculate Final Scores

**1. Determine Winner** Players count their chips. The player with the highest score is determined the winner.

**2. Calculate Simplified Scores for Non-winning players.** Players below 30,000 round up to the nearest 1,000. Translate each 1,000 below 30,000 into -1.

**Example:**

Final score = 23,100. Round up to 24,000.  
6,000 below 30,000 = Final Score of -6.

If they are above 30,000, round down to the nearest 1,000.

**Example:**

Final score = 32,600.  
Round down to 32,000.  
Final score = +2.

**3. Calculate the Winner's Simplified Score**

Determine the Winner's simplified score by adding up the 2nd, 3rd and 4th place players' scores, and changing the sign.

**Example:**

Non-winning players end  
with simplified scores  
of -17, -11, and +2.  
The sum of these is -26.  
The winner's score is +26.

(In other words, the winner gains the same amount that the non-winners lose).

## West Round

If no player has a score higher than 30,000 at the end of 8 rounds, no winner can be determined.

As a result, play continues for an additional 4 rounds. This is called the West round.

## North Round

You guessed it! If no winner has been determined by the end of the West round, play continues for 4 rounds of North.



## Section V: Hands and their Han Values

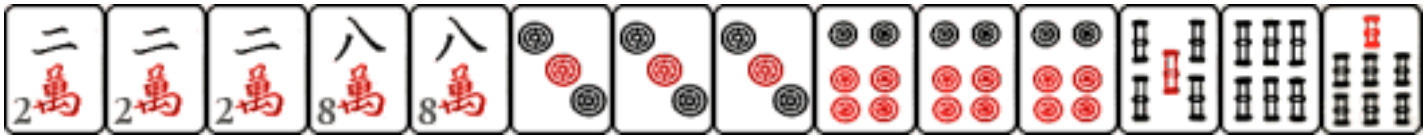
When scoring a hand, the number of Han (also called Doubles) determines the number of times a hand's Points are doubled. Learning the Han values is easier than determining a hand's Point value (based on the number and type of Sets, the difficulty of the Wait, and a few other factors), and is by far the most significant factor determining the final value of a hand. This fact allows beginners to play a very competitive game just by knowing the Han values, and leaving the Point calculation to another player at the table (it is very common to see 3 players at a table relying on the 4th player, or the "resident scorekeeper").

There are quite a few hands to remember for Reach Mahjong, but they will become more intuitive as you become accustomed to the patterns. As a general rule, players are rewarded for consistency (for examples, see Flush, Outside and Inside hands, Triple Run, etc.).

***For Beginners:*** If the number of Hands seems overwhelming, try learning the first 6 One-Han hands (on the following list). These are by far the most common hands, and combined with Doras they are often sufficient to compete well with seasoned players. You could even play a game that only allows these 6 hands, for practice purposes.

## Combining Hands

Han are earned whenever your hand fulfills the conditions for a given hand. This means that different Hands are often combinable. For example, the Inside Hand is a hand that lacks 1s, 9s and Honors (Value=1 Han), and the 3-Closed Sets hand is a hand that contains three unrevealed sets (Value=2 Han). These hands could be combined, as in:



...creating a Hand with a Han value of 3: Inside Hand (1 Han) + 3-Closed Sets (2 Han) = 3 Han. Any number of combinations of Hands are possible due to this mutual exclusiveness of Hands.

## Closed/Open Hands and Han Value

Players are generally rewarded for going out with a Closed Hand (no steals) rather than an Open Hand (one or more steals). Hands are affected by stealing in one of the following ways.

- 1. Most commonly, Stealing reduces the Han Value of a Hand by 1. Ex: Triple Run goes from 2 Han to 1 Han. Flat Hand goes from 1 Han to 0 (no longer a hand).**
- 2. Stealing makes the Hand have no Han Value. Ex: Double-Double Run.**
- 3. Stealing does not affect the hand. Ex: Inside hand, All Sets, most Limit Hands.**

A note on the affect of stealing is included for each Hand on the following list.

*Click right arrow for a complete list of all Hands and Han values.*



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# Complete List of Hands and their Han Values

One-Han Hands	Two-Han Hands	Three-Han Hands	Four-Han Hands
	Six-Han Hands	Limit Hands	

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*Please choose a desired Han Value from the list above*



*Please choose a desired Han Value and Hand from the lists above*

*Or, use Right arrows to cycle through complete list of Hands.*



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# Section VI: Calculating Final Score

The next few pages explains one of the more complicated aspects of the game: scoring.

When a player goes out, he receives an amount that is determined by three factors:

- 1. Whether the player is Dealer or not
- 2. The number of Han (covered in the last section)
- 3. The number of points

First, let's take a close look at the difference between payment for Dealer (the player sitting at East) and Non-Dealer (the other three players).

Simply put, the Dealer receives 150% the payout of other players. But the Dealer also has a disadvantage: When a Non-dealing player goes out Tsumo, the Dealer pays half.

You may find it easiest to think of the Dealer/Player difference in the following manner.

First, consider the payments to Dealer and Non-dealer like so:

- 1. Non-dealer receives 4 units.
- 2. Dealer receives 6 units.

For example, a 5-Han hand is worth 8,000 points for Non-dealer (4x2000=8000), and 12,000 points for Dealer (6x2000).

Using the 4 unit/6 unit system, we can analyze payouts in the following manner:

## Ron

- 1. Non-Dealer receives all 4 units from the Player who discarded finishing tile.
- 2. Dealer receives all 6 units from the Player who discarded finishing tile.

## Tsumo

- 1. Non-Dealer receives 2 units from the Dealer, and 1 unit each from the Non-dealers (totaling 4 units).
- 2. Dealer receives 2 units from each Player (totaling 6 units).

Next step: Learn to calculate points in order to determine the final value of a hand.



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# Determine Points

Follow these steps to determine the points awarded to a hand:

## ***Base Points:***

1. For a CLOSED hand RON (out off a player), begin with 30 points.
2. For any TSUMO (out off the wall) or OPEN hand, begin with 20 points.

