

completing a high-scoring hand himself, he may legitimately gamble with his own chips, but not with those of the other players. These rules are also intended to remove the possibility of fraudulent collusion between players, contrary to section 9.

3

The Rules of Mah-Jongg

Classification of Tiles

- 1 The game is played with a set of 144 tiles, of which 136 are playing tiles, and eight are bonus tiles.
- 2 The playing tiles are divided into suit tiles, of which there are 108, and honour tiles, of which there are twenty-eight.
- 3 The suit tiles are divided into three suits, named Circles, Bamboos and Characters. In each suit the tiles run from one to nine, and there are four identical tiles of each description or denomination.
- 4 The honour tiles are the three Dragons, named White, Green and Red, and the four Winds, named East, South, West and North. Of each of these tiles there four identical.
- 5 The Dragons, the Winds, and the ones and nines of the suits are described as major tiles. The suit tiles from two to eight inclusive are described as minor tiles.
- 6 The bonus tiles comprise a set of four Flowers, and a set of four Seasons. The Flowers may be distinguished by green or blue characters or numbers, the Seasons by red characters or numbers.
- 7 The Plum flower, numbered 1, is proper to East; the Orchid flower, numbered 2, is proper to South; the Chrysanthemum flower, numbered 3, is proper to West; and the Bamboo flower, numbered 4, is proper to North.
- 8 The Spring season, numbered 1, is proper to East; the Summer season, numbered 2, is proper to South; the

Autumn season, numbered 3, is proper to West; and the Winter season, numbered 4, is proper to North.

Preliminary

- 9 The game is played by four persons, each playing for himself, and not in partnership. Any player may, if he thinks fit, tacitly contrive to assist one of his opponents rather than another; but any explicit collaboration or agreement between two or more of the players is forbidden.
- 10 The four players are called East, South, West and North; the player who at any time is East is also referred to as Leader. West is the player sitting opposite East, South the player on East's right, and North the player on East's left.

NOTE: East occupies a dominating position in the play, because East is, for the Chinese, traditionally the position of honour and pre-eminence.

Duration of the Game

- 11 Each player in turn is East or Leader. East retains his title so long as he wins the hand (that is, obtains Mah-Jongg), and also if the hand should end as a wash-out. But when one of the other three players wins, the player on East's right (that is, South) receives the title of East for the next hand; similarly, the player formerly West becomes South, the player formerly North becomes West, and the player formerly East becomes North.

NOTE: There are several methods which may be used to distinguish East, and to remind the other players which positions they occupy. If racks are used, these may be marked E, S, W and N, and passed round whenever East loses the title. If the Chuang-tzū is employed, East should set it in front of him, passing it to the player on his right when he loses a hand. It is also a tradition that when the dice are not in use, East should gather them up and place them before him: this is known as 'gathering up one's luck'.

- 12 When each of the four players has held the title of East in turn, and the fourth (who in the first hand of the game was

North) has relinquished it upon one of the other three winning, one round has been completed. Thus each round consists of four hands, plus one for each wash-out, and one for each hand won by East.

- 13 Each complete game consists of four rounds. The first is named the East round, during which East Wind is said to prevail; the second is named the South round, during which South Wind prevails; the third is named the West round, during which West Wind prevails; and the fourth and last is named the North round, during which North Wind prevails.

NOTE 1: If the Chuang-tzū is used, it serves to count the rounds. At the beginning of the game, the four direction discs are placed in the Chuang-tzū, the East disc first (placed so that the engraving on the disc can be seen through the hole in the lid of the box), followed by the South, West and North discs in order. Each time the player who in the first hand of the game was North loses the title of East, before passing the Chuang-tzū to the player on his right he removes the uppermost disc, indicating that one round has been completed, and that the next (whose disc is now exposed to view) is about to begin.

NOTE 2: The players require to remember which wind is prevailing, because this affects the scoring (see sections 114e and 116f); but it does not otherwise alter the order or manner of play.

- 14 When in the fourth or North round the player who in the first hand of the game was North loses the title of East, the game is at an end.

Selection of Seats

- 15 Before the beginning of the game, the four players should select their seats and determine who will be the first East by the following procedure. They first take temporary places at the table, in any order. Any one of them throws two dice, and beginning with himself as one, counts round the players counterclockwise to the total thus obtained. (If Chinese dice

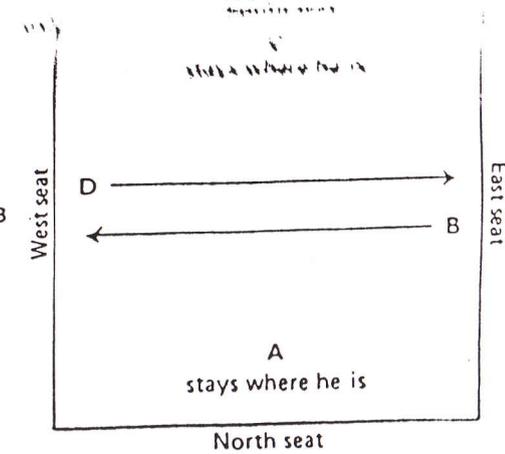
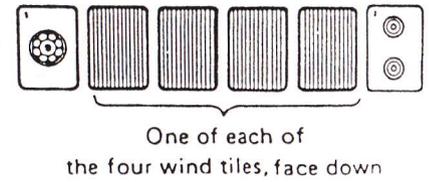
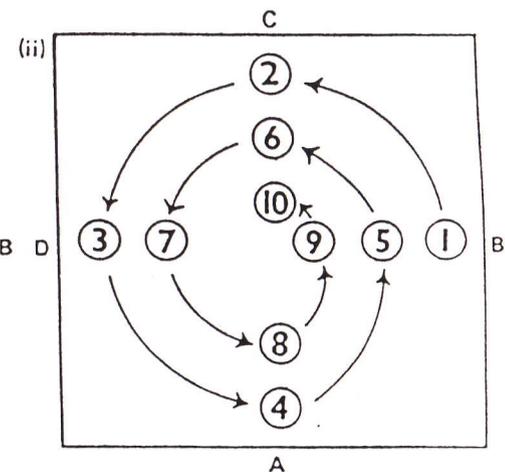
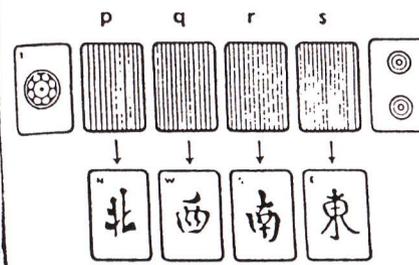
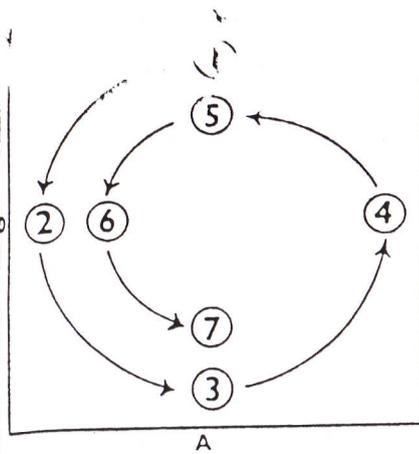
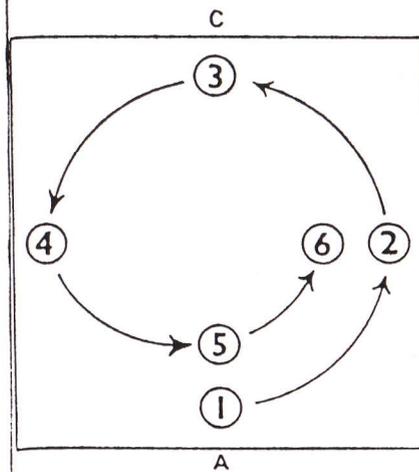
are used, in this and all other cases the blank face counts as one.) The player so indicated is termed 'Provisional East', and the seat which he has temporarily taken is designated the East seat. Provisional East now takes one of each of the four Wind tiles (or the four direction discs), places them face down on the table, shuffles them, and arranges them in a row. He marks one end of the row with a suit tile of odd number, the other end with a suit tile of even number, both such tiles being placed face up. He then throws the two dice, and counts round the players in a counterclockwise direction as before, beginning with himself as one. The player thus indicated throws the two dice again, and counts round (beginning with himself as one) in like manner to the total which he has obtained. The player so indicated takes the first of the four Wind tiles: if the last-obtained total was an odd number, the tile at the end of the row marked as odd is taken first; if the total was an even number, the tile at the end marked as even is taken first. The other players, in counterclockwise order of position, take the next tiles. The player who has drawn the East tile is termed 'True East', and will act as East or Leader in the first hand of the game. True East now occupies the East Seat, and the other three players arrange themselves accordingly, with West opposite East, South on East's right, and North on East's left. The players retain their relative positions (though not their designations) until the game has been completed.

NOTE 1: It is fitting that the host should make the first cast of the dice.

NOTE 2: If the Chuang-tzū is in use, after the first cast of the dice it should be placed by the position designated as the East seat.

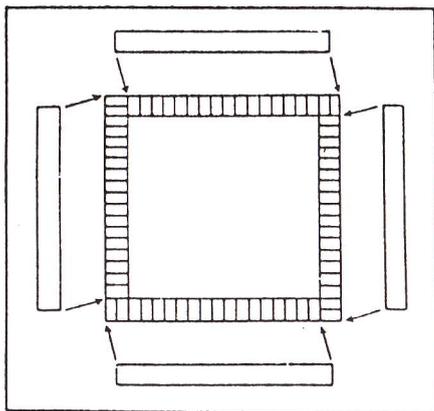
The Deal

16 Before each hand, all the tiles are placed face down on the table, and thoroughly shuffled, or 'washed', by South, West and North. When East considers that this has been done

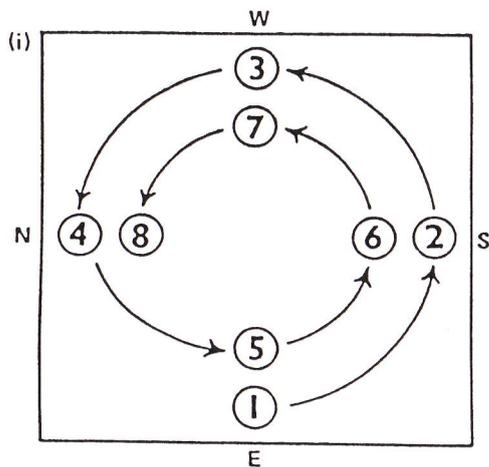


Selection of Seats

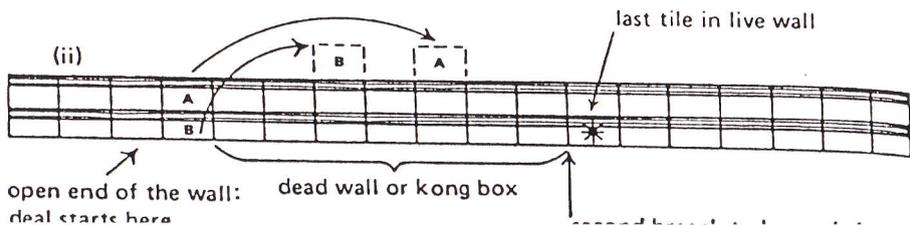
- (i) A throws total of 6. B is provisional East
- (ii) B arranges six tiles as shown, then throws dice. If total is 10, C makes final throw
- (iii) C throws dice. If total is 7 (odd), A takes first tile at odd end (left) of row, followed by other players in sequence. A becomes North; B West; C South; D East
- (iv) D now occupies East seat, B takes West seat, other players do not move



Arrangement of walls to form a square



- Breaching the wall
- (i) East throws dice. A total of 8 would indicate that North's wall is to be breached
 - (ii) North throws dice for total of 7. As $8 + 7 = 15$, North counts to 15th stack, starting from the right. He removes stack from wall, placing tiles as shown. He then makes second breach as indicated



sufficiently, he gives the command 'Pow', meaning 'start'. Thereupon, each player builds a wall of tiles in front of him, eighteen tiles long and two tiers high. The completed walls are then pushed together to form a hollow square.

