



## Mahjong Mates Series

### Taiwanese Mahjong Scoring & Rules Reference

Scoring framework adapted from the **Ladies Recreation Club (LRC) Taiwanese Mahjong Scoresheet**, updated September 2025, Hong Kong as well as Dubai Taiwanese scoresheet (2025).. All rules have been reviewed, reorganized and supplemented by Mahjong Mates for clarity and consistency.

#### About this Reference Sheet

This **Mahjong Mates** series is compilation designed for both new and experienced players. It brings together two widely used Taiwanese scoring systems side by side:

- **LRC** — Ladies Recreation Club, Hong Kong (Taiwanese Mahjong Scoresheet, September 2025)
- **DXB** — Dubai scoring, (revised 2025)

Where values differ, both are shown. Where a hand exists in one system only, the other column is blank.

#### Before you start, agree at the table on the following:

1. Which scoring column are you using — LRC or DXB?
2. Is there a minimum points threshold to win each round? (DXB suggestion: East 22, South 22, West 24, North 26) (LRC suggestion: East 20 and if won, then 18).
3. Is Calling / Ting in play? (+5 pts but locks your hand — see Additional Notes)
4. What is the cap on Dice on the Wall? (DXB suggestion: cap at 6 consecutive dealer wins)
5. Any other house variations?

**Looking for the scoring tables? Jump to Section 4: Scoring Reference (pg 5)**

## 1. TABLE ETIQUETTE & PLAYING CULTURE

Mahjong tables develop their own rhythm and etiquette. These guidelines reflect the playing culture commonly observed in Taiwanese-style tables and help keep games enjoyable for everyone.

- Be on time. Mahjong is designed for four players. Do not keep others waiting or cancel at the last minute.
- Focus on the game. Avoid personal calls or phone use during a round.
- Play promptly. Mahjong flows best when decisions are made promptly. Try to keep the pace moving. Do not hesitate excessively when deciding your play.
- Always take before you discard.
- Pay attention to discards. Constantly asking which tile was discarded slows the game and irritates other players.
- Discard tiles gently. Do not throw or flick tiles aggressively.
- Everyone helps shuffle and build the wall. Push your section toward the center (right hand up) so all four corners touch. The tail of your wall (left end) should point toward your left corner.
- Service your wall. Keep your section tidy and easy for all players to reach throughout the game.
- Declared tiles in front. Place exposed and Flower tiles directly in front of your concealed tiles — don't hide them.



- Discards in the center. Put all discarded tiles randomly in the middle of the table (the Seabed) — not lined up in a row.
- Be patient with beginners. A welcoming table keeps the game enjoyable for everyone.

## 2. GAME PROCEDURES

### Determining East (Dealer)

- The process must be random. Avoid choosing seats based on preference.
- Take one of each Wind tile, mix face-down in a pile. One player rolls the dice; count anti-clockwise from that player (count them as 1) to find the temporary East seat.
- The temporary East player rolls again to determine who picks first. That player picks a Wind tile and chooses their seat. South sits to East's right, West next, North last.

### Dice & Accessories

- Throw dice inside the walls, only after the walls are built.
- The Dealer keeps the dice and wind marker in their left corner after the toss.
- After the round ends, if you lose the hand pass the dice and wind marker to the right for the next Dealer.
- The wind marker and dealer marker rotate only when the Dealer loses the hand.

### Building & Breaking the Wall

- All players mix tiles together ('washing' or 'dry swimming') — put effort in; shuffling lightly is not acceptable.
- Each player takes 18 random tiles and builds a wall of 2 rows of 18 tiles face-down along their ruler.
- Push walls into the center at an angle (right hand up). All four corners must touch.
- The Dealer rolls the dice to determine which wall is broken. Count anti-clockwise from East (East = 1, 5, 9, 13, 17). Count from the inside-right of that wall by the dice total, then lift that pair and place it to the right — this creates the Flower Wall.
- The player sitting in front of that wall breaks it. The Dealer does not break their own wall.