## ***Points for Sets:***

1. For each CLOSED SET of Simples (Suit tiles 2-8), add 4 points (2 points if OPEN).
2. For each CLOSED SET of Ends (1, 9, Honors), add 8 points (4 points if OPEN).
3. For each CLOSED KAN of Simples, add 16 points (8 if OPEN).
4. For each CLOSED KAN of Ends, add 32 points (16 if OPEN).

## ***Points for Waits:***

1. For each Edge, Closed, or Single Wait, add 2 points.
2. For an Open Wait add 0.
3. For a Double Set Wait, add 0. However, score the Set completed last as CLOSED if Tsumo, and OPEN if Ron.

## ***Other:***

1. For Tsumo, add 2 points (except when combined with Flat or Out on Extra Tile).
2. For a head of a value honor (Red, East for Dealer, etc.), add 2 points.

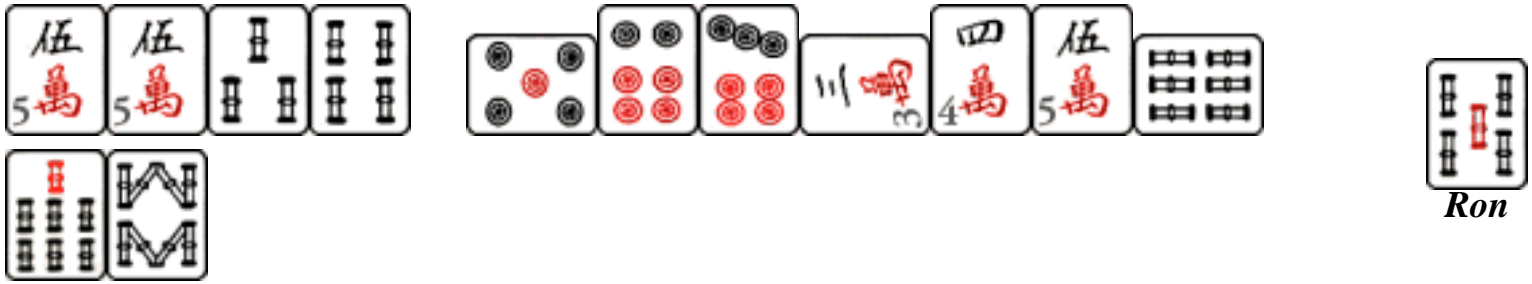
## ***Always Round Up:***

After calculating points, always round up to the next 10. Thus, 32 becomes 40.

## ***Exceptions:***

1. When Flat Hand is combined with Closed Tsumo, the 2 points normally counted for Tsumo goes to 0. As a result, when Flat Hand and Closed Tsumo are combined, the total points are by definition 20.
2. When a hand is Open, has all Runs, and finishes Ron on an Open Wait, the total points are 30.

## ***Example:***



This hand is Inside Only. One would expect it to be 20 points (it is open, has no sets, finished with an open wait, has no points for the head, and has no points for tsumo). However, as an exception, this configuration is counted at 30 points. The only time that 20 points is possible is when Flat Hand and Tsumo are combined.



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# Scoring Chart

After you have determined the Han value and the Points, use the following charts to determine the payout. Han values are written across the top, and Points are written along the side. After you index to the proper box, the top value shows the total amount of points paid (used for Ron, when one player is burdened with payment of the total amount), and the bottom value shows what amount is paid for Tsumo (when the payment is divided between the other 3 players).

When the Non-Dealer goes Tsumo (out off the wall), notice that there are two values written in the lower box (in the form X / Y). The first number is the amount that the Dealer pays, and the second number is the amount that the other two players pay.

For example, 2 Han 40 Points indexes to a box that contains 2600 at the top. This is for Ron, and is the amount paid by the player who discarded the finishing tile. The bottom of the box reads 1300/700, which is for Tsumo, and means that the Dealer pays 1300, while the other two players each pay 700. Notice that the player receives slightly more (2700, or 100 extra) due to rounding (the more detailed calculation for score that accounts for this is not covered in this site).

When the player who goes out is the Dealer, use the second chart (the dealer earns 150% of the normal payout). The top number is what a

## Non-Dealer

	1 Han	2 Han	3 Han	4 Han	5 Han	6 Han
20 Pts		1300	2600	5200	8000	12000
		700/400	1300/700	2600/1300	4000/2000	6000/3000
30 Pts	1000	2000	3900	7700	8000	12000
	500/300	1000/500	2000/1000	3900/2000	4000/2000	6000/3000
40 Pts	1300	2600	5200	8000	8000	12000
	700/400	1300/700	2600/1300	4000/2000	4000/2000	6000/3000
50 Pts	1600	3200	6400	8000	8000	12000
	800/400	1600/800	3200/1600	4000/2000	4000/2000	6000/3000
60 Pts	2000	3900	7700	8000	8000	12000
	1000/500	2000/1000	3900/2000	4000/2000	4000/2000	6000/3000
70 Pts	2300	4500	8000	8000	8000	12000
	1200/600	2300/1200	4000/2000	4000/2000	4000/2000	6000/3000
80 Pts	2600	5200	8000	8000	8000	12000
	1300/700	2600/1300	4000/2000	4000/2000	4000/2000	6000/3000
90 Pts	2900	5800	8000	8000	8000	12000
	1500/800	2900/1500	4000/2000	4000/2000	4000/2000	6000/3000
100 Pts	3200	6400	8000	8000	8000	12000
	1600/800	3200/1600	4000/2000	4000/2000	4000/2000	6000/3000
110 Pts	3600	7100	8000	8000	8000	12000
	1800/900	3600/1800	4000/2000	4000/2000	4000/2000	6000/3000

## Dealer

	1 Han	2 Han	3 Han	4 Han	5 Han	6 Han
--	-------	-------	-------	-------	-------	-------

20 Pts		2000	3900	7700	12000	18000
		700	1300	2600	4000	6000
30 Pts	1500	2900	5800	11600	12000	18000
	500	1000	2000	3900	4000	6000
40 Pts	2000	3900	7700	12000	12000	18000
	700	1300	2600	4000	4000	6000
50 Pts	2400	4800	9600	12000	12000	18000
	800	1600	3200	4000	4000	6000
60 Pts	2900	5800	11600	12000	12000	18000
	1000	2000	3900	4000	4000	6000
70 Pts	3400	6800	12000	12000	12000	18000
	1200	2300	4000	4000	4000	6000
80 Pts	3900	7700	12000	12000	12000	18000
	1300	2600	4000	4000	4000	6000
90 Pts	4400	8700	12000	12000	12000	18000
	1500	2900	4000	4000	4000	6000
100 Pts	4800	9600	12000	12000	12000	18000
	1600	3200	4000	4000	4000	6000
110 Pts	5300	10600	12000	12000	12000	18000
	1800	3600	4000	4000	4000	6000