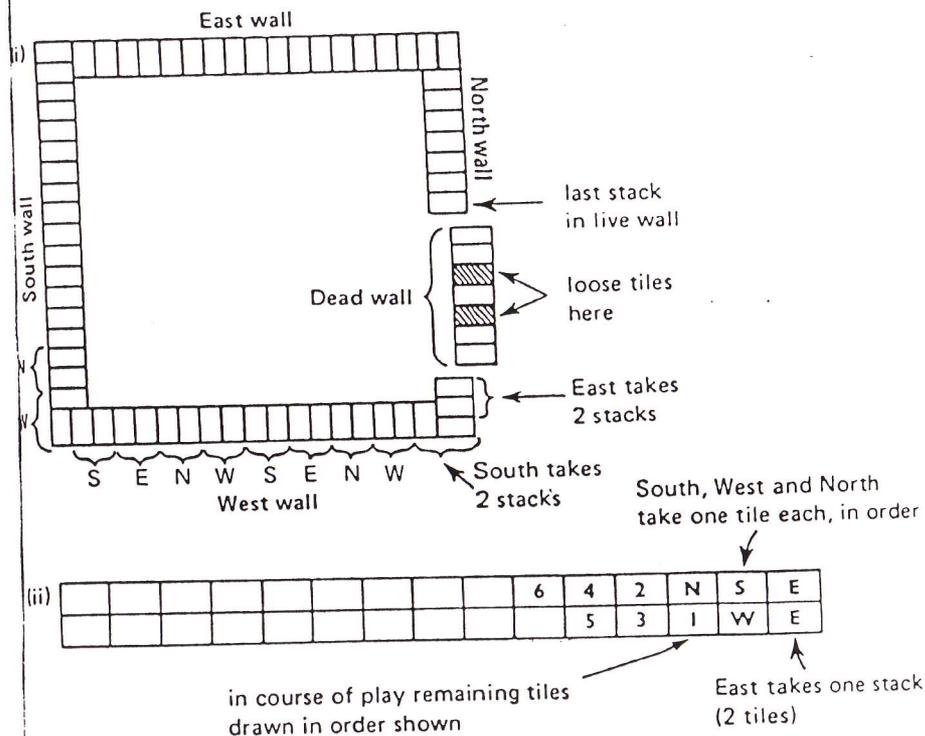
NOTE: By tradition, the walls are pushed together so that each stands in at its right-hand end, and out at the left. This arrangement is of no consequence as far as the play of the game is concerned; but it is one of the formal ceremonies which give Mah-Jongg its character. The walls represent the walls of a Chinese city, and their formation into a neat and tight-fitting square is said 'to keep the devils' out'.

- 17 To determine which wall shall be breached, East then throws two dice, and counts round the walls counter-clockwise, beginning with himself as one, to the number shown: thus a total of 2, 6 or 10 indicates South; 3, 7 or 11 indicates West, 4, 8 or 12 indicates North; and 5 or 9 indicates East himself.
- 18 The dice should be thrown so as to land flat within the wall: if one or both should not land flat, or fall outside the wall, then one or both (as the case may be) should be thrown again.
- 19 To determine where the wall shall be breached, the player indicated by East's throw casts the dice again, adds the total to the total thrown by East, and counts the resulting number along the tiles of the top tier of his wall, beginning from the right-hand end. If the number should exceed eighteen, he continues counting along the wall of the player on his left. He breaches the wall by removing the stack of two tiles thus indicated, and places them on top of the wall to the right of the breach, putting the tile which was uppermost in the wall further from the breach. These two tiles are known as the 'loose tiles'.
- 20 The seven stacks of tiles (exclusive of the loose tiles) immediately to the right of the breach are known as the dead wall, or kong box, and are not used in the play except for the providing of replacement tiles for kongs. The remainder of the wall, starting from the tiles immediately to the left of the breach, is known as the live wall. The player who breached

the wall, when he has distributed the two loose tiles, should detach the kong box from the live wall : the second breach thus created marks the end of the live wall.

NOTE : It is customary to place the two loose tiles one on top of the third stack to the right of the first breach, the other on top of the fifth stack. This disposition creates a symmetrical arrangement which makes it easy to determine where the second breach should be made, without counting the stacks.

- 21 When in the course of play a player requires to draw a loose tile, he should first take the tile further from the first breach - that is, the tile which originally was uppermost in the wall. If both loose tiles should be drawn, the player in whose wall the kong box stands should replace them by taking the stack of tiles from the left-hand end of the box and distributing them on top of the remaining tiles, as before putting the tile which was uppermost to the right of the lower tile. For the use of the loose tiles, see sections 46, 48 and 50.
- 22 At the beginning of play, the kong box contains sixteen tiles, including the two loose tiles. This number is reduced by one for each loose tile that is drawn : no tiles should be transferred from the live to the dead wall to make up the number. Thus, if each player were to declare four kongs, the kong box would be completely exhausted.
- 23 The order of play begins with East, and proceeds in a counterclockwise direction. The live wall, however, disappears in a clockwise direction.
- 24 East commences the deal by taking the first two stacks of tiles from the open end of the live wall, that is, from the end immediately to the left of the first breach. South, West and North in turn then take two stacks each. This procedure is repeated twice, so that each player has twelve tiles in all. East then draws the next stack (two tiles), and South, West and North in turn take one tile each.
- 25 If any irregularity should occur in the deal, as a result of which a player or players take the wrong tiles, or the wrong number, it should be corrected if possible ; if it is not known how the irregularity occurred, or which tiles should be re-assigned to which player, or if any player should have seen



The deal
 (i) Allocation of first twelve tiles for each player
 (ii) Last five tiles are taken from the South wall as shown

or felt the face of any tile which proves not to belong to him, all the drawn tiles should be returned to the centre of the table and re-shuffled, the portion of the wall which has been consumed should be rebuilt, and the wall broken again in another place.

26. If any player should discover, before East has made his first discard, that he has the wrong number of tiles in his hand, he may claim a misdeal.
- 27 Each player should arrange his tiles so that their faces are not visible to his opponents ; but he must at all times throughout the play maintain them in such a way that any of the other players may count them.

Object of the Game

- 28 The object of play in each hand is twofold ; and each of the aims may be considered in two aspects - a positive (or offensive), and a negative (or defensive). To obtain a complete or Mah-Jongg hand before any other player does so, or to prevent any other player from obtaining a complete hand ; and to obtain as high a score as possible, or to prevent the other players from obtaining high scores. The player who obtains Mah-Jongg is said to have won the hand, although other players may show a greater score, and even make a greater profit in the settlement. The ultimate object of play in the game as a whole is to amass the greatest possible profit by the sum of the settlements with the other players after each hand.

NOTE : If chips are used for scoring, the winner of the game is thus the player who at its conclusion has the greatest value of chips ; and the second, third and fourth places are similarly determined. But if the game is played for money (which is not recommended), it becomes more important to show a profit (which might be done even by the player in third place) than to be placed first.

- 29 (a) A complete hand is one which is composed of four sets and a pair. A set may be either :
 a run or sequence of three numerically consecutive tiles in the same suit, termed 'chow' ; or
 three identical tiles (whether suit or honour tiles), termed 'pong' ; or
 four identical tiles (whether suit or honour tiles), termed 'kong'.
 The pair (variously known as 'the eyes of the sparrow' or 'the head of the bird') must consist of two identical tiles.
- (b) Any hand which contains four sets and a pair as above described is a complete or Mah-Jongg hand, irrespective of its composition or consistency in other respects.
- (c) No hand which does not contain four sets and a pair may be reckoned a Mah-Jongg hand. The sole exception to this rule is the Special Limit hand known as the Thirteen Unique Wonders (for which see section 122q), which includes a pair, but no sets.

- 30 Except as noted below (section 90 *et seq.*), each player preserves the right of freedom of play in determining which tiles to keep, which to claim and which to discard : he may decide as he sees fit how to realize and reconcile the objects of play, and he is under no obligation to accept any opportunity, whether to complete a set, or to gain Mah-Jongg, if he considers it advantageous to forgo the same

- 31 The bonus tiles are not used for the completing of sets, and form no part of the playing hand. The presence or absence of bonus tiles in no way affects the completeness or consistency of the playing hand. A player who draws a bonus tile at any stage in a hand must immediately declare it, placing it face up on the table in front of him, and then draw a replacement tile from the open end of the live wall (taking the uppermost tile from the end stack). If a player for any reason should fail to declare a bonus tile in the same turn that he drew it, before discarding, he may claim no score in respect of that tile, and may not draw a replacement tile for it.

NOTE: The inclusion of bonus tiles does not preclude a hand from being a No-Score hand, or from being One Suit, All Major Tiles, etc.

Commencement of the Hand

- 32 If any player should find any bonus tiles in his original dealt hand, he should immediately declare them, before the beginning of play. First East takes replacement tiles for any bonus tiles which he may hold, and if in this process he should draw any further bonus tiles, he immediately takes replacements for them also. Then South, West and North in that order similarly draw replacements for any bonus tiles which they may hold.
- 33 If any player should find that his original dealt hand contains a concealed kong, he may if he wishes immediately declare it, though he is not obliged to do so. If he declares the kong, he should draw the loose tile in respect of it at the same time as he would be entitled to draw the replacement tiles for any bonus tiles which he might hold, before the start of play.