### Tile Distribution

- East takes the first 4 tiles, then South, West, North — repeat until everyone has 16 tiles.
- The Dealer (East) takes a 17th tile. East discards first, so needs the extra tile.
- Once distributed, reveal and set aside any Flower tiles. Replace them in seat order (anti-clockwise), drawing from the Flower Wall. If a replacement is also a Flower, wait for others to replace first, then draw again.

### Claiming Tiles

Action	Claim from	Note
Sheung (Chow/Chi)	Left-hand player only	On your turn
Pong (Pung) / Gong (Kong)	Any player's discard	Interrupts turn order
Sik Wu (Mahjong)	Any player's discard or self-drawn	Overrides everything

#### How to claim a tile:

1. Place the discarded tile in front of you first.
2. Expose the matching tiles from your hand alongside it.



3. Never place the claimed tile directly into your hand.

4. Place the claimed discard tile in the center of the exposed set to show it was the discard.

### Flowers

- Replace Flower tiles immediately when drawn. Replacement tiles come from the Flower Wall.
- Replace in seat order. If you draw another Flower as a replacement, wait your turn again.
- Use 'Cheng' to signal to the next player that they should replace their Flowers from the Flower Wall.

### Kong (Gong)

- Claiming a Kong from a discard: expose all 4 tiles in front of you, then draw a replacement from the Flower Wall before discarding.
- Concealed Kong (self-drawn 4th tile): place all 4 tiles face-down in front of you, collect 5 pts from each player immediately, then draw a replacement. Must be revealed at the end of the hand.
- Adding to a Pung: on your turn, you may add a self-drawn tile to an existing exposed Pung to form a Kong. Draw a replacement from the Flower Wall before discarding.

### Key Rules at a Glance

#### Wind Order

**Eat · Soup · With · Noodles**

EAST · SOUTH · WEST · NORTH

#### Precedence

Pong / Kong > Chow

**Mahjong > everything**

### Robbing a Kong

If a player adds a self-drawn tile to an exposed Pung to form a Kong, and another player can use that tile to win — that player may claim it to declare Mahjong. The player who declared the Kong pays an additional 10 pts to the winner. (See also Winning Tile in Scoring.)

### Missed Pung / Missed Tile

If you miss a Pung, you cannot claim the same tile again within the same round. You must wait until the next round.

A player can still claim a discarded tile if another player has already drawn the next tile from the Wall but has not yet placed it in their hand or discarded. See Additional Notes for the full 'Missing a Discarded Tile' rule.

### Dealer Rotation

The Dealer retains the East seat if they win the hand. The deal passes to the right if any other player wins, or if no one wins the round.

### No Winner (Dead Hand)

If no one wins the round, each player places 5 pts in their corner. These pts are collected by the next player who wins by self-draw. See Additional Notes for the full rule.

### False Mahjong



Declaring Mahjong with an incomplete hand: 25 pts to each other player. Round is void; the Dealer retains their seat and any dice on the Wall remain. See Additional Notes for full details.

**Incorrect Tile Count**

Too many or too few tiles: you cannot declare Mahjong, make claims, or collect Kong/Flower money. Continue drawing and discarding until the hand ends. This is not a False Mahjong. See Additional Notes.

**3. PLAYING TIPS**

**Always maintain 16 tiles in hand**

Quick check: count in groups of 3 — there should always be 1 left over.

*Do NOT count: Flower tiles or the 4th tile of a Kong.*

Wrong count? You cannot declare Mahjong. Continue drawing and discarding until the hand ends.

- Draw from the inside of the wall. Always.
- Winning tile placement. Place the winning tile horizontally across the completed set so scoring is clear. Placing it into your hand is a False Mahjong.
- Watch the table. Other players' discards reveal what tiles are live and dead.
- Stay flexible. Be ready to change strategy based on tiles available and what others are discarding.
- Win over high score. Do not hold out for a large hand if your chances of winning are low.
- Calling / Ting or Ding Ding (optional). Turn your concealed tiles face-down on your turn to signal you are waiting, known as Ting (聽牌) in Taiwanese mahjong. Worth +5 pts. Once called, you cannot add to a concealed Pung or adjust your hand. Agree at the table whether this is in play before starting. See Additional Notes for full rules.