Scoring Examples:

1. A player goes out RON for 3 Han 50 Points. Find the 3 Han column, and go down to the 50 Pts row. It lists 6400 at the top. Collect 6400 from the player whose tile was used to complete the hand.
2. A player goes out TSUMO for 2 Han 40 Points. Find the 2 Han column, and go down to the 40 Pts row. It lists 2600, and below that, 1300/700. For TSUMO, use the bottom numbers. The Dealer pays 1300, and the other two players pay 700 each.
3. The Dealer goes out TSUMO for 1 Han 40 Points. Find the 1 Han column, and go down to the 40 Pts row. The top number is 2000, and the bottom number is 700. Use the bottom number for since this is TSUMO. Collect 700 from each player for a total of 2100.

Finally something easy! Scoring 6 Han or more

For 6 Han or more, charts are not needed, because Points are no longer relevant. Simply:

- 6-7 Han = 12,000 for Non-Dealer, 18,000 for Dealer
- 8-10 Han = 16,000 for Non-Dealer, 24,000 for Dealer
- 11-12 Han = 24,000 for Non-Dealer, 36,000 for Dealer
- 13 Han or more (natural Limit) = 32,000 for Non-Dealer, 48,000 for Dealer

Remember, when Non-Dealer players go out TSUMO, the dealer pays half, and the other players each pay 1/4. When the Dealer goes out TSUMO, each player pays 1/3.

For example, if a Non-Dealer goes out TSUMO on 6 Han, he receives 12,000. Dealer pays 6,000, each of the other 2 players pay 3,000.

*Exception: The pesky All Pairs Hand*

The All Pairs hand is officially 2 Han 25 Points.

For scoring purposes, think of it as 1 Han 50 Points when you use the chart. For example, All Pairs only is 1600 for Non-Dealer. However, if you have 4 Han apart from All Pairs, just count the All Pairs as 2 more Han. For example, Reach (1) + Closed Tsumo (1) + 2 Dora (2) + All Pairs (2) = 6 Han = 12,000.

It wasn't easy, but that's it for scoring!!



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Round=East      Player=South

### *Player has Reached*



## Step 1: Determine the number of Han.

**This hand is Reach only (1 Han).**

## Step 2: Determine the number of points.


### A. Base Points:

This hand is Closed + Ron = 30 Points.

### B. Points for Sets:

This hand has one Closed Set of Simples:  = 4 Points.


### C. Points for the Head:

The Head is  -- which is not a value Honor (not a Color, or Table or Seat Wind).

Therefore no points are earned.

### D. Points for the Wait:

This hand finished with a Closed Wait:



= 2 Points.

**Now we have a total of 36 Points (30 Base Points + 4 Set Points + 2 Wait Points = 36).**

**Finally, remember to round up to 40.**

### Step 3: Use the Scoring Chart to index the Final Score

First, be sure and use the Non-dealer chart and not the Dealer chart (Player=South, which is not the Dealer).

Go across the top of the chart and find 1 Han. Then go down to 40 Points.

You will find a box with 1300 on the top row (Ron) and 700 / 400 on the bottom (Tsumo).

This case was Ron, so the player that discarded the winning tile pays the entire 1300.



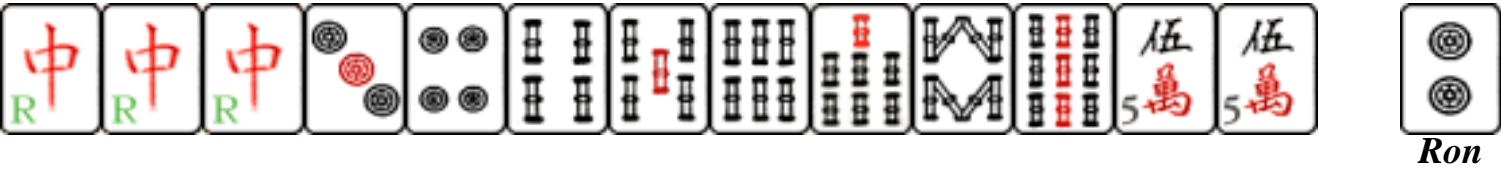
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# Scoring Examples

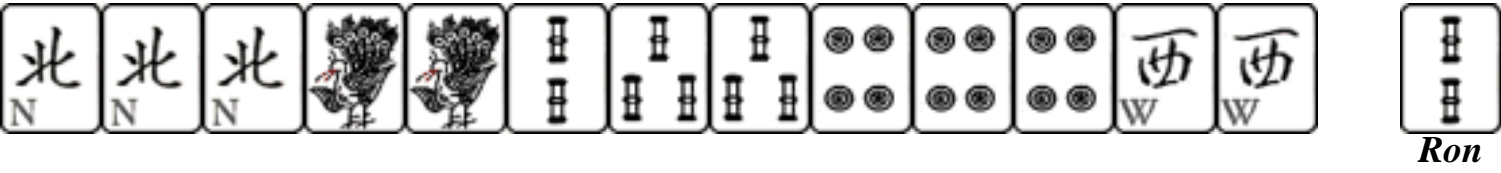
What are the payouts for these hands? Try these 10 questions using the Scoring Chart along with your knowledge of Han and Points.

