

BEGIN-GAME (during the Charleston, 1st wall)

- Arrange tiles in order: Jokers, Flowers, Winds, Dragons, each Suit in numerical order; no spaces
- Multiples (i.e., pair, pung, kong) are more powerful than singles; if there are multiples in your hand, choose a category that uses the majority of them and keep tiles that fit that category regardless of suit
- If there are no multiples in your hand, visualize or arrange your tiles by category (e.g., 2468, 13579, 369) and then select the category that uses the majority of your tiles
- If the choice is still unclear, choose the Consecutive Run category and keep tiles within four consecutive numbers regardless of suit
- Set unwanted tiles to one side of your rack (these will be your discards)
- Below are best to worst case passing scenarios:
 - 1) A different numbered tile from each suit
 - 2) A single Wind or Dragon with mixed numbered and mixed suited tiles
 - 3) All the same category
 - 4) All the same suit
 - 5) White Dragons or Flowers (pass rarely)
 - 6) Like