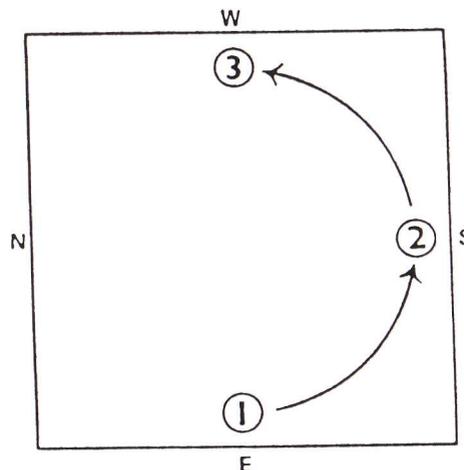
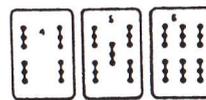
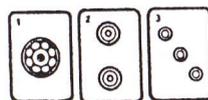
Normal Playing Procedure

- 34 Before commencing the play, East should ask the permission of the other players. When he has satisfied himself that all are ready, unless he holds Heaven's Blessing he starts the play by discarding a tile.
- 35 When he discards each player should place the discarded tile in the centre of the table face up, at the same time clearly naming it. The discards should be placed on the table in a random manner, and not in such a way as would reveal which tiles had been discarded by which player, or in what order.
- 36 When discarded each tile may be claimed by any player for pong, kong or Mah-Jongg. If no player claims the tile for one of these, it may be claimed by the player next in order of play (that is, the player on the discarder's right) for chow. If the discard is not claimed for any purpose, the next player draws from the open end of the live wall (taking the uppermost tile from the end stack), and (unless he thereby obtains Mah-Jongg) discards. Play continues in this manner until one of the players obtains Mah-Jongg, whereupon the hand is at an end, or until the live wall is exhausted and there remain no more tiles to be drawn, in which case the hand is declared a 'wash-out' (that is, a draw).

NOTE: For the provisions governing a wash-out, see sections 97-99.
- 37 All discards, except the last, are deemed dead, and may not be claimed for any purpose.
- 38 A tile is deemed to be discarded the moment that it touches the table; a tile is deemed to be drawn the moment that a player touches it.

Chow

- 39 If a player holds in his concealed hand two tiles which form part of a sequence, and the player on his left discards a third tile which would complete the sequence, the former player may, instead of drawing from the wall, claim the discard by saying 'chow'. He then takes the two tiles from his hand and



Above: Examples of a chow (sequence)

Left: Order of play when chow is declared

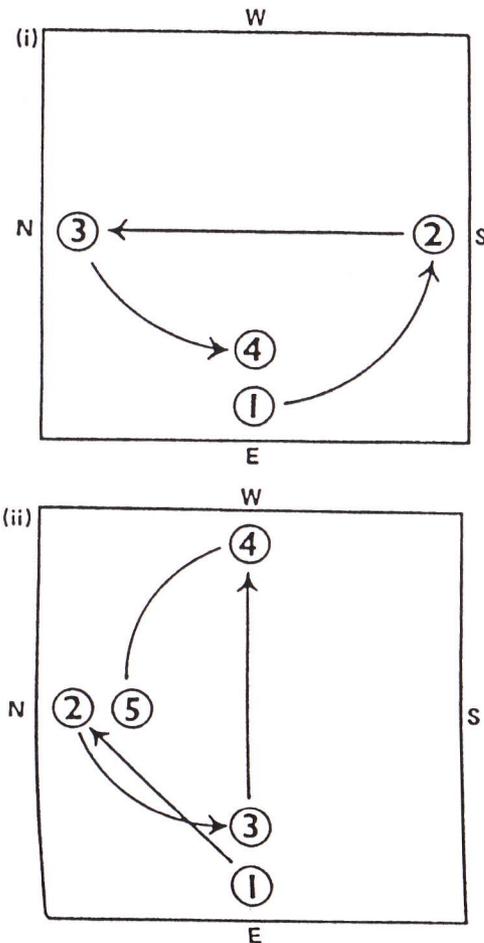
1. E discards
2. S declares 'chow', exposes set then discards
3. W draws from wall

places them face up on the table in front of him, adding to them the discard which he has claimed, and finally discards a tile.

- 40 A player may not chow a tile discarded by any player other than the player on his left.
- 41 It is permissible for a player to declare chow and then discard immediately; after which he must immediately expose the two tiles from his hand and add to them the tile which he claimed: provided that he shall expose the two tiles before making his next draw from the wall (whether it be from the live wall, or from the kong box), and before claiming any subsequent discard for any purpose.
- 42 A player who forms a complete sequence by drawing from the wall should keep it concealed in his hand, and make no declaration of the same.

Pong

- 43 If a player holds in his concealed hand two identical tiles, and any player discards another of the same tile, the former



Above: Examples of a pong (triplet)

Left: Order of play when pong is declared

- (i) 1. E discards
- 2. S declares 'pong', exposes set and discards
- 3. N declares 'pong', exposes set and discards
- 4. E draws from wall
- (ii) 1. E discards
- 2. N declares 'pong', exposes set and discards
- 3. E draws from wall and discards
- 4. W declares 'pong', exposes set and discards
- 5. N draws from wall

player may claim the discard by saying 'Pong'. He then takes the two tiles from his hand and places them face up on the table in front of him, adding to them the discard which he has claimed, and finally discards a tile. A set so formed is termed an exposed pong. A player may not draw from the wall in the same turn that he declares a pong.

- 44 When a player has declared a pong and discarded, play continues to his right: any players intervening between the player whose discard was ponged and the player who declared pong lose their turn.
- 45 A player who forms a set of three identical tiles by drawing from the wall should keep it concealed in his hand, and make no declaration of the same. A set so formed is termed a concealed pong.

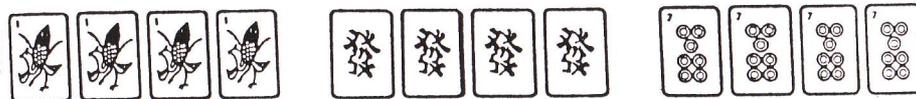
Kong

- 46 If a player holds in his concealed hand three identical tiles, and any player discards the fourth identical tile, the former player may claim the discard by saying 'Kong'. He then takes the three tiles from his hand and places them face up on the table in front of him, adding to them the discard which he has claimed: this tile he should turn face down, to indicate that the kong was formed by annexing a discard to a concealed pong. He then draws a loose tile, and finally discards a tile. A set so formed is termed an exposed kong. A player may not draw from the live wall (unless to replace a bonus tile) in the same turn that he declares an exposed kong.
- 47 When a player has declared kong and discarded, play continues to his right: any players intervening between the player whose discard was konged and the player who declared kong lose their turn.
- 48 If a player who has previously made an exposed pong should draw the fourth identical tile from the wall, he may add it to the exposed pong, thereby converting it to an exposed kong; in such case, all four tiles should be left face up. He then draws a loose tile, and finally discards a tile.

- 49 A player who previously has made an exposed pong may not claim the fourth identical tile if it is discarded by another player: for no set may contain more than one discarded tile.
- 50 If a player obtains four identical tiles entirely by drawing from the wall and desires to treat the four as a set he should declare them, placing the tiles on the table in front of him, but then turning the two outer tiles face down to indicate a concealed kong. He then draws a loose tile, and finally discards a tile.
- 51 A player is not obliged to declare a concealed kong immediately upon obtaining it, but may declare it at any time during the hand immediately after having drawn from the wall (but not after having claimed a discard in any way). If, however, another player should obtain Mah-Jongg while the kong remains undeclared, it may be scored only as a concealed pong.

NOTE: It may often be prudent not to declare a kong of suit tiles early in the hand, but rather to retain it concealed. If by declaring the kong a player irrevocably ties up all four of the tile in question, he may later find that he has considerably reduced the flexibility of his hand, and so impaired his chances of winning: for the tiles in the kong might be better used in completing sequences. Similar considerations may prompt a player who has the chance of konging a discard to declare pong only: if he later finds that he does not require the fourth tile for any other purpose, he can add it to the exposed pong, in most cases without forfeiting anything in the way of score.

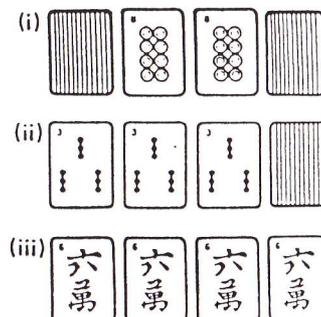
- 52 If a player fails to mark a declared kong as concealed by turning the two end tiles face down, once he has discarded he may not remedy the omission, and may score that kong as exposed only. If a player fails to mark an exposed kong as formed by annexing a discard to a concealed pong by turning one of the end tiles face down, once he has discarded he may not remedy the omission, and may not treat the kong as a concealed pong in those cases where he would otherwise have been permitted to do so.



Above: Examples of a kong (set of four)

Right: Method of displaying kongs

- (i) A concealed kong. It must be declared to score and in order that a loose tile may be drawn to keep number in hand correct. This kong scores 16 pts
- (ii) An exposed kong, formed by adding discarded tile to concealed pong. It scores 8 pts, but because pong was concealed, it may in certain hands be regarded as a concealed set
- (iii) An exposed kong formed by adding tile drawn from wall to exposed pong. It scores 8 pts

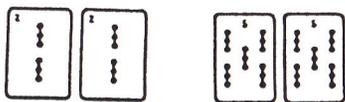
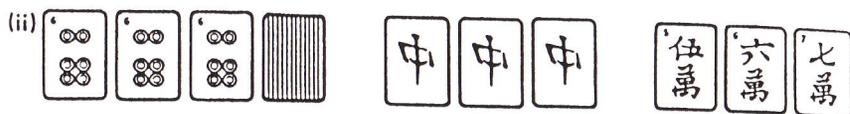
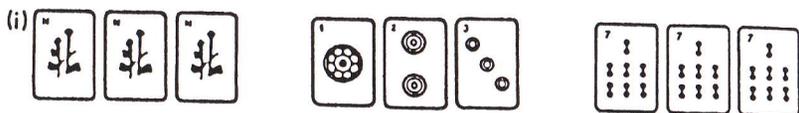


Calling and Mah-Jongg

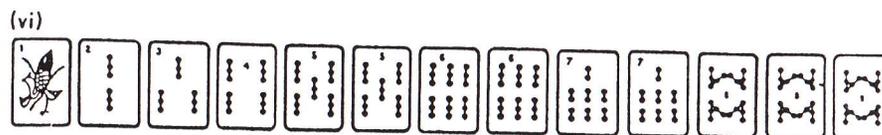
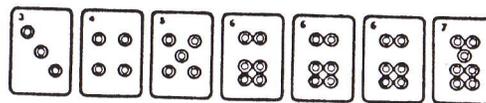
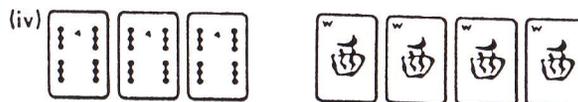
- 53 A hand which might be completed by the addition of one further tile is described as a Calling Hand; the player who holds such a hand is said to be calling the tile (or tiles) which would complete it. If any player discards a tile which another player is calling, that player may claim the discard by saying 'Mah-Jongg', whether the discard is required to complete a pong, or a sequence, or a pair, and whether or not he is next in order to play. The player who has declared Mah-Jongg does not discard, but immediately lays down his hand, and that hand is thereby concluded.
- 54 If a player holding a Calling Hand should himself draw from the wall a tile which he is calling, he may similarly announce Mah-Jongg and lay down his hand, thereby concluding that hand.