**Question 1:** Round=East    Player=West



[click here for the answer](#)

**Question 2:** Round=East    Player=North



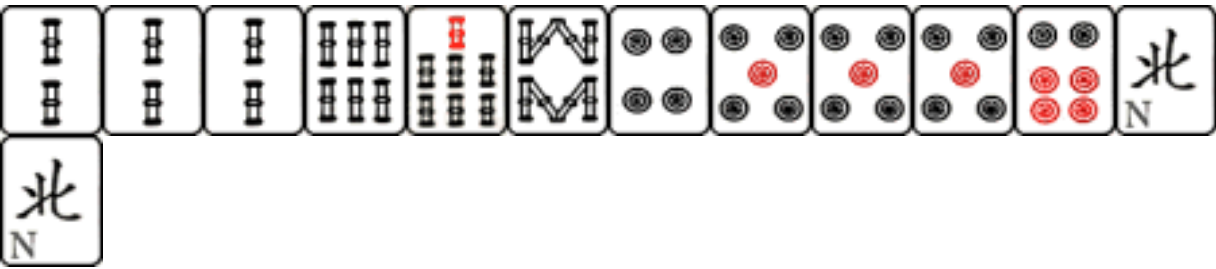
[click here for the answer](#)

**Question 3:** Round=South    Player=East



[click here for the answer](#)

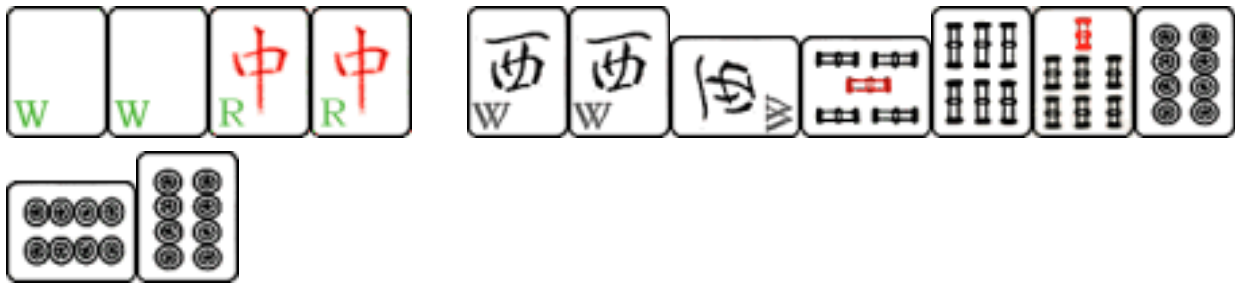
**Question 4:** Round=East    Player=South



Tsumo

[click here for the answer](#)

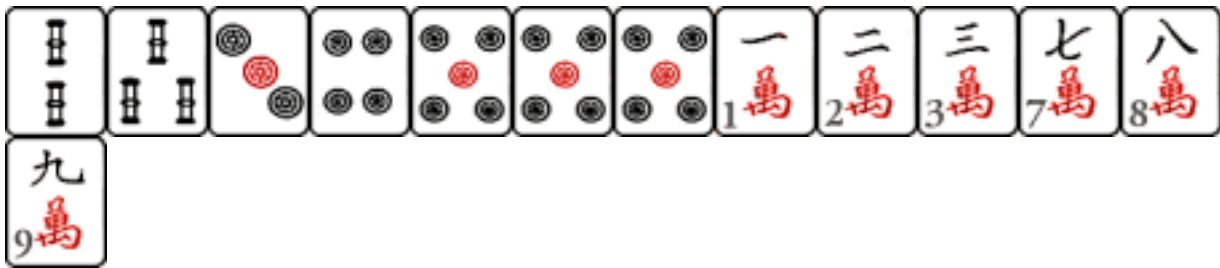
**Question 5:** Round=South    Player=West



Tsumo

[click here for the answer](#)

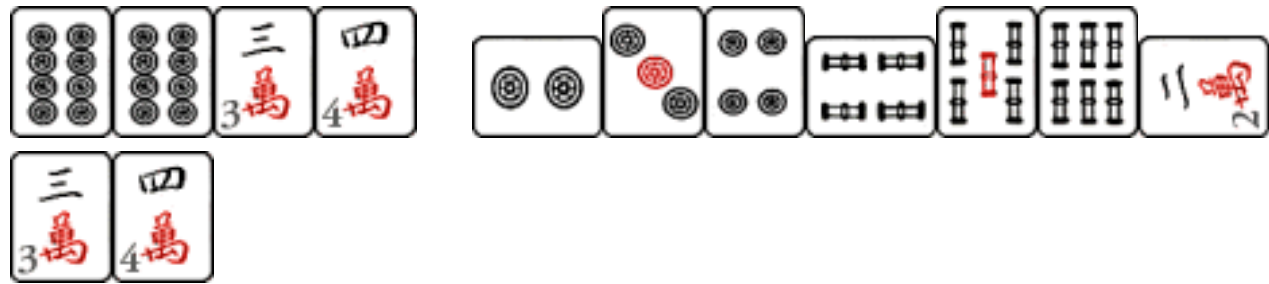
**Question 6:** Round=South    Player=East



Tsumo

[click here for the answer](#)

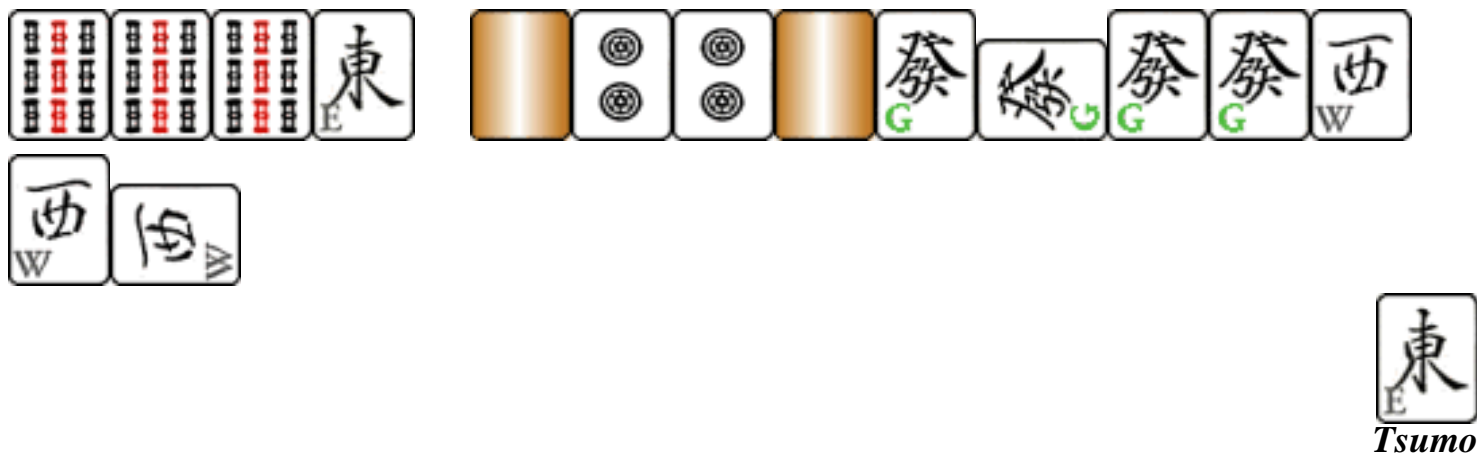
**Question 7:** Round=East    Player=South



