Mahjong Rules Quick Guide

One-page reference for teaching a brand-new player

What You Need

4 players, a 152-tile American set, 4 racks, 2 dice, and the current year league card.

Setup in 5 Steps

- Wash all tiles face-down in the middle.
- Each player builds a wall: 19 stacks, 2 tiles high.
- East rolls dice and breaks their wall at the counted stack.
- Deal 4 at a time until everyone has 12; East takes 2 more, others 1.
- East holds 14 tiles, others 13.

The Charleston

Pass 3 tiles right, 3 across, 3 left. Optional second round: left, across, right. Blind pass 1-2 tiles on passes 3 and 6. Finish with a 0-3 tile courtesy pass across. Never pass jokers.

A Turn in 3 Steps

- Draw a tile from the wall and rack it.
- Anyone may call the previous discard before you rack yours.
- Discard one tile, naming it aloud.

Winning

- Match one line on the card exactly - tiles and suit colors.
- Say "Mah Jongg", display all 14 tiles, table verifies.
- Discard win: discarder pays double. Self-pick win: all pay double.

If Nobody Wins

Wall empty, last discard unclaimed: the hand is a draw (wall game). No payments; deal passes right.

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