Original Call

- 55(a) If East, after his first discard in any hand, holds a Calling hand; or if one of the other players, after taking his first



tile in any hand (whether by drawing from the wall, or by claiming a discard) and discarding, holds a Calling Hand, he may if he wishes announce an Original Call, though he is not obliged to do so. The player who makes an Original Call undertakes thereby not to alter his hand in any way (except by declaring bonus tiles), but to wait for the tile (or one of the tiles) which would complete the hand as originally constituted.



Examples of calling hands

In these examples the TOP row is exposed, the BOTTOM row concealed

- (i) This hand is calling a 9 character
- (ii) This hand is calling a 2 or 5 bamboo
- (iii) This hand is calling a white dragon or a 3 or 6 character
- (iv) This hand is calling a 2, 5, 7 or 8 circle
- (v) This hand is calling a 4, 5, 6, 7 or 8 character
- (vi) This all-concealed hand is calling a 1, 3, 4, 6, 7 or 9 bamboo.

- (b) If a player, who has announced an Original Call, should subsequently alter his hand in any respect (except by declaring bonus tiles), he is not permitted to claim Mah-Jongg in that hand.
- (c) The player who has made an Original Call is not obliged thereby to claim Mah-Jongg when the opportunity to do so presents itself.

NOTE: The object in making an Original Call, and thereby forfeiting the right to improve the calling hand, is to obtain one extra double (over and above any others which the hand may contain), to which the player becomes entitled if he subsequently completes the hand with the tile (or one of the tiles) which he was originally calling; see section 117 (1).

- 56 If a player obtains a calling hand at any stage subsequent to his first discard, he should not (and may not) make any announcement or indication of the fact.

Robbing a Kong

- 57 If a player, who has previously made an exposed pong, should draw the fourth identical tile from the wall and add it to the pong to convert it to a kong, and if another player should be calling that tile, that player may declare Mah-Jongg and 'rob the kong' (or 'scratch the kong'), taking the fourth tile as though it had been discarded, and adding it to his hand.
- 58 A concealed kong may be robbed only to complete the Thirteen Unique Wonders, and for no other purpose.
- 59 A kong may be robbed only in the turn that it is declared, and not thereafter.
- 60 The player whose kong is robbed should not draw a loose tile in respect of it, and if he should already have drawn the loose tile when the other player declares Mah-Jongg, he must replace it. If, however, he has taken the loose tile into his concealed hand before the other player has declared Mah-Jongg, he may be obliged to replace the tile only if the player declaring Mah-Jongg can correctly indicate the tile which he drew; otherwise the kong may not be robbed. If,

moreover, the player drawing the loose tile should with it have completed and declared another kong, and drawn a further loose tile; or if he should have declared the loose tile as a bonus tile and drawn a replacement for it; or if the loose tile should complete his own hand; or if he should already have discarded, the kong may not be robbed.

Precedence of Claims for Discards

- 61 If a discard is claimed by two (or three) players, a call of pong or kong takes precedence over a call of chow, and a call of Mah-Jongg takes precedence over anything else. If two (or three) players claim the same discard for Mah-Jongg, the player nearest to the discarder in order of play takes precedence.
- 62 A player who has claimed a discard for chow must surrender it to one calling pong, kong or Mah-Jongg, and a player who has claimed a discard for pong must surrender it to one calling Mah-Jongg, even if he has already declared the complete set (in which case he must on surrendering the discard take the two other tiles back into his concealed hand), unless he should also have discarded; in which case all other players forfeit any right to claim the previous discard for any purpose.
- 63 A player who has claimed a discard for kong must surrender it to one calling Mah-Jongg, even if he has already declared the complete set and drawn a loose tile, in which case he must replace the loose tile and take back his three tiles into his hand; unless he should have taken the loose tile into his concealed hand before the other player's declaration of Mah-Jongg, in which case he may be obliged to replace the loose tile and surrender the discard only if the player calling Mah-Jongg can correctly indicate the tile which he drew; otherwise the player calling Mah-Jongg forfeits his claim to the discard. If, moreover, the player who claimed the discard for kong should with the loose tile have completed and declared another kong, and drawn a further loose tile; or if he should have declared the loose tile as a bonus tile and drawn a replacement for it; or if the loose tile should

complete his own hand; or if he should already have discarded, the player calling Mah-Jongg forfeits his claim to the discard.

- 64 If when one player has discarded, the next person in order of play should draw from the wall, the other two players may still claim the discard for pong, kong or Mah-Jongg (in which case the player drawing from the wall must replace the tile drawn), unless he should have taken the tile into his concealed hand, in which case he may be obliged to replace it only if the player claiming the discard can correctly indicate the tile which he drew; otherwise the player claiming the discard loses his right to it. If, moreover, the player drawing from the wall should with the tile drawn have completed and declared a kong, and drawn a loose tile for it; or if he should have declared the tile as a bonus tile and drawn a replacement for it; or if the tile should complete his hand; or if he should already have discarded, the other player forfeits his claim to the discard.
- 65 If two (or three) players are able to claim a discard for Mah-Jongg, and the first draws from the wall, he is deemed thereby to have renounced his claim to the discard, and the second (and third) player(s) alone may take the discard for Mah-Jongg, subject to the foregoing provisions. But if the first player has not drawn from the wall before the second (or third) declares Mah-Jongg, he retains the right to claim the discard to complete his hand (even though the second or third player should have laid down his hand) at any time until the scoring and settlement have been completed and the hands (or any part of them) thrown into the discard.

Irregularities in the Play

- 66 If a player (whose turn it is to play) draws the next tile from the wall, he may not, after drawing the tile, replace it (unless some other player should claim the previous discard), or decide instead to claim the previous discard for any purpose.
- 67 If a player (whose turn it is to play) causes the next tile in the

wall to be exposed to view, he shall take it (unless some other player should claim the previous discard), and may not decide, instead of drawing, to claim the previous discard for any purpose.

- 68 If in the course of play a tile in the wall is accidentally exposed to the view of one or more players, it shall be shown to all four players before being replaced in the wall.
- 69 If a player should claim a discard for any purpose, he may change his mind and put back the tile which he has claimed, even if he should already have exposed the set (in which case the other tiles must be replaced in his concealed hand), provided that he has not already discarded. A player so retracting his claim may then draw from the wall, if it is his turn to play; or claim the last discard for another purpose, if he is able; or else allow the play to continue in the normal order.
- 70 If a player discards a tile and no other player claims it for chow, pong, kong or Mah-Jongg, the discarder may take it back and discard another tile in its place, provided that he announces his intention to do so before the next player has drawn from the wall. His first discard may be claimed at any time until he has made his second discard in its place.
- 71 After a declaration of chow, pong, kong or Mah-Jongg, the discarder may not take his discard back. If the declarant should then withdraw his claim, the discard remains on the table and is counted dead, unless the declarant should claim the discard for another purpose, or another player claim it for any purpose.
- 72 If a player (whose turn it is to play) draws the wrong tile from the wall, he must replace it and draw instead the right tile, if his attention is drawn to the error before he has discarded; otherwise he should keep the tile which he drew, without penalty. (see section 89)
- 73 If a player should draw out of turn, he must keep the tile so drawn and play with a long hand, if he has seen or felt the face of the tile; but if not, he may replace it without penalty. If the tile thus drawn should be a bonus tile, the errant player shall retain it undeclared in his hand, which shall be treated in all respects as if it were a long hand.

- 74 If a player should discard out of turn, he may take back the tile discarded, unless it should be claimed by any player for chow, pong, kong or Mah-Jongg before the discarder has drawn attention to his error, in which case he must play with a short hand (see section 89).
- 75 If a player should inadvertently discard more than one tile, he may declare which tile he intended to discard, and take back the other, unless one of the tiles should be claimed by another player, in which case he must leave the tile which is claimed and take back the other. If more than one tile should be claimed, the tile claimed by the player next in order of play shall be deemed to be the tile discarded (whether or not the claim of the player next in order of play would take precedence according to section 61), and the other taken back.
- 76 A player who claims a discard for chow, pong or kong in error may replace it without penalty, and take back into his concealed hand any tiles which he may have exposed, if he discovers and announces his error before his own discard is claimed by another player, or the next player has drawn from the wall. If he discovers the error later, his hand shall be counted foul, and if he has not already exposed his intended set, he must expose with the wrongly claimed tile any two tiles from his concealed hand if he called chow or pong, or any three if he called kong. If an erroneous call of kong is discovered within the time in which it may be corrected, any loose tile drawn in respect of it should be replaced; but if it is discovered subsequently, the loose tile (if previously drawn) should be retained.
- 77 If a player claims a discard and lays it down with one or more wrong tiles, but has the right tiles in his hand, he may substitute the right tiles without penalty, if he makes the correction before his next draw from the wall (whether from the live wall, or from the kong box), and before claiming any subsequent discard; but otherwise, the incorrectly declared set shall remain, and the hand be counted foul.
- 78 If a player who has claimed a discard for pong, kong or chow (and who has not retracted his claim) fails to lay down the

complete set before making his next draw from the wall (whether from the live wall, or from the kong box), or before claiming a subsequent discard, his hand shall be counted foul, and no score allowed in respect of the set which he failed to expose.

- 79 Except as noted in sections 69, 76 and 77, a combination of tiles once laid on the table must remain: no exposed or declared set may be re-arranged or transferred, or altered in any way (except by the addition of a fourth tile, drawn from the wall, to form an exposed kong); and no tile from such a set may be discarded.
- 80 If a player omits to draw from the wall when he should have done so, he may not rectify his error after the next player has drawn from the wall. If a player fails to draw a replacement for a bonus tile, or a loose tile for a kong, he may not rectify his error after the next player has drawn from the wall. In such cases, the errant player must play with a short hand.
- 81 No discard may be taken into a player's concealed hand. If any player should do so, any other player may demand that the discard be returned to the table and be not used for any purpose by that player.