Ron

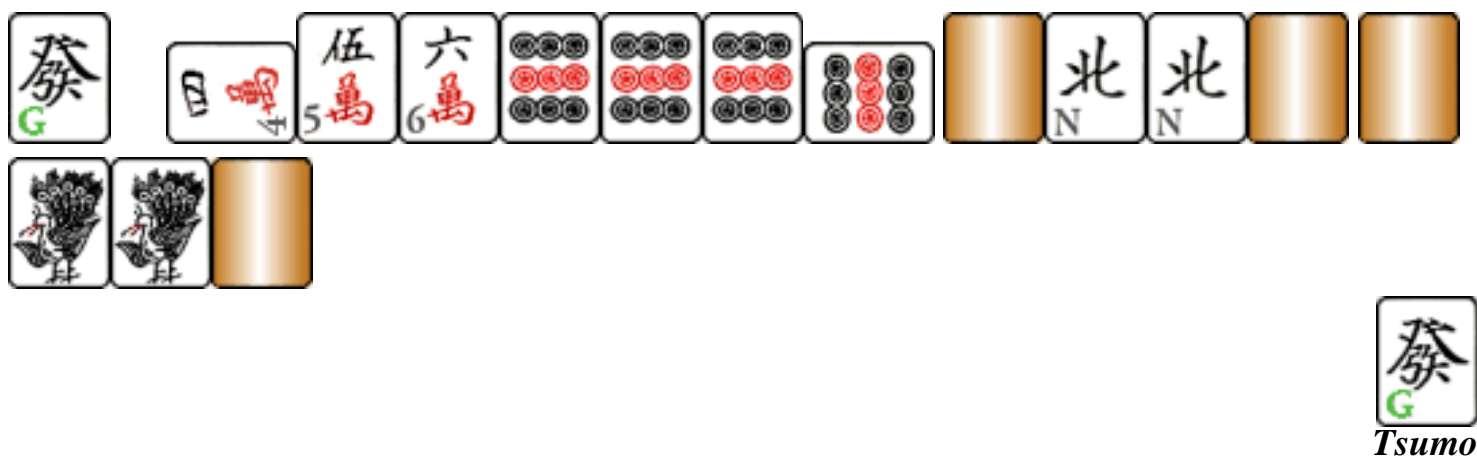
**[click here for the answer](#)**

**Question 8:** Round=East      Player=East



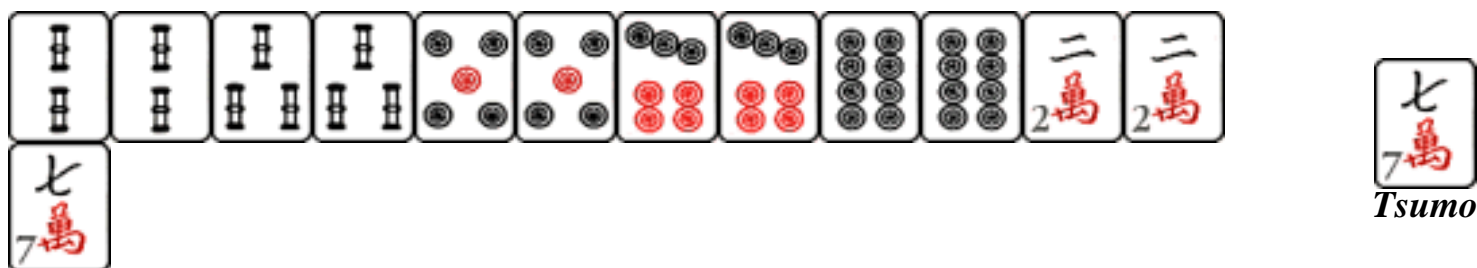
**[click here for the answer](#)**

**Question 9:** Round=East      Player=South



**[click here for the answer](#)**

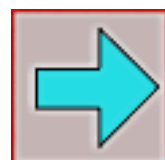
**Question 10:** Round=East      Player=East



**[click here for the answer](#)**



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## Section VII: Fouling

As with any game, certain infractions in Mahjong are considered fouls, and are enforced through a penalty system.

The player committing a foul pays a fine in chips, which is split among the 3 remaining players.

When a Non-dealer commits a foul, he pays 4,000 to the Dealer and 2,000 each to the remaining players.

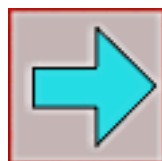
When the Dealer commits a foul, he pays 4,000 to each player.

### Types of Fouls:

1. [Discard Foul](#)
2. [Reach Fouls](#)
3. [Kan Fouls](#)
4. [Other Fouls and Minor Infractions](#)



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# Reach Fouls

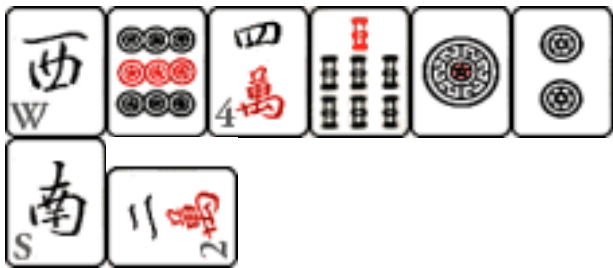
These fouls pertain directly to Reaching.

