

Explanations and Examples of Hands/Sequences shown on the card:

Singles and pairs are underlined on this practice card as a helpful reminder to a player that a discarded tile cannot be picked up to make a single or a pair, unless it is the 14th tile (the final tile) needed to make Mah Jongg. Also, jokers cannot be used for singles or pairs. This seems to be one of the most difficult concepts for beginners to master. Experienced players sometimes make that mistake, too.

Concealed hands: A sequence labeled with a C next to the value is a concealed hand. Concealed hands cannot be exposed until the last tile for Mah Jongg is reached. A discarded tile cannot be picked up for a concealed hand unless it is the last tile to complete a sequence for Mah Jongg. A joker can be used in concealed hands, but not for a single or pair in any hand. Sequences listed in the "Singles and Pairs" section are all concealed because of the rules governing singles and pairs. Hint: Circle the concealed hands so you do not forget!

Since there are only four tiles of each dragon, wind or number, it is necessary to have at least one joker in a Quint, unless the Quint is made up of flowers (8 flower tiles in the set). A Quint (5 of a kind), Kong (4) or Pung (3) can be made up of all jokers.

If players wish to play for money, refer to the value of the hand. If it shows 25, each player pays the winner 25¢. If the winner picked a discarded tile to win, the player who discarded the tile pays the winner double (50¢). If the winner picked his/her own winning tile from the stack, each player pays double (50¢). If the winner has a "pure" hand (no Jokers), each player pays double the amount owed (e.g. 50¢ from each player and \$1.00 from the player who discarded the winning tile, or \$1.00 from each player if the winner picked his/her own winning tile).

Some examples to illustrate the rules:

NNN EE WW SSS 2016 (Any 2, 1 and 6 must be the same suit)

Tiles required – three Norths, two Easts, two Wests, three Souths, 2, 1 and 6 of the same matching suit (Bams, Craks, or Dots), the 0 is a Soap (2016 is made up of singles; therefore, no jokers allowed anywhere in 2016); no jokers allowed for the pairs, EE and WW.

FF 22 4444 6666 88 (Any 2 suits)

Tiles required – two Flowers, two 2s, four 4s, four 6s, two 8s (2s and 8s are one suit, 4s and 6s are another suit, any two suits)

111 2222 333 DD DD – (Any 3 suits, Any 3 Consec. Nos.)

Tiles required – three 1s, four 2s, three 3s (all of one suit), two dragons (another suit), two dragons (the third suit). The two dragon pairs must not match the suit used for the numbers. Instead of 1s, 2s, and 3s, the sequence can be any consecutive numbers, for example, 333 4444 555 or 555 6666 777 or 444 5555 666.

FFFF 2222 + 8888 = 10 (all one suit) or FFFF 2222 + 8888 = 10 (Any 3 suits)

(ignore the + and = signs)

Tiles required - four flowers, four 2s, four 8s, a 1 and a Soap (white dragon).

- if shown all in black, that means all one suit, any suit of player's choice.

- if hand is shown in green, red and black (all three colors), that means three different suits (any suits, do not associate one color with one particular suit, e.g. red does not necessarily mean Craks; red can mean Craks, Bams or Dots)

Official Mah Jongg cards can be obtained from National Mah Jongg League, Inc. This practice card has been created in order to help to learn the game. Cut and tape together to form a card that is approximately 10 inches wide. Each player should have his/her own card.

Practice Mah Jongg Card

2016

NNN EE WW SSS 2016 (Any 2 and 1 Same Suit)	25
FFFF 2016 111 111 (Any 3 Suits, Pungs any like numbers)	30

2468

FF 22 4444 6666 88 (Any 2 Suits)	25
FFFF 444 666 DDDD	25

TEN HANDS

FFFF 2222 + 8888 = 10 or FFFF 2222 + 8888 = 10 (Any 3 Suits) ...	25
FFFF 3333 + 7777 = 10 or FFFF 3333 + 7777 = 10 (Any 3 Suits) ...	25
FFFF 1111 + 9999 = 10 or FFFF 1111 + 9999 = 10 (Any 3 Suits) ...	25

✂ cut here

QUINTS

1111 2222 33333 (Any 3 Consecutive Nos.)	40
FF 111 2222 DDDDD (Any 3 Suits, Any 2 Consec. Nos.)	45

CONSECUTIVE RUN

11 22 333 444 5555 or 55 66 777 888 9999	25
1111 222 333 4444 (Any 2 suits, any 4 Consec. Nos)	25
111 2222 333 DD DD (Any 3 Suits; Any 3 Cons. Nos.)	25

13579

11 33 555 777 9999	25
FF 11 333 55 777 99 (Any 3 Suits)	30
111 33 55 77 999 DD (Any 2 Suits)	35

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WINDS - DRAGONS

NEWS FFFF DDD DDD (Pung Any 2 Dragons)	25
FF NNN EEE WWW SSS	25
NN 111 1111 111 SS (Any 3 suits, any like odd number)	C35
EE 222 2222 222 WW (Any 3 suits, any like even number)	C35

369

FF 3333 66 9999 DD	25
333 6666 333 9999 (Any 2 suits)	C30

SINGLES AND PAIRS (Very Difficult! No Jokers!)

NEWS 1234567890	75
112 334 556 778 DD (Any 3 suits; These Nos. Only)	50

A - join to B

B - join to A

C - join to D

D - join to C