False Declaration of Mah-Jongg

- 82 If a player should make a false call of Mah-Jongg, or if a hand declared as a Mah-Jongg hand should be found to contain an incorrect combination, the false caller may be permitted to take up his hand and continue play if none of the other players has laid down his hand. If, however, one or more of the other players should lay down their hands, or any part of them, before the error is discovered and announced, the false caller shall pay each of his opponents 300 points. That hand shall then be deemed finished, and no other score counted or settlement made. If the false caller was East, the title of East shall pass to the next player in rotation; if some other player was East, he shall keep the title for the next hand.

NOTE: It is assumed that a player who calls Mah-Jongg falsely does so in error; in which case, 300 points will in

most cases prove to be ample compensation for the other three players who are thereby forced to abandon their hands. It would in theory be possible for a player to make strategic use of deliberate false calls, to avoid paying out yet larger sums to opponents who were evidently on the point of completing very high-scoring hands; but such conduct would be patently dishonourable, and it is an unwritten law of Mah-Jongg that all should play in a gentlemanly and honourable manner. Nevertheless, it is open to the players by mutual agreement before the beginning of the game to raise the penalty to a higher figure (such as, the Limit to each player), which would make such strategic use of the false call impossible; and indeed it may be thought desirable to do so when playing competitively in unfamiliar company. If such an adjustment is made, the penalties included in sections 83, 87 and 88 should be increased commensurately.

- 83 If two players should falsely call Mah-Jongg in claiming the same discard, and if the other players should lay down any part of their hands before the error is discovered and announced, each of the offending players shall pay to each of the non-offending players a penalty of 150 points; similarly, if three players should falsely call Mah-Jongg in claiming the same discard, and if the fourth player should lay down any part of his hand before the error is discovered and announced, each of the offending players shall pay to the fourth player a penalty of 100 points.

False Naming of Discards

- 84 A player is deemed to have discarded the tile which he places on the table, and not that which he names, if the two should differ. A player who falsely names his discard shall suffer no penalty if he correct himself, or if another player correct him, before any other player has claimed the discard for any purpose; nor shall he suffer any penalty if the error is not detected before the next player has discarded.
- 85 If a player should falsely name his discard, and the next player should before the error has been corrected claim for

chow the tile which the player named, the discarding player shall pay a penalty of 50 points to the player who claimed the tile. Play shall then continue in the normal order. The player claiming the tile named by the discarder must show the tiles which with the named tile would complete the chow; if he is unwilling or unable to do so, the discarder shall suffer no penalty.

- 86 If a player should falsely name his discard, and any player should before the error has been corrected claim for pong or kong the tile which the player named, the discarding player shall pay a penalty of 100 points to the player who claimed the tile. Play shall then continue in the normal order. The player claiming the tile named by the discarder must show the tiles which with the named tile would complete the pong or kong; if he is unwilling or unable to do so, the discarder shall suffer no penalty.
- 87 (a) If a player should falsely name his discard, and any player should, before the error has been corrected, claim for Mah-Jongg the tile named, the discarding player shall pay a penalty of 300 points to each of the other players, and that hand shall thereupon be abandoned with no further reckoning of scores or settlement between players. The player calling Mah-Jongg shall display his tiles to demonstrate that the named tile would have completed his hand. If the discarding player was East, the title of East shall pass to the next player in rotation; if some other player was East, he shall keep the title for the next hand.
- (b) If a player should falsely name his discard, and any player should, before the error has been corrected, falsely claim for Mah-Jongg the tile named (that is, if the tile named would not have completed his hand), if the latter player retract his call of Mah-Jongg before any one of the other three players has laid down any part of his hand, no one shall suffer any penalty, and play shall continue; but if any one of the other three players should have laid down any part of his hand, the discarder and the claimant shall each pay a penalty of 150 points to each of the two non-offending players,

and that hand shall thereupon be abandoned, with no further reckoning of scores or settlement between players. If either the discarder or the claimant was East, the title shall pass to the next player in rotation ; if some other player was East, he shall keep the title for the next hand.

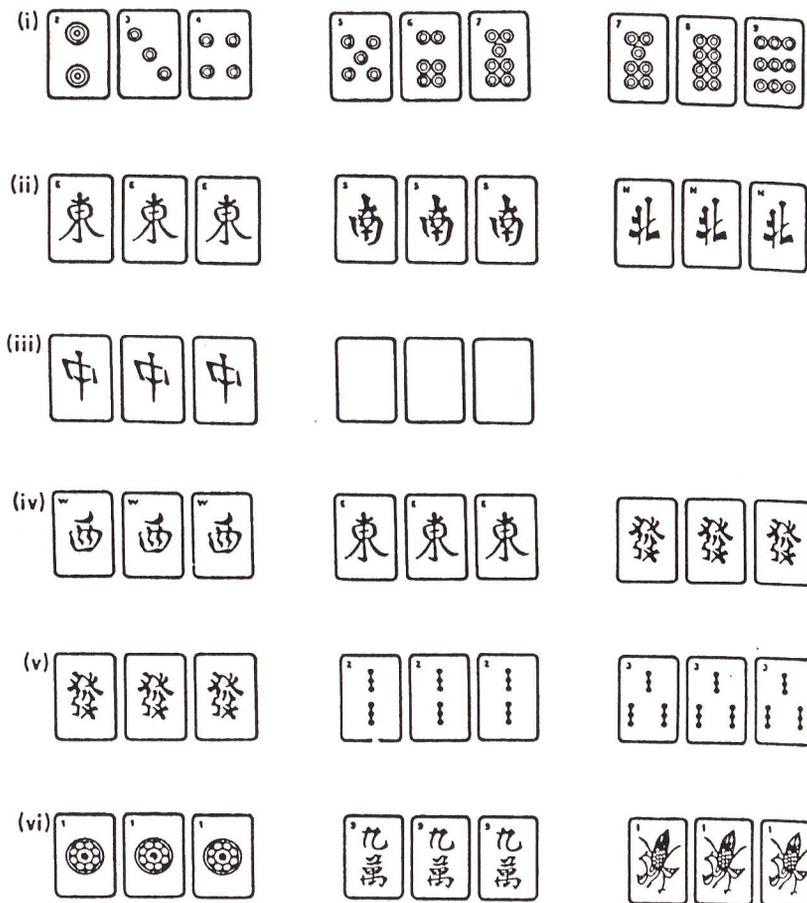
- 88 If a player should falsely name his discard, and two players should claim the tile named, one for chow and the other for pong or kong, the discarding player shall pay both as provided above ; but if one of the players should claim the tile named for Mah-Jongg, the penalty payment to each player shall be limited to 300 points.

Incorrect Hands

- 89 (a) A short hand is a hand which contains less than the correct number of tiles ; a long hand is a hand which contains more than the correct number of tiles. (The correct number of tiles in an incomplete hand, when the player has discarded, is thirteen, plus one for every bonus tile and one for every kong exposed or declared.) A foul hand is a hand which contains a set which has been erroneously declared and not corrected within the permitted space of time.
- (b) A player who holds a short hand, a long hand or a foul hand cannot Mah-Jongg during that hand. He shall, however, continue to draw and discard in the usual way, and may chow, pong and kong ; provided that a player with a short hand may not claim a discard for any purpose if he would thereby be left without a tile to discard.
- (c) If another player should obtain Mah-Jongg, a player with a short hand or a foul hand may score his properly constituted sets, pairs and bonus tiles in the normal way, and settle the difference with the other two losing players. A player with a long hand may claim no score in respect of that hand, and must pay the other two losing players according to the full value of their hands.

Letting off a Cannon

- 90 In certain circumstances, defined below, a player's normal freedom of play is limited, in that if he should make a discard categorized as 'dangerous', he is liable to penalty :
- (a) If a player has exposed or declared three sets comprised entirely of tiles of one suit, a discard of any tile of that suit which enables that player (then or later) to complete a Clear Suit hand is liable to penalty.
 - (b) If a player has exposed or declared three sets of Winds, a discard of one of the fourth Wind which enables that player (then or later) to complete either 'Four Blessings Hovering o'er the Door', or a Mah-Jongg hand containing the 'Little Four Joys' is liable to penalty.
 - (c) If a player has exposed or declared two sets of Dragons, a discard of one of the third Dragon which enables that player (then or later) to complete either the 'Three Great Scholars', or a Mah-Jongg hand containing either the 'Little Three Dragons' or the 'Big Three Dragons' is liable to penalty.
 - (d) If a player has exposed or declared three sets of honour tiles, a discard of any honour tile which enables that player (then or later) to complete 'All Symbols' is liable to penalty.
 - (e) If a player has exposed or declared three sets of All-Green tiles, a discard of any All-Green tile which enables that player (then or later) to complete 'The Imperial Jade' is liable to penalty.
 - (f) If a player has exposed or declared three sets of ones and nines, a discard of a one or a nine which enables that player (then or later) to complete 'Heads and Tails' is liable to penalty.
 - (g) If there remain in the live wall four tiles or less, a discard of any tile of which there is not at least one already showing on the table (whether among the discards, or in exposed sets), if it enables any player (then or later) to complete any Mah-Jongg hand whatsoever, is liable to penalty.
- 91 For the purposes of section 90, a pong or kong is deemed to



The danger signals

- (i) If a player is displaying these tiles (and no others), a discard of any circle is dangerous
- (ii) If a player is displaying these tiles, with or without another set, a discard of West wind is dangerous
- (iii) If a player is displaying these tiles, with or without other set, a discard of a green dragon is dangerous
- (iv) If a player is displaying these tiles (and no others), a discard of the remaining honours is dangerous
- (v) If a player is displaying these tiles (and no others), a discard of a 2, 3, 4, 6 or 8 bamboo is dangerous
- (vi) If a player is displaying these tiles (and no others), a discard of any of the remaining terminals is dangerous

be exposed from the moment when a player calls 'Pong' or 'Kong' (unless he should subsequently retract his claim). For the purposes of section 90 (a), a chow is deemed to be exposed from the moment when a player calls 'Chow' (unless he should subsequently retract his claim); but for the purposes of section 90 (e), a chow is deemed to be exposed only when all three tiles are laid on the table.