## 1. Foul Reach

If a player has Reached on the following hand:




And at the same time has the following discard:



Then this player has committed a Foul Reach. This is because the Wait for the hand is



 -- and one of these tiles, 9 Balls, is in the player's discard pile. Recall the rule that if ANY tile that a player is waiting on is in his discard pile, he may not go out Ron off any player (even if the winning tile is different from the one in the discard pile).

This creates the potential for committing a foul. If the player goes out Ron off any player, then this is ruled as a foul, and he must pay the appropriate penalty. There is a way out, however: the player may go out Tsumo without any penalty. In fact, in some cases, players will purposely foul Reach for strategic purposes.

Also, if a player Reaches, and later passes up a chance to go out, the Reach becomes a Foul Reach. This can be passing up a Ron tile, or a Tsumo tile. This is a choice that is left to the player. If he desperately needs extra Han, he may pass up a Ron or Tsumo tile in hopes that he will later draw a more valueable tile off the wall (he can no longer go Ron).

## 2. Illegal Reach

If a player reaches on the following hand:



Then he has committed an Illegal Reach, since the hand is not a legal configuration. Once this is revealed to the other players (for example, tiles run out and he is required to show the hand), then it is ruled a Foul and the appropriate penalty is imposed. However, the player is not required to volunteer the information. Therefore, even if a player commits an Illegal Reach, if another player goes out before the end of the hand, then he is relieved from paying the penalty (as he is never required to show his hand).

This keeps players from being in the awkward situation of having to volunteer information that does not benefit them, and it creates less opportunity for cheating.




# Kan Fouls


These fouls pertain directly to Kan. There are a number of cases in which it is illegal to Kan after a Reach. Like the Reach fouls, the Kan fouls are only enforced if the player reveals his hand after going out, or if the player is forced to reveal his hand when the hand ends in a null hand.

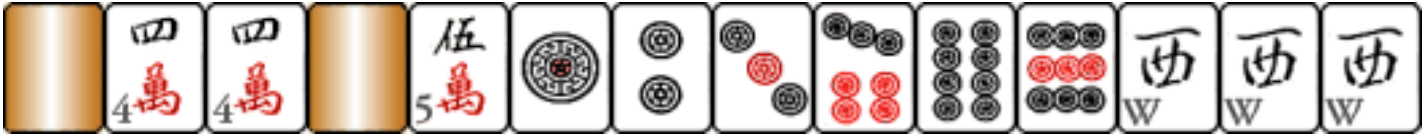
## 1. Changing Wait Kan

If a player has Reached on the following hand:



And later draws the last 

He may not Kan this tile. If he Kans the  the hand will change to:




Which will change the Wait from    to  only.


This rule disallows such Kan that change the tiles composing the Wait.

## 2. Changing Wait Formation Kan

If a player has Reached on the following hand:



And later draws the last 

He may not Kan this tile. If he Kans the  the hand will change to:





The Wait remains the same even after the Kan:

二  
2  
萬

三  
3  
萬

However, the Edge Wait that was possible before the Kan (Waiting on 

三  
3  
萬

 only to complete the

Edge Wait: 

一  
1  
萬

二  
2  
萬

) is no longer possible. This rule disallows Kans that eliminate previously possible Wait Formations.

### 3. Changing Meld Formation Kan

If a player has Reached on the following hand:



And later draws the last 

一  
1  
萬

 (or alternatively, the 

二  
2  
萬

 or the 

三  
3  
萬

)

He may not Kan this tile. If he Kans the 

一  
1  
萬

 the hand will change to:



The Wait remains the same even after the Kan (a Single Wait on 

西  
W

). Also, there are no changes in the composition of the Wait.

However, before the Kan this portion of the hand could be formed into different kinds of melds:



It could be taken as



OR as



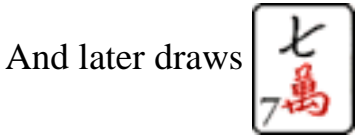
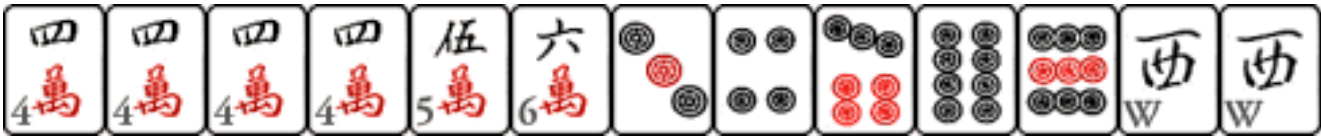
In this way, by making the 1 Number Set into a Quad, the possibility of forming Runs in this section

has been eliminated. Now these melds can only be taken as 3 sets.

This rule disallows players from committing Kan after a Reach if it eliminates potential Melds.

## 4. Kan After Drawing Non-Kan Tile

If a player has Reached on the following hand:



He may not Kan this tile. Even after declaring this Kan, the Hand remains a legal configuration, and the Wait does not change in any way. However, you are only allowed to declare a Kan after a reach when you draw the tile that completes the Kan.



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## Other Fouls



The following cases are also considered Fouls, and are subject to the full Foul fine:

### 1. Going out with no Han

When a player attempts to go out but has not fulfilled the minimum 1-Han requirement.

### 2. Going out on the wrong tile

When a player goes out on the wrong tile.





For example, a player might mistake the  for the .

### 3. Selective Ron

This rule prevents players from choosing which player to go out from.

After a player's turn (his Tsumo), he must go out off the first tile possible, or wait for his next turn.

For example, Player East is Set and has just finished his turn. Player South discards one of the tiles he is waiting on, but Player East passes it up. Immediately after, Player West discards the same tile. Player East decides to go out off that tile, but in doing so has committed a foul and must pay the Foul penalty (in this case 4000 to each player, since he is East).

Also, keep in mind that if Player East were waiting on  and , and South discarded , then West proceeded to discard , then it would still be a foul if Player East goes out.

Even if each player discards different tiles, if they are part of the same wait, then the player may not selectively target which player's tile to Ron from.

Also, this rule applies even when action (Chi, Pon, Kan) occurs before in between the player's next turn.

### 4. Disruption of Play

When a player commits an action that makes it impossible finish the hand (for example, irreparably knocks down a large portion of the Wall).