**QUICK REFERENCE — TERMINOLOGY**

<b>Sheung (Chow)</b>	Sequence of 3 tiles of the same suit (e.g. 4-5-6 Bamboo)
<b>Pung</b>	3 identical tiles
<b>Gong (Kong)</b>	4 identical tiles — always draw a replacement from the Flower Wall
<b>Eyes / Pair</b>	The pair. 8s, 5s, 2s score bonus (see Good Eyes)
<b>Sik Woo / Mahjong</b>	Winning declaration — overrides all other claims
<b>Zi Mo</b>	Self-draw win — you draw the winning tile yourself from the Wall
<b>Ting / Calling (聽牌)</b>	Declaring you are one tile from winning and locking your hand. Worth +5 pts. See Additional Notes.
<b>Seabed</b>	The discard pile in the center of the table
<b>Honor / Cardinal</b>	Collective term for Wind and Dragon tiles
<b>Tai (Faan)</b>	Points / scoring unit
<b>Mahjong tile</b>	The tile that helps you win

**To win: 5 sets (Sheung and/or Pung) + 1 Pair = Mahjong on the 17th tile**



## SCORING REFERENCE (MOST PLAYERS START HERE)

### 4. SCORING

Be methodical — do not skip steps.

1. Count declared / exposed tiles first, then work through concealed tiles.
2. Start with Flowers, then Honor/Cardinal tiles, then exposed sets.
3. Look for connections between exposed and concealed sets.
4. Follow the scoring order in the table below.
5. Always remember which tile was the Mahjong tile.

Category / Description	LRC	DXB
<b>LET'S START — count these first</b>		
<i>DXB: agree minimum points threshold before starting (e.g. East 22, South 22, West 24, North 26).</i>		
No Flower tiles	1	1
No Wind & Dragon tiles (Honors/Cardinals)	1	1
No Flower, Wind & Dragon tiles	5	5
No Flower, Wind & Dragon tiles — in an ALL Sheung Hand (includes the 5 pts above)	15	15
No Terminal tiles AND No Honor tiles	—	8
<b>FLOWER TILES [Blue = Blossoms · Red = Seasons]</b>		
1 point for each Flower tile	1	1
Flower of player's seat	+1	+1
Mixed Bouquet — Red & Blue tiles 1–4. All players pay 5 pts immediately	5	5
Pure Garden / Full Bouquet — all Red OR all Blue tiles 1–4. All players pay 10 pts immediately. (A player can collect both.)	10	10
7 Flowers = Instant Self Draw Win. No other points awarded. See Additional Notes.	20	20
8 Flowers = Instant Self Draw Win. No other points awarded. See Additional Notes.	40	40
<b>WIND TILES (East · South · West · North)</b>		
1x Pong of Winds	1	1
1x Pong of Winds of player's seat	+1	+1
1x Pong of Winds of the Round	+1	+1
Little Three Winds = 2x Pongs of Winds + 1x Pair of Winds	15	15
Big Three Winds = 3x Pongs of Winds	30	30
Little Four Winds = 3x Pongs of Winds + 1x Pair of Winds	50	60
Big Four Winds = 4x Pongs of Winds	60	80