- 92 The discard of a dangerous tile is not liable to penalty unless it is both claimed by the player displaying the sets as specified above ('the dangerous player'), and used by him to complete one of the hands specified above. The discard is liable to penalty if it is claimed, either for Mah-Jongg, or for pong or chow and the dangerous player subsequently completes the specified hand either by drawing from the wall or by claiming a non-dangerous discard. If the discard is claimed for kong it does not complete the hand, or make possible its completion, and therefore is not liable to penalty.
- 93 If a dangerous discard is claimed by the dangerous player for pong or chow, and he subsequently completes one of the specified hands by claiming a second dangerous discard, the second discard alone is liable to penalty, and the first is freed from all liability.
- 94 If a player draws from the wall a tile which is dangerous, and, having previously obtained an exposed pong of that tile, adds the fourth tile to the pong, and if the dangerous player should rob the kong and thereby complete one of the specified hands, the added tile is liable to penalty in the same way as if it had been discarded.
- 95 (a) If, however, a player after drawing from the wall finds that he has none but dangerous tiles in his hand, and if his discard is claimed to complete (then or later) one of the specified hands, he may show his tiles and plead 'No Choice', in which case his discard is not liable to penalty. But if a player should find himself in a like situation after claiming a discard for chow or pong (but not for kong), because he has thereby brought upon himself the necessity of discarding dangerously, he may not plead 'No Choice', and if his discard is used by the dangerous

player to complete (then or later) one of the specified hands, it is liable to penalty.

- (b) If a player whose discard is claimed by a dangerous player for chow or pong wishes to plead 'No Choice', he must show his tiles immediately, before his next draw from the wall (whether from the live wall, or from the kong box), and before claiming any subsequent discard; having shown his tiles, he should take them back into his concealed hand. If in such a situation a player prefers not to show his tiles, he may not plead 'No Choice', and if the dangerous player should subsequently complete one of the specified hands by drawing from the wall or by claiming a non-dangerous discard, the former player's discard is liable to penalty.
- 96 A player who makes a discard which for any of the above reasons is liable to penalty is said 'to have let off a cannon'. By way of penalty he must, after paying the winner whatever he may owe him, reimburse the other two losing players whatever they are obliged to pay the winner. This done, there is no further reckoning of scores or settlement among the three losing hands.

Wash-Out

- 97 If the wall is completely exhausted without any player's having obtained Mah-Jongg, that hand is declared a wash-out or draw. No score is counted or settlement made between the players, and East retains his title for the next hand.
- 98 If a player on drawing the last tile in the live wall finds that it is a bonus tile, as he cannot take a replacement for it, he does not discard, and the hand is immediately declared a wash-out.
- 99 If the last tile in the live wall is a playing tile, the player who draws it must (unless it completes his hand) then discard. If his discard is not claimed, the hand is thereupon deemed a wash-out, but if the discard is claimed, the claimant (unless he took the tile for Mah-Jongg) must in turn discard; which continues until a player obtains Mah-Jongg, or a discard is

made which remains unclaimed; in which latter case a wash-out is declared.

Points of Etiquette - Giving Information

- 100 If a player is asked which tile he discarded while that discard is still live, he shall answer truthfully; but no player may give, or seek, information about any dead discard, either by whom a tile was discarded, or in what order.
- 101 No player may ask another player questions about his hand.
- 102 No player may give information about his own hand, or his intentions or objects in the play, or about the play or probable intentions or objects of another player.

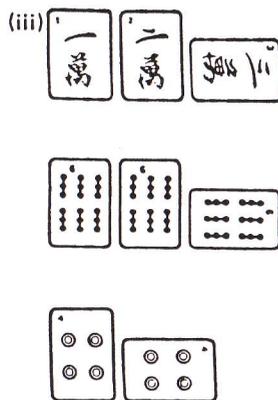
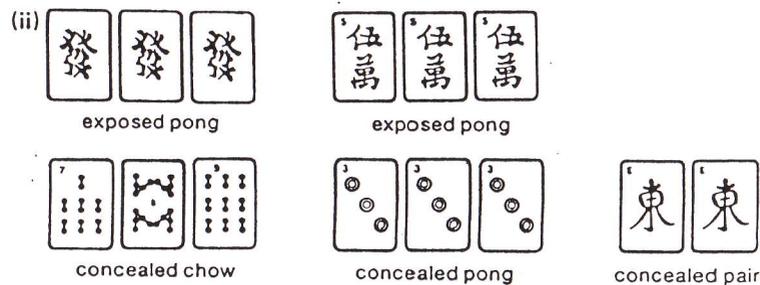
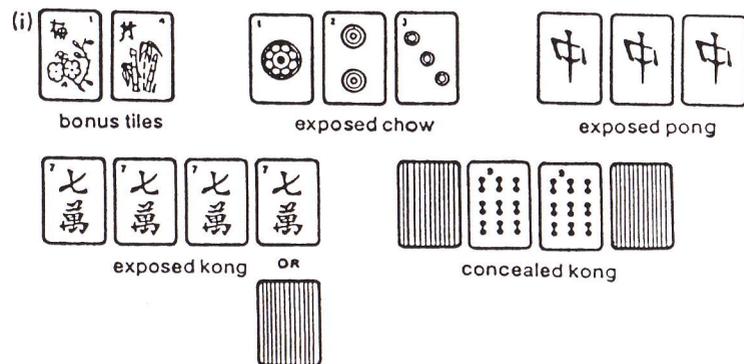
NOTE 1: To the above specific points may be added a few more general comments on the etiquette which should be observed during a game of Mah-Jongg. It is not proper to show excessive pleasure at winning, or excessive displeasure at losing or at misfortune, for both extremes are inimical to the tranquillity of spirit which the player should aim to cultivate, and contrary to the Confucian doctrine of the mean. Nor is it proper during the course of the game to ask a player how much he has lost. And while one may quite legitimately deploy all the resources of strategy and psychological warfare to undermine an opponent's defences, it is not considered proper to attempt to disconcert opponents by conversation irrelevant to the game. Such matters, however, are not to be covered by rules, but must be left to the discretion and good taste of each person.

NOTE 2: It has been observed that Mah-Jongg has very few penalties, in comparison with Western games. The laws of the game as they stand indeed make it very difficult for any player to gain an unfair advantage by means which might be concealed from his opponents; but it is not thought necessary to legislate against any flagrant or manifest malfeasance or dishonourable or unsporting behaviour. A player could seek to avoid

heavy losses by upsetting the table at a critical moment, but it suffices to say that such conduct would not be thought seemly or becoming of a gentleman. When playing Mah-Jongg the Chinese take scrupulous pains to hold their honour free from question: anyone who fails to conform to this unwritten law is likely to find that the ultimate penalty is invoked, to wit, that others refuse any more to play with him.

Displaying the Hand

- 103 If a player completes his hand by drawing from the wall and wishes to claim any special score in respect of the last tile (for filling the only place, or for fishing the eyes, or for 'Catching the Moon from the Bottom of the Sea', or for 'Gathering Plum Blossom from the Roof'), he must show the tile he has drawn to the other players before adding it to his concealed hand; if he does not show the tile, he may not claim any such special scores.
- 104 As soon as any player declares Mah-Jongg, each player lays down his hand, arranging it in such a manner, that any other player can ascertain its true scoring value without asking any questions. The tiles should be grouped into the sets in which the player intends to score them, and the sets, pairs and any odd tiles arranged in two rows, the row towards the centre of the table containing the exposed sets and pairs, plus any declared kongs and bonus tiles, the row nearer the player containing that part of his hand which at the end of play was still concealed. The player who obtained Mah-Jongg should indicate the tile which completed his hand by placing it at right angles to the others.
- 105 Each player enjoys the right of freedom of count: if there is more than one possible way of arranging the tiles in the concealed portion of the hand so as to form the necessary sets, the player may select whichever seems best to him, although no change may be made in the arrangement of the tiles once placed on the table (whether in the exposed or the concealed row).
- 106 Each player shall display his entire hand, in order that his



- Method of displaying tiles
- (i) During the course of a hand tiles may be arranged at player's discretion. Exposed tiles are made up of exposed chows, pongs and kongs, concealed kongs if declared, and bonus tiles drawn. These are displayed as shown
 - (ii) At the end of a hand, exposed tiles are not moved. Concealed tiles are laid face up in a second row behind exposed tiles. This row may contain chows, pongs, pairs, and in an incomplete hand, odd tiles. They are arranged in sets for scoring as shown
 - (iii) In a Mah-Jongg hand, the tile completing the hand should be turned sideways. If the winning tile is claimed from a discard, the set or pair completed is placed in the exposed row; if drawn from the wall, the set remains in the concealed row

opponents may satisfy themselves that it contains the correct number of tiles, and he shall not discard any part of it until the scoring and settlement have been accomplished: a player who discards any part of his hand prematurely may claim no score for that hand.

Procedure in Settlement

- 107 First the winner scores his hand, and collects from the three losers what is owed to him. Then the other three players score their hands, one at a time, in order of rotation, starting with the player on the winner's right, and make a note of their scores. Each player should indicate as he calculates his score for what each element in the score is claimed.
- 108 The winner collects according to the value of his hand from each of the losers, and pays no one, irrespective of any score which the losers may have obtained. If the winner is East, he collects twice his total score from each opponent; if the winner is South, West or North, he collects twice his total score from East, and his total score from each of the other two losers.
- 109 The three losers settle with each other according to the difference between their scores. When East settles with another player, he pays (to a player who has a higher score) or receives (from a player who has a lower score) twice the difference between his score and the score of the player with whom he is settling. When two players settle, neither of whom is East, the player with the lower score pays to the other the simple difference between their scores.

NOTE: The operation of the system of settlement will be more readily illustrated by means of an example. Thus, if North Mah-Jonggs with a hand scoring 48 points, East has a score of 20 points, South 256 points, and West 4 points:

North receives 2×48 , that is, 96 points, from East, 48 points from South, and 48 points from West, making a total of 192 points received. He pays no one.

East pays North 2×48 , that is, 96 points, he pays South $2 \times (256 - 20)$, that is, 472 points, and he receives from West $2 \times (20 - 4)$, that is, 32 points. He thus incurs an overall loss on the hand of 536 points.

South pays North 48 points, he receives from East $2 \times (256 - 20)$, that is, 472 points, and he receives from West $256 - 4$, that is, 252 points. He thus makes an overall profit on the hand of 676 points.

West pays North 48 points, he pays East $2 \times (20 - 4)$, that is, 32 points, and he pays South $256 - 4$, that is, 252 points. His loss on the hand is thus 332 points.

It will be seen that although the player who obtains Mah-Jongg invariably makes a profit, one of the 'losing' players can nevertheless make a yet larger profit.

If chips are used in the scoring, each player after each hand simply pays out to, or receives from, each other player chips to the value required. The players should start the game with an equal value of chips each; at the end of the game it is easy to ascertain who has made a profit, and who a loss. The player with the greatest final profit is regarded as the winner of the game as a whole.

If a score sheet is used, it should be ruled into eight columns, two for each player, one showing his out-payments, one his receipts. At the end of the game these must be totalled up to determine the result.