### 5. Non-disclosure of Hand

When a player goes out, but fails to allow the other players a chance to confirm that his hand was scored properly.

## Minor Infractions

There are a number of minor infractions that have lesser penalties than the full 8000/12000 of standard Fouls.

### 1. Wrong Number of Tiles

If it is noticed that a player has either too many or too few tiles, that player is required to continue playing, but he may not Pon, Chi, Kan, Reach, or go out.

### 2. Accidental Pon / Chi / Kan

When a player announces Pon, Chi, or Kan but then decides not to do so, the penalty varies depending upon the house rules. In casual games, no penalty is incurred. In some circles, the offending player pays 1000 to the Table, which goes to the next player that goes out.



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# Discard Foul

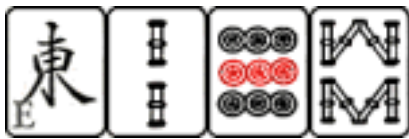
The most important type of foul to remember is the Discard Foul


Let's begin by looking at this hand:



The wait for this hand is

However, there is a problem. Take a look at this player's discard pile:



Since one of the tiles of his wait, the , is in his discard pile, he now has a Foul Wait.

This means that he MAY NOT go out Ron (off a player). He may, however, go out Tsumo (off the wall).

This is the rule for a Discard Foul:





## Discard Foul:


**If a player has discarded any of the tiles that he is waiting on, that player may not go out with Ron. He may still go out with Tsumo.**

This applies to tiles that were stolen as well. In other words, tiles that were stolen are still counted as tiles in that player's discard pile. This is why 1 tile of a stolen Meld is turned sideways. It signifies which player's discard pile the tile belongs to, for the purposes of Discard Fouls.

You must be especially careful with complex waits. Take, for example, this pattern:



Here the wait is   or , but it is easy to mistake it for a Single Wait on .

If player had this wait, but had previously discarded a , then he would not be allowed to go

Ron off any of the three tiles of the wait. He would have to go out Tsumo, or change the wait such that none of the needed tiles are in his discard pile.



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# Answer to Question 1

1. **Han:** Red (1) = **1 Han**

2. **Points:**

Base Points: Closed Ron = **30 Points**

Set Points:




Closed End Set = **8 Points**


Points for Head:



= **0 Points**

Points for Wait:





= Open Wait: **0 Points**

Total = **38** (Round up to 40).

3. **Use the chart:** Non-Dealer / 40 Points = **1300**

This player collects 1300 in chips from the player who discarded the finishing tile

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# Answer to Question 2

**1. Han:** North (1) + Double Run (1) = **2 Han**

**2. Points:**

Base Points: Closed Ron = **30 Points**

Set Points:

Three North tiles (N) arranged horizontally.

= Closed End Set: **8 Points**

Three Closed Simple Sets of four tiles each, arranged horizontally.

= Closed Simple Set: **4 Points**

Wait Points: Wait tiles: a bird tile, two bamboo tiles, and a bamboo tile.

Closed Wait tile.

= Closed Wait: **2 Points**

Total = **44** (Round up to 50).

**3. Use the chart:** Non-Dealer / 2 Han 50 Points = **3200**

This player collects 3200 in chips from the player who discarded the finishing tile

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# Answer to Question 3

1. **Han:** Triple Pon (2) = **2 Han**


2. **Points:**

Base Points: Closed Ron = **30 Points**

Set Points:



= Closed End Set: **8 Points**




= Closed End Set: **8 Points**





= Open End Set: **4 Points**

Head Points:



= Head of Value Honor: **2 Points**

Wait Points:





= Double Set Wait: **0 Points**

Total = **52** (Round up to 60).

3. **Use the chart:** Dealer / 2 Han 60 Points = **5800**

This player collects 5800 in chips from the player who discarded the finishing tile

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# Answer to Question 4

1. **Han:** Closed Tsumo (1) = **1 Han**


2. **Points:**

Base Points: Tsumo = **20 Points**

Set Points:




= Closed Simple Set: **4 Points**




= Closed Simple Set: **4 Points**

Head Points:



= **0 Points**

Wait Points: 

= Closed Wait: **2 Points**

Points for Tsumo: **2 Points**

Total = **32** (Round up to 40).

3. **Use the chart:** Non-Dealer / 1 Han 40 Points Tsumo = **700 / 400**

This player collects 700 in chips from the Dealer and 400 each from the Non-Dealers

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# Answer to Question 5

1. **Han:** Red (1) + West (1) = **2 Han**

2. **Points:**

Base Points: Tsumo = **20 Points**

Set Points:

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R

= Closed End Set: **8 Points**

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= Open End Set: **4 Points**

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●●

= Open Simple Set: **2 Points**

Head Points:

W

W

= Head of Value Honor: **2 Points**

Wait Points:

W

W

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R

= Double Set Wait: **0 Points**

Points for Tsumo: **2 Points**

Total = **38** (Round up to 40).

3. **Use the chart:** Non-Dealer / 2 Han 40 Points Tsumo = **1300 / 700**

This player collects 1000 in chips from the Dealer and 500 each from the Non-Dealers

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# Answer to Question 6

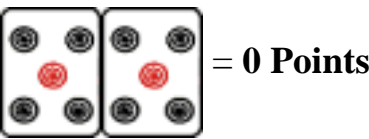
1. **Han:** Tsumo (1) + Flat (1) = **2 Han**

2. **Points:**

Base Points: Tsumo = **20 Points**

Set Points: No Sets = **0 Points**

Head Points:



Points for Tsumo: *Exception!!* **0 Points.**

When Flat is combined with Tsumo, a special exception is made and the 2 points for Tsumo go to 0. This keeps the Flat Hand at 0 points (the Flat Hand is defined by having 0 points). Note that this is the only possible case for 20 points.

Total = **20**

3. **Use the chart:** Dealer / 2 Han 20 Points Tsumo = **700 Each**

This player collects 700 in chips from each of the other players.