<b>DRAGON TILES (Red · Green · White)</b>		
1x Pong of Dragons	2	2
Little Dragons = 2x Pongs of Dragons + 1x Pair of Dragons	20	20
Big Dragons = 3x Pongs of Dragons	40	40
<b>GONG (KONG) — All 4 of the Same Tile</b>		
<i>1x Open Kong = 1x Concealed Pong   Any tile drawn from the Wall is Concealed</i>		
Open Kong (each)	1	1
<i>If your only exposed tiles are a Pong set and you self-draw a Kong, the hand converts to Concealed.</i>		
Concealed Kong (each) — collect 5 pts from all players immediately	2	1
<i>Must reveal Concealed Kong at end of hand. Penalty for not revealing: 10 pts to each player.</i>		
<b>COMPLETE SEQUENCE 1–9 (three Sheungs: 1-2-3, 4-5-6, 7-8-9) ! Also termed Dragon Sequence</b>		
<i>A complete 1–9 sequence built from three Sheungs — no Dragon honor tiles involved. 'Mixed' = spread across all 3 suits. 'Pure' = all in the same suit. A player can collect points for both. See Additional Notes for concealed/partial rules.</i>		
Mixed Complete Sequence — Exposed / Partially Concealed, all 3 suits		
	5	8
Mixed Complete Sequence — Concealed, all 3 suits	10	10
Pure Complete Sequence — Exposed / Partially Concealed, same suit	10	15
Pure Complete Sequence — Concealed, same suit		
	20	20
<b>NEIGHBORS / UNCLE PONGS — Sequential Pongs, Same Suit</b>		
2x Sequential Pong Sets (e.g. 222 + 333)		
	5	5
3x Sequential Pong Sets (e.g. 333 + 444 + 555)		
	15	15
4x Sequential Pong Sets (e.g. 111 + 222 + 333 + 444)	30	30
5x Sequential Pong Sets (e.g. 111 + 222 + 333 + 444 + 555)	60	60
<b>BROTHER SHEUNGS — Identical Sequential Sheungs, Same Suit (e.g. 123 + 123)</b>		
2x Brother Sheungs (123 + 123, same suit)	5	5



3x Brother Sheungs (123 + 123 + 123, same suit)		
	15	15
4x Brother Sheungs (123 + 123 + 123 + 123, same suit)	30	30
<b>SISTER SHEUNGS — Sequential Sheungs, Different Suits</b>		
2x Sister Sheungs (e.g. 345 + 345, different suits)	3	5
3x Sister Sheungs (e.g. 678 + 678 + 678, different suits)	10	15
4x Sister Sheungs	—	30
5x Sister Sheungs	—	50
<b>SISTER PONGS — Same Number Tile, Different Suits</b>		
<i>Remember to also add points for any Concealed Pongs.</i>		
2x Sister Pongs (e.g. 999 + 999, different suits)	3	5
3x Sister Pongs (e.g. 333 + 333 + 333, different suits)	10	15
<b>CONCEALED PONGS</b>		
<i>1x Open Kong = 1x Concealed Pong   Any tile drawn from the Wall counts as Concealed</i>		
2x Concealed Pongs	5	5
3x Concealed Pongs	10	15
4x Concealed Pongs	15	30
5x Concealed Pongs	80	80
5x Concealed Pongs — No Kong, No Self Draw	—	100
<b>TERMINALS</b>		
No Terminal Tiles — no 1s or 9s, no Honors/Cardinals	5	5
1x Terminal Pong Set (111 + 999, same suit)	3	5
2x Terminal Pong Sets (mixed suits)	15	20
1x Terminal Sheung Set (123 + 789, same suit)	3	5
2x Terminal Pure Sheung Sets (123 + 789 + 123 + 789, all same suit)	20	20
2x Terminal Mixed Sheung Sets (123 + 789 & 123 + 789, each pair same suit)	15	—
<b>STEP UP SHEUNGS</b>		
<i>Step Up = 3x Sheungs each stepping 1 number up from the last, must use all 3 suits. No extra for 4 sets.</i>		



