

BAMBIRD SCRAMBLE 101

The most flexible mahjong league — play when you want, climb the board.

SCORING

NMJL hand value + BONUSES = your score



+20

JOKERLESS

No jokers in hand
Not for Singles & Pairs



+10

SELF-PICKED

Draw your winning tile
Joker exchange counts.



+10

WALL GAME

No winner at end -
everyone gets it.



+3

PROPOSER

Added automatically
by the portal

LEADERBOARDS

Two leaderboards. Your profile score is different.

Dana plays 3 matches this week — scores **90 • 110 • 100**

1

CUMULATIVE LEADERBOARD

Top 2 per week.

210 DANA

Two best each week (Mon–Sun).
110 + 100 = 210

Proposer +3 only counts if match is in top 2

2

AVERAGE LEADERBOARD

Every match counts.

100 DANA

Average across all matches.
(90 + 110 + 100) / 3 = 100

Must play minimum of 10 matches to qualify.

PROFILE SCORE

Everything.

300 DANA

Running total of every match.
90 + 110 + 100 = 300

CANCELLING A MATCH

Depends on who you are + how far out.

	PORTAL				MANUAL	
	5+ DAYS	4 DAYS	3 DAYS	48 HOURS	24 HOURS	
PLAYER	Leave game.				Notify players + MITC.	MATCH DAY
PROPOSER ¹	Cancel it.	Leave game.				

¹ Proposers should notify everyone in their match of any and all changes (even if they take place in the portal).



Edit Match &
Score Correction Form



Questions?
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