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# Answer to Question 7

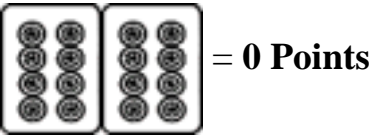
1. **Han:** Inside (1) = **1 Han**

2. **Points:**

Base Points: Open Hand = **20 Points**

Set Points: No Sets =  
0 Points

Head Points:



Total = *Exception!!* **30**

An exception is made for an Open Hand with 0 points (All runs + Open Wait). In this case the 20 points is bumped up to 30.

3. **Use the chart:** Non-dealer / 1 Han 30 Points Ron = **1000**

This player collects 1000 in chips from the player who discarded the finishing tile.

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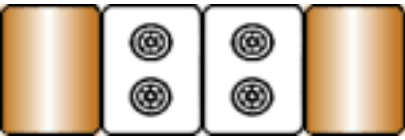
# Answer to Question 8

**1. Han:** All Sets (2) + Green (1) = **3 Han**

**2. Points:**

Base Points: Tsumo = **20 Points**


Set Points:




= Closed Simple Quad: **16 Points**



= Open End Quad: **16 Points**




= Closed End Set: **8 Points**




= Open End Set: **4 Points**

Head Points:



= Head of Value Honor: **2 Points**

Wait Points: 

= Single Wait: **2 Points**

Points for Tsumo: **2 Points**

Total = **68** (Round up to 70).

**3. Use the chart:** Dealer / 3 Han 70 Points Tsumo = **4000 Each**

This player collects 4000 in chips from each player.

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# Answer to Question 9


1. **Han:** Triple Quad (2) = **2 Han**


2. **Points:**

Base Points: Tsumo = **20 Points**


Set Points:

 = Closed End Quad: **32 Points**

 = Closed End Quad: **32 Points**

 = Open End Quad: **16 Points**

Head Points:

 = Head of Value Honor: **2 Points**

Wait Points:   = Single Wait: **2 Points**

Points for Tsumo: **2 Points**

Total = **104** (Round up to 110).

3. **Use the chart:** Non-dealer / 2 Han 110 Points Tsumo = **3600 / 1800**

This player collects 3600 in chips from the Dealer, and 1800 each from the other two players.

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# Answer to Question 10

**1. Han:** All Pairs (2) + Inside (1) + Closed Tsumo (1) = 4 Han

**2. Points:**

All Pairs (special case) = **25 Points** without exception (no extra points for Tsumo, etc.)

**3. Use the chart:** Dealer / 4 Han 25 Points

Since 25 is not listed on the chart, the trick here is to count All Pairs as 1 Han and use the 50 Points row. Therefore, it becomes All Pairs (1) + Inside (1) + Closed Tsumo (1) at 50 Points = **3200 each**

**This player collects 3200 in chips from each player**

But be careful! Once the number of Han reaches 6 or more, the fact that All Pairs is just 25 points is no longer relevant.

As a result, if there are 4 Han outside of All Pairs, simply count All Pairs as Two Han.

For example: Non-Dealer goes out with All Pairs. In addition, the player had Reach (1), Closed Tsumo (1), and 2 Doras. This makes for 4 Han outside of All Pairs. Add 2 Han for All Pairs for a total of 6 Han. This player receives the payout for 6 Han, or 12,000 (6,000 from Dealer, 3,000 from other two players).

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,±,ÌfTfCfɡ,Í–f••,ð%øpŒêŒ—,Ì•l•X,É•L,°,é,½,β,É•ì,è,Ü,μ,½•Bf<•[f<,ðŠÈŒ%ø,É,Ü,Æ,β,Ä•A  
%øð,è,â,.,ç•\•¬,Å•AŠG,ð‘½—p,μ,È,<sup>a</sup>ç•AfŠ•[f`–f••,ð•Đ%øî,μ,Ä,ç,Ü,•B

“ü,èŒû

•¡,Ì,Æ,±,ë,Í•A“ú–{ŒêfTfCfɡ,<sup>a</sup>Å,«,Ä,ç,È,ç,Ì,Å•A•‡ŽŸ“ú–{Œê”Å,à•ì•¬,μ,æ,ɤ,ÆŽv,Á,Ä,ç,Ü,•B

,±,ÌfTfCfɡ,ÌfEfFfuƒ}}fXf^•[•i–l•j,Í•Af%øfCfAf“,Æ•\,μ,Ü,•BfAf•fŠfJ,ÌfVfAfɡf<•o•g,Å•A  
••—ð,Í,T”N•B“Œ<ž•Ÿ•Z•B–|–ó%øÆ,Æ,μ,ÄŽâ,ÉfQ•[f€–|–ó,ÉŽæ,è‘g,P^ê•û•A–f••,É,à‘S—Í“Š<...’†•B

%øpŒêŒ—,ÌŠO•‘l,<sup>a</sup>æ,-•A–f••,<sup>a</sup>Šo,!,½,-,Ä,à•AŽn,β,é,«,Á,©,¯,<sup>a</sup>È,ç•A,Æ,ç,ɤ,Ì,Í,æ,-•.,«,Ü,.,<sup>a</sup>•A  
,à,μ–f••,ðŠo,!,æ,ɤ,Æ,μ,Ä,ç,éŠCŠO,Ì•û,<sup>a</sup>Žü,è,É,ç,Ü,μ,½,ç•A,±,ÌfTfCfɡ,ð<<sup>3</sup>•P,É,μ,È,<sup>a</sup>ç•A<<sup>3</sup>,!,Ä,à,ç,!,ê,Î•A  
,ÆŽv,Á,Ä,¨,è,Ü,•B,»,±,©,ç•‘•Ũ“l,È—F•î•A—•%øð,<sup>a</sup>«,Á,Æ•¶,Ü,ê,é,Í,•B

fTfCfɡ,ÉŠÖ,μ,Ä,ÌfRf•f“fg,â•A–f••,ÉŠÖ,μ,Ä,Ì,Đ,ç,β,«,â•A,¨,à,μ,ë,ç•u%ø½,ð•Ø,é!•v–â‘è,Í,°,Đ,°,Đ  
,±,ç,ç,Ö,Ç,ɤ,¼•F

rmorris2001@hotmail.com

,Å,Í,<sup>2</sup>,ä,Á,-,èMahjong for Dummies!!!,ð,¨Šy,μ,Ÿ,-,¾,<sup>3</sup>,ç•B

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