<p>Step Up Sheungs (3x sets, any suit combination)</p>	5	5
<p><i>For All Step Up Hand (5x sets), see Special Hands section.</i></p>		
<p><b>FOUR IN 2, 3 OR 4 WAYS — Four tiles of the same number arranged into valid sets in multiple ways</b></p>		
<p><i>e.g. four 6s: Four in 2 Ways = 4-5-6 + 6-6-6 OR 6-7-8 + 6-6. Four in 3 Ways = 6-6-6 + 5-6-7 OR 4-5-6 + 6-6 OR 5-6-7 + 6-6.</i></p>		
<p>Four in 2 Ways</p>	5	5
<p>Four in 3 Ways</p>	10	15
<p>Four in 4 Ways</p>	20	20
<p><b>HANDS</b></p>		
<p>Concealed Hand — no tiles exposed except Flowers &amp; Kongs. Win from a discard.</p>	5	10
<p>Fully Exposed Hand — only 1 tile concealed (to form Pair/Eyes). Win from a discard.</p>	15	10
<p>Semi Pure Hand — 1 suit + Winds and/or Dragons</p>	30	30
<p>Pure Suit Hand — 1 suit only (either Bamboo, Character or Circle). No Winds or Dragons.</p>	90	90
<p>2x Suits Hand — suit tiles only, no Winds or Dragons</p>	5	8
<p>2x Suits Hand — No Flower, No Honor — DXB only</p>	—	15
<p>All 5x Suits Hand — Winds, Dragons, Bamboo, Circle, Character</p>	10	10
<p>All Pong Hand — 5x Pong sets + Pair/Eyes</p>	25	25
<p>All Sheung Hand — 5x Sheung sets + Pair/Eyes (Flowers/Winds/Dragons allowed)</p>	5	5
<p>All Sheung Hand with NO Flowers, Winds &amp; Dragons (includes the 5 pts above — awarded once, do not duplicate)</p>	15	15
<p>Neighbors / Uncles Hand = 111, 222, 333, 444, 555, 666</p>	80	80
<p>Pure Honor Hand — Dragons &amp; Winds only. Also award applicable Wind/Dragon combo points.</p>	140	—
<p>Terminals Only WITH Honors — Terminal Pongs/Sheungs + Honor tiles. Eyes = 1, 9 or Honors.</p>	20	20
<p>Terminals Only NO Honors — Terminal Pongs/Sheungs, no Honor tiles. Eyes = 1 or 9.</p>	40	40



Jade Hand (Pong of Green Dragons + all Bamboo suits only)	20	20
Ruby Hand (Pong of Red Dragons + all Characters suits only)	20	20
Diamond Hand (Pong of White Dragons + all Circles suits only)	20	20
Sapphire Hand (Pong of White Dragons & Character suits only)	20	20
<b>EYES</b>		
Good Eyes — pair of 8s, 5s or 2s (any suit)	2	2
<b>WAITING</b>		
Calling by Pairs — holding 2 pairs, waiting to Pung either one	2	2
True Single Wait — only 1 specific tile can complete the hand	2	2
False Single Wait — waiting for 1 tile but that tile could complete multiple different sets	2	—
<b>WINNING TILE</b>		
East Seat / Dealer tile (East wins, or East gives the Mahjong tile)	1	—
Self Draw from the Wall	1	5
Self Draw from the Flower Wall (winning tile drawn from Flower Wall)	5	10
Self Draw with a Concealed Hand (no tiles exposed except Flowers & Kongs)	10	15
Concealed Hand — win from a discard	5	10
Self Draw in a Fully Exposed Hand (only 1 tile concealed, waiting for Pair/Eyes)	10	15
Fully Exposed Hand — win from a discard	15	10
Win by Robbing a Kong (see Game Procedures for procedure detail)	10	10
Win by Self Drawing a Kong — chain of Kongs, all self-drawn	30	—
Human Hand — win within 4 discarded/declared tiles on the table	80	—
Win within 7 discarded/declared tiles on the table	20	50
Win within 10 discarded/declared tiles on the table	10	—
Seabed Hand — winning tile is the last tile picked from the Wall	10	20
Earthly Hand — winning tile is the 1st discard by East. Only South, West or North may declare.	90	90
Heavenly Hand — East dealt a complete hand before their 1st discard. Only East may declare.	100	100
<b>CALLING / TING 聽牌 (DXB: Closing)</b>		
<i>Ting is the standard Taiwanese term for declaring a ready hand. DXB: agree at table whether Calling/Closing is in play before starting. No Calling allowed in Nico Nico or Orphan hands.</i>		
Declare ready by turning concealed tiles face-down on your turn. See Additional Notes.	5	5
<b>BASE POINT / MAHJONG</b>		



Always added last, after all other points are totaled. Applies to all hands including Special Hands.	<b>5</b>	<b>5</b>
<b>THROWING A TRIPLE DICE (at wall-break) — LRC only</b>		
Dealer throws triple dice 1–5 (e.g. 3-3-3) — other players each pay the Dealer 5 pts immediately	<b>5</b>	—
Dealer throws triple 6-6-6 — other players each pay the Dealer 10 pts immediately	<b>10</b>	—
<b>SPECIAL HANDS</b>		
<i>For Special Hands: award the Special Hand points first, then count all other applicable points as normal. Always add Base Point last.</i>		
<b>Nico Nico — 7x pairs + 1x Pong (fully concealed)</b>		
<i>DXB: Calling / Closing is not permitted in Nico Nico.</i>		
Nico Nico base. All tiles self-drawn except Mahjong tile (may be discard or self-drawn).	<b>40</b>	<b>40</b>
Nico Nico + 1 Kong (2x pairs not declared as Concealed Kong)	<b>+10</b>	<b>+10</b>
Nico Nico + 2 Kongs (4x pairs not declared as Concealed Kongs)	<b>+25</b>	<b>+25</b>
<i>For 'Good Eyes' in Nico Nico, the winning Mahjong tile must be an 8, 5 or 2. Holding pairs of these is not sufficient for good eye points.</i>		
<b>13 Orphans Hand — fully concealed</b>		
<i>DXB: Calling / Closing is not permitted in Orphan hands. DXB adds +10 if 1s &amp; 9s are present in all 3 suits.</i>		
1s & 9s of all 3 suits + 1 of every Wind & Dragon + any Pong or Sheung + 1 of any Orphan tile as Pair/Eyes. Winning Mahjong tile may be discard or self-drawn.	<b>90</b>	<b>50</b>
<b>16 Orphans Hand — fully concealed — LRC only</b>		
3x Sheungs of each suit (each unrelated by at least 2 numbers) + 1 of each Wind & Dragon + 1 Orphan tile as Pair/Eyes. Winning Mahjong tile may be discard or self-drawn.	<b>50</b>	—
<b>Chicken Hand — LRC only</b>		
A winning hand that totals only 1 point before Base Point. Awarded 20 pts + 5 Base = 25 pts total.	<b>20</b>	—
<b>All Step Up Hand</b>		
5x Sheung sets all stepping up in sequence. May be mixed suits. May be exposed or concealed.	<b>20</b>	<b>20</b>
All Step Up Hand — Same Suit	<b>+90</b>	—

## 5. ADDITIONAL NOTES

### Bank Breakdown (Optional)

500 pts per player:

- 1 pt chips × 10
- 5 pt chips × 6



- 10 pt chips × 6
- 20 pt chips × 10
- 50 pt chips × 4 or 100 pt chips × 2.

### Winning by Drawing Flowers

#### 7 Flowers = 20 pts

Draw the 7th Flower and instantly win. No other points awarded. All 3 players pay immediately.

**⚠ Must replace from the Flower Wall first. Forgetting to replace = False Mahjong.**

#### 8 Flowers = 40 pts

After the 7th, replace from the Flower Wall. If the replacement is also a Flower, replace again. Must have 17 tiles in hand to declare. No other points awarded. All 3 players pay immediately.

### Complete Sequence 1–9 (Dragon Sequence) — Concealed vs Partially Concealed

A Complete Sequence 1–9 is built from three Sheungs: 1-2-3, 4-5-6, 7-8-9. No Dragon honor tiles are involved.

**Concealed:** the Mahjong tile is self-drawn from the Wall and completes the sequence.

**Partially Concealed:** the Mahjong tile is a discard — does not qualify as fully Concealed.

**Note:** Dragon Sequence can confuse beginners to thinking it has Dragon tiles. The name 'Dragon Sequence' refers to the coiling shape of the full run, not the Red, Green or White Dragon tiles.

### Chasing Tiles

When all 4 of the same tile are discarded in the same round, the player who discarded the 1st tile pays immediately:

<b>Dragon &amp; Wind tiles</b>	5 pts to each other player
<b>Suit tiles</b>	10 pts to each other player

#### Exception — West Wind tile

It is considered inauspicious to discard all 4 West Wind tiles in the same round. If the 4th player holds the West Wind tile, they may show it to the table, return it to their hand, and discard another tile instead. 5 pts is immediately paid to those who chased the tile. The 4th West Wind must be discarded in the subsequent round.

### Dice on the Wall — Consecutive Dealer Wins

The Dealer must have won the previous hand as Dealer before placing a die. After winning the 1st hand as Dealer, place 1 die on the Flower Wall showing (1). Each subsequent win, advance the die by 1:

Die shows	Bonus pts if Dealer wins
1	+3
2	+5
3	+7
4	+9
5	+11

#### Edge cases:



If the Dealer gives the winning tile to another player, they must also pay that player the die bonus points.

If the Dealer forgets to place the die before their first discard, they play without it. If they win, they forfeit that round's die bonus. However, they still pay the die bonus to any player they give the winning tile to.

No limit should be set on how many times the die can advance — a player's flow of luck should not be broken. (DXB suggestion: cap at 6.)

### Incorrect Number of Tiles (Stop and Drop)

**A player with too many or too few tiles must keep playing but CANNOT:**

- Declare Mahjong
- Collect Flower or Kong money
- Make or declare a Sheung, Pung, Kong or Concealed Kong

*They still PAY Flower money and Chasing tile points to other players.*

Continue drawing and discarding until another player wins. This is NOT a False Mahjong.

### Missing a Discarded Tile

#### Two rules to know:

You can still claim a discarded tile if the next player has already drawn from the Wall and seen it — as long as they have not yet placed it into their hand or discarded.

If you miss a discarded tile you cannot claim the same tile again if it is discarded later in the same round. You must wait until the next round. (\* 'Round' here means everyone has discarded once and it is your turn again — not a full Wind Round.)

### Multiple Mahjong Winners

Up to 3 players can win from the same discarded tile.

Start with the player to the right of the discarder. Calculate and pay that hand, then pass the winning tile to the next winner and repeat.

Applies to discarded tiles only — not self-draws.

### No Mahjong — When No One Wins the Round

#### Dead Hand procedure:

Dealer seat passes to the right.

Each player places 5 pts in their corner (total 20 pts in play).

These pts are collected by the next player who wins by self-draw.

If the self-draw winner forgets to claim before the new Dealer throws the dice, the pts carry over to the next self-draw winner.

### False Mahjong



### Penalty: 25 pts to each other player

The round is void. A new round starts with the same Dealer. The Dealer does not give up the East seat and any dice on the Wall remain unchanged.

#### Common causes:

- Declaring a winning hand that is incomplete.
- Placing the Mahjong tile into your hand before declaring — always place it horizontally across the completed set.
- Drawing the 7th Flower without first replacing from the Flower Wall.

## Calling / Ting 聽牌

*Ting (聽牌, tīng pái) — the standard Taiwanese term for declaring a ready hand. The LRC calls it Calling; Dubai calls it Closing. Same rule.*

**Worth +5 pts. Must be agreed at the table before the game starts.**

#### How to call Ting:

- On your turn only.
- Pick up a tile from the Wall or Seabed.
- Discard.
- Turn all remaining concealed tiles face-down. No verbal declaration required.

#### Once called, you forfeit the right to:

- Add to a concealed Pung to create a Kong — discard the tile instead.
- Look at or adjust your concealed tiles until you or another player wins.

*You can still collect Flower money after calling. The False Mahjong penalty still applies.*



**Mahjong is best learned around a table.**  
If this guide helped you, feel free to share it  
with your Mahjong group.

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