- 110 Each player shall score his own hand. If a player should overscore his hand, any other player (who would be obliged to settle with him) may correct him; but if he should undervalue his hand, any other player who draws attention to his error shall reimburse the other players for whatever loss they sustain as a result. Under the same penalty, the winner having been paid may make no comment on another player's scoring.
- 111 When a player has completed the settlement with his three opponents, he should throw his hand into the discard. When a hand, or any part of it, has been so mixed with the discard, or in any way disarranged from the arrangement prescribed in section 104, no claims of an error in the scoring of that hand may be considered.

Method of Scoring

112 In calculating the score of a hand, points are first awarded in respect of the various sets and other elements which the hand may contain : these points are added together to give the 'basic score'. The basic score may then be doubled progressively for each of certain combinations which the hand may contain, and for each of certain conditions which it may satisfy : the final result is the total score, according to which the player collects or pays out in settlement. Certain basic points and certain doubles are applicable to all hands, whether complete or not; other basic points and doubles are applicable to a Mah-Jongg hand only.

NOTE 1 : Because the doubles are applied progressively, each successive double is worth twice as much as the last, a point which should not be overlooked when estimating the potentialities of a hand.

To double once	=	basic score	× 2
.. twice	=	..	× 2 ² (i.e. × 4)
.. three times	=	..	× 2 ³ (i.e. × 8)
.. four times	=	..	× 2 ⁴ (i.e. × 16)
.. five times	=	..	× 2 ⁵ (i.e. × 32)

NOTE 2 : As many of the doubling combinations overlap, and one formation may fulfil two or more sets of requirements, it is necessary to view a hand from all possible angles in order to ensure that no potential doubles are overlooked.

113 A distinction in scoring is made between exposed and concealed sets. A set, or a pair, is termed exposed if it contains a tile claimed from the discard; it is termed concealed if all its tiles were drawn into the hand by the player who holds it.

114 The basic points which are applicable to all hands are as follows :

(a) Each bonus tile declared scores 4 points.

- (b) A pong of minor tiles scores 2 points if exposed, 4 points if concealed. A pong of major tiles scores 4 points if exposed, 8 points if concealed.
- (c) A kong of minor tiles scores 8 points if exposed, 16 points if concealed. A kong of major tiles scores 16 points if exposed, 32 points if concealed.
- (d) Sequences (chows), whether exposed or concealed, have no scoring value, but merely serve to complete the hand.
- (e) A pair of any Dragon, or of the player's own Wind, or of the Prevailing Wind, whether exposed or concealed, scores 2 points. A pair of the player's Wind, when that is also the Prevailing Wind, scores 4 points, whether exposed or concealed. All other pairs have no scoring value.

NOTE: The 'Prevailing Wind' is the Wind of the Round : see section 13.

115 The basic points which may be claimed by a Mah-Jongg hand only are as follows :

- (a) For completing the hand (obtaining Mah-Jongg) 10 points are scored.
- (b) If the final tile (the tile which completes the hand) is drawn from the wall, 2 points are scored.
- (c) If the final tile is the only denomination of tile which could have completed the hand, 2 points are scored. Winning in such a manner is termed 'winning by filling the only place', or 'winning with the only possible tile'. If a hand could theoretically be completed by either of two different tiles, but all four of one tile are already exposed on the table, whether in the discard, or in exposed or declared sets, one of the other tile may be regarded as filling the only place.

NOTE : Thus, if a player has completed three sets and a pair, and holds a two and a four circle, he is calling a three circle, and if he obtains that tile, he has Mah-Jongged by filling the only place. If on the other hand he holds a four and a five circle, a three circle would not be the only possible tile, unless four six circles were exposed on the table.

- (d) If a player who has already completed four sets then obtains Mah-Jongg by completing his pair (whether by drawing from the wall, or by claiming a discard), he scores 2 points if the pair consists of minor tiles, or 4 points if it consists of major tiles. To obtain Mah-Jongg in this way is termed 'winning by fishing the eyes'.

NOTE: The player who fishes his eyes will often also be entitled to the score for filling the only place; but not invariably so. For example, a player who has completed three sets and holds 6-7-8-9 in circles can Mah-Jongg on either a six or a nine circle, and in either case would be fishing the eyes.

116 The doubles applicable to all hands are the following:

- (a) A player who has declared both his own flower and his own season receives one double in respect of the pair.
- NOTE: The player's own flower and season are those proper to his position-name: see sections 7 and 8.
- (b) A player who has declared a set of all four flowers receives one double.
- (c) A player who has declared a set of all four seasons receives one double.
- (d) For each set of Dragons, a player receives one double.
- (e) For a set of his own Wind, a player receives one double.
- (f) For a set of the Prevailing Wind, a player receives one double.
- (g) A hand which contains two sets of Dragons, and a pair of the third, receives one double, in addition to the doubles in respect of the individual sets of Dragons. This combination is termed 'Little Three Dragons'.
- (h) A hand which contains three sets of Dragons receives two doubles, in addition to the doubles in respect of the individual sets of Dragons. This combination is termed 'Big Three Dragons'.
- (i) A hand which contains three sets of Winds and a pair of the fourth Wind receives one double, in addition to any doubles in respect of the individual sets of Winds.

This combination is termed 'Little Four Joys'.

- (j) A hand which contains four sets of Winds receives two doubles, in addition to the doubles in respect of the individual sets of Winds. This combination is termed 'Big Four Joys'.
- (k) A hand which contains three concealed pongs receives one double. For the purposes of this rule, a concealed kong, or an exposed kong which has been made by annexing a discard to a concealed pong, (and which has been marked as such by turning one of the end tiles face down) may be regarded as a concealed pong; though in the calculation of the basic points such a kong should still be reckoned as a kong.

NOTE: All the above doubles relate to the effect of particular tiles, sets or groups of sets on the score of the hand; for that reason they may be claimed by any hand which includes the required tiles or sets, whether it be a complete hand or not.

117 The doubles which are applicable to the Mah-Jongg hand only are as follows; they relate to the playing hand only, and are therefore not affected by the presence or absence of bonus tiles:

- (a) A hand composed of four sequences and a non-scoring pair receives one double. Such a hand is termed a No-Score hand; but a hand is not prevented from claiming this double by including points for bonus tiles, or for drawing the final tile, or for filling the only place, or for fishing the eyes.
- (b) A hand which contains no sequences receives one double. Such a hand is known as 'Birds Singing in Harmony'.
- (c) A hand which (including the last tile) is entirely concealed receives one double. For the purposes of this rule (though not for the calculation of the basic score), an exposed kong formed by annexing a discard to a concealed pong, and marked as such, may be regarded as a concealed set.
- (d) A hand which is composed of honour tiles and tiles from any one suit receives one double. Such a hand is

termed a One Suit hand.

- (e) A hand which is entirely composed of tiles from one suit, with no honour tiles, receives three doubles. Such a hand is termed a Clear Suit hand.
- (f) A hand which is entirely composed of major tiles receives one double.
- (g) A hand which is entirely composed of honour tiles receives two doubles.
- NOTE : This double is of solely theoretical interest, unless a game is being played 'with the roof off', as otherwise an All-Honour hand automatically secures the Limit : see section 122 (k).
- (h) If a player completes his hand by drawing a loose tile, he receives one double. To win thus is termed 'opening a flower on the top of a mountain', or 'winning on the roof'.
- (i) If a player completes his hand by drawing the last available tile from the wall, he receives one double. To win thus is termed 'winning from the bottom of the sea'. The last available tile is normally the last tile in the live wall ; if, however, when that tile has already been drawn, a player should complete a kong (either with the last tile, or by claiming a discard), the last available tile is the loose tile which he draws. If he should complete his hand with such a tile, he receives two doubles, one for 'opening a flower', and one for 'winning from the bottom of the sea'.
- (j) If when the last tile in the live wall has been drawn, a discard should be made on which a player obtains Mah-Jongg, he receives one double. To win thus is termed 'catching the fish from the bottom of the river'.
- (k) If a player completes his hand by robbing an exposed kong, he receives one double.

(l) If a player completes an Original Wall, he receives one double.

NOTE : The doubles a relate to the consistency of composition of the completed hand as a whole, while doubles h-l relate to the manner of complet-

ing the hand; therefore they may be claimed by a Mah-Jongg hand only.

The Limit

- 118 Mah-Jongg may be played either with a scoring limit, or 'with the roof off'. The players should agree before the beginning of the game whether they will set a limit, and if they will, what it should be. Unless it is explicitly agreed otherwise, the limit should be assumed to be set at 1000 points.
- 119 In a limited game, any hand which has an intrinsic value in excess of the limit is valued as obtaining the limit only, and the surplus is ignored. The limit is applied to the score, and not to the amount paid in settlement: if East Mah-Jonggs with a limit hand, he collects twice the limit from each player.
- 120 If an incomplete hand scores more than the limit, the other losing players pay the difference between the limit and their scores (or twice the difference, if East is involved). If two losing players hold hands which exceed the limit, those hands are considered as being equal, and neither player pays the other.

Special Limit Hands

- 121 There are certain Mah-Jongg hands known as Special Limit hands, or Full Hands, which in a limited game are valued at the limit irrespective of their intrinsic score. In a game 'with the roof off', it is still necessary for the players to agree beforehand on a notional value for such hands ; but a Full hand of which the intrinsic value exceeds the notional value is scored at the full intrinsic value.

NOTE : Any hand which by the normal scoring rules is valued at the agreed limit or in excess of it is a 'limit hand', and is no less valuable, either in practice or in theory, than the Special hands listed below. The latter are thought worthy of special mention, and of being distinguished by their several poetic names, not because

(or simply because) in most cases they have a high intrinsic value, but because of their symbolic significance, in that they are conceived of as being the 'limiting cases' of the various doubling combinations listed in sections 116 and 117. As such, they have a place in the theoretical and philosophical structure of the game which perhaps exceeds their importance in the actual play.

A limit hand is termed a 'full hand', or a 'full game' (Man Fu or Man Hu, literally, a full goblet or vase) from the Chinese tradition that a person who loses his match at a feast must as a penalty or forfeit drain a full jar of wine.

122 The Special Limit hands are the following:

- (a) If East finds that his original dealt hand (after taking any replacements for bonus tiles, and loose tiles for kongs, to which he may be entitled) is complete, he scores a full hand. This is termed 'Heaven's Blessing', or 'the natural winning'.

NOTE: This hand and the following are the limiting cases of double 117 (l).

- (b) If South, West or North at the beginning of play holds a calling hand, and Mah-Jonggs on East's first discard, he scores a full hand. This is termed 'Earth's Blessing', or 'the unnatural winning'.
- (c) If a player completes his hand by drawing a five circle from the kong box, he scores a full hand. This is termed 'Gathering Plum Blossom from the Roof'.

NOTE: The five circle is called the Plum Blossom, because it is fancifully thought to resemble a plum blossom in appearance. (In Chinese dominoes also, the double five is called Plum). Therefore it seems exceptionally appropriate when a player 'opens a flower' by drawing the five circle, and consequently such a manner of winning is regarded as being the limiting case of double 117 (h).

- (d) If the last tile in the live wall is a one circle, and a player should complete his hand by drawing it, he scores a full hand. This is termed 'Catching the Moon from the Bottom of the Sea'.

NOTE: The expression 'catching the moon from the bottom of the sea' was originally used on any occasion when a player completed his hand by drawing the last tile in the live wall. But as the one circle is known as the Moon because of its appearance, it was thought peculiarly appropriate when someone should 'catch the Moon' by drawing a one circle, and therefore winning in such a manner came to be regarded as the limiting case of the double 117 (i).

- (e) If a player completes his hand by robbing a kong of two bamboos, he scores a full hand. This is termed 'Scratching a Carrying Pole'.

NOTE: The Chinese expression for robbing a kong (Ch'iang Kang) could also be understood to mean 'scratching a kong', because there exists another word Ch'iang meaning 'a spear'. The expression could then be reinterpreted as 'scratching a carrying pole', because there exists another word Kang meaning 'a carrying pole'. Because the two bamboo resembles a carrying pole in appearance, it is thought particularly apt if a player should Mah-Jongg by robbing a kong of two bamboos; therefore completing a hand in such a manner is regarded as the limiting case of double 117 (k).

- (f) If a player completes a kong, with the loose tile thus obtained completes a second kong, and with the second loose tile obtains Mah-Jongg, he scores a full hand. This is termed 'Kong upon Kong', or 'Twofold Fortune'. The requirement for this hand is that two kongs and the whole hand should be completed in one and the same turn: a player is not debarred from claiming it if he should in the process also draw one or more bonus tiles.
- (g) A hand which contains four kongs, exposed or concealed, and a pair, of any tiles, is a full hand. This is termed 'Fourfold Plenty'.
- (h) A hand which contains four concealed kongs, and in which the last tile is drawn from the wall, is a full hand. For the purposes of this rule, a concealed kong, or an

exposed kong which had been made by annexing a discard to a concealed pong (and which has been marked as such by the turning face down of one of the end tiles) may be regarded as a concealed pong. This hand is known as 'Buried Treasure'.

NOTE: This hand is the limiting case of doubles 116 (i), 117 (b) and 117 (c).

- (i) A hand which contains a set of each of the three Dragons, another pong or kong (not a sequence) of any tile, and any pair, is a full hand. This is known as 'The Three Great Scholars'.

NOTE: This hand is the limiting case of doubles 116 (d) and 116 (h). 'The Three Great Scholars' were in Imperial times the three candidates who obtained the best results in the triennial examination for the third or doctoral degree.

- (j) A hand which contains a set of each of the four Winds, plus any pair, is a full hand. This is known as 'Four Blessings Hovering o'er the Door', or 'Four Joys in Full'.

NOTE: This hand is the limiting case of doubles 116 (e), and 116 (f) and 116 (j).

- (k) A complete hand composed entirely of honour tiles is a full hand. This is known as 'All Symbols'.
- (l) A complete hand composed entirely of ones and nines is a full hand. This is known as 'Heads and Tails'.

NOTE: This hand is the limiting case of double 117 (f).

- (m) A complete hand composed entirely of all-green tiles is a full hand. The all-green tiles are the two, three, four, six and eight bamboo, and the Green dragon. This hand is known as 'The Imperial Jade'. It is the limiting case of double 117 (d).

NOTE: Although this hand may include a set or pair of Green dragons, it is not obligatory for it to do so.

- (n) If a player should hold a calling hand such that it could be completed by any one of nine different tiles; and if he succeeds in completing it, he scores a full hand. To fulfil this requirement, the calling hand must be enti-

rely of one suit, consist of 1-1-1-2-3-4-5-6-7-8-9-9-9, and be entirely concealed. The tile which completes the hand may be either drawn from the wall or claimed from the discard. Such a hand is known as 'The Nine Sacred Lamps of Lotus', or 'The Nine United Sons'.

NOTE: This hand, and the two following, which are variants of it, are the limiting cases of double 117 (e).

- (o) A Clear Suit hand which consists of a set of ones, a set of nines, a pair of twos, fives or eights, and two sequences made up of the missing numbers is a full hand. This hand, which may be partly or completely exposed, is known as 'The Wriggling Snake'.

NOTE: The set of nines represents the head of the snake, the set of ones its tail, the pair its eyes, and the two sequences its body.

If the eyes are 2s, the runs must be 3-4-5 and 6-7-8

If the eyes are 5s, the runs must be 2-3-4 and 6-7-8,

If the eyes are 8s, the runs must be 2-3-4 and 5-6-7

- (p) Any complete Clear Suit hand which, including the last tile, is entirely concealed is a full hand. For the purposes of this rule, an exposed kong which has been made by annexing a discard to a concealed pong (and marked as such) may be regarded as a concealed set.

NOTE: This hand is the limiting case of doubles 117 (c) and 117 (e).

- (q) A hand containing one of each of the thirteen major tiles (that is, one of each one and one of each nine from the suits, one of each Wind and one of each Dragon), plus a fourteenth tile which forms a pair with any one of them, is a full hand. This hand is known as 'The Thirteen Unique Wonders', or 'The Thirteen Grades of Imperial Treasure'.

NOTE: It is not necessary (though it is permitted) to complete this hand by fishing the eyes.

- (r) If a player in any one round should, while East, obtain Mah-Jongg thirteen times in succession (discounting any intervening wash-outs), the thirteenth hand completed scores as a full hand, irrespective of its compo-

sition. After winning such a hand, East relinquishes his title, which passes to the next player in rotation.

Five-handed Mah-Jongg

- 123 If five persons desire to play a game, it is necessary that one should sit out during each hand. The player who sits out is known as the Dreamer.
- 124 In the procedure for the selection of seats (section 15), a Red dragon should be shuffled in with the four Wind tiles; the player who draws the Red dragon becomes the Dreamer in the first hand of the game.
- 125 When East loses his title (section 11), he leaves the table, and becomes Dreamer in the next hand; the player formerly South becomes East, the player formerly West becomes South, the player formerly North becomes West, and the player formerly the Dreamer becomes North, occupying the place at the table vacated by the retiring East.
- 126 One round is taken as completed when the player who in the first hand of the game was Dreamer relinquishes the title of East upon some other player's winning.
- 127 The Dreamer takes no part either in the play of a hand, or in the scoring and settlement.
- 128 In all other respects, play proceeds as in the four-handed game.

NOTE 1: Since Mah-Jongg is properly a game for four persons, all versions for other numbers of players are merely improvised creations; several alternative methods exist, none of which can be said to be more or less genuine than the others. The versions given in these Rules are intended to keep the divergences from the four-handed game to a minimum. The Chinese, on the other hand, when playing a five-handed game vary the normal rules to a somewhat greater extent, in that they make the complete game to consist of five rounds, for the sake of symmetry. The last round is termed the 'Centre Round', in which the Red dragon 'prevails'. In

the Centre round therefore a pair of Red dragons is valued at 4 points, and a set of them entitles the player to two doubles instead of the normal one.

NOTE 2: It is also the Chinese practice in a five-handed game that at the end of each hand (except in the case of a wash-out, when no settlement is made), each of the three losers, after settling with the winner and with each other, should pay to the Dreamer an amount equal to 2 points, doubled as many times as there were doubles in the winner's hand: a Limit hand is taken as equivalent to six doubles. If East is among the losers, he pays double, as in other cases; the Dreamer pays no one. Players may adopt this practice if they agree upon it between themselves before the beginning of the game.

Three-handed Mah-Jongg

- 129 If three persons desire to play a game, in the procedure for the selection of seats the North tile is omitted from the four Winds. In building the walls, and in counting round the players, the four positions are assumed still to exist, the vacant seat being termed Dummy. If at any stage Dummy is required to throw the dice or breach the wall, the player on Dummy's left fulfils his function. Dummy does not receive a hand in the deal.
- 130 The rotation of East follows the normal order, except that Dummy is never East; thus a round is concluded when the player who in the first hand of the game was West loses the title of East. The complete game consists of four rounds.
- 131 In the play, the player on Dummy's right may chow the discards of the player on Dummy's left.
- 132 In all other respects, play proceeds as in the four-handed game.

NOTE: There are also two Chinese variant methods of playing a three-handed game. In the first, the four North winds, Winter and Bamboo are omitted from the set during play, and only three walls are built, in the form of a triangle, each wall being twenty-three stacks

long. The game consists of three rounds only, East, South and West. This, however, is not a very convenient method of play. In the second method, the complete set is used, and four walls built, with a Dummy position as described in the Rules, but the Dragons are used as directions, and the Winds as Dragons. Therefore in the selection of seats the three Dragons are used in place of the Winds: Red is taken as the equivalent of East or Leader, White sits on Red's right, and Green opposite Red. Similarly, the first round is the Red round, the second the White round, and the third the Green round, three rounds constituting a complete game. In the scoring, a set of Dragons merits a double (and a pair of Dragons a score of 2 points) only when it is the player's own, or prevailing; while any set of Winds receives one double, and any pair of Winds 2 points.

4

Luck and Skill in Mah-Jongg

It will be immediately obvious to the beginner that Mah-Jongg contains a significant element of luck. It may be less apparent that it also offers considerable scope for the development and exercise of skill. A player has no control over the identity of the tiles which he is dealt, or which he draws during a hand, and very little means of predicting what may be coming next. Nevertheless, it will be found that, over a period of time, some players win more frequently and consistently than others. Exactly as the element of luck enters into Bridge, or any other card game, by virtue of the fact that the cards are not distributed in such a way as to ensure that each player receives a hand of equal value, so too does chance play its part in Mah-Jongg. The element of chance, however, is one to which all players are in the long run equally subject, and from which all may expect to benefit to a similar extent; whereas in Mah-Jongg, more than in most games, the skilful player may be able to win, or at least to avoid loss, even when Fortune gives him a very poor hand, while on the other hand even the most promising tiles often fail to yield success if incorrectly handled. In the long run, as in Bridge so too in Mah-Jongg, skill will tell.

The acquisition of a high degree of skill in Mah-Jongg requires, above all else, long and patient study and practice. Many have concluded that skill played no part in the game simply because they did not persevere with it long enough, or because they did not devote sufficient attention and concentration to it, to perceive what was required and to acquire the necessary abilities. It has been said that two years are needed to make a first-class Bridge player, even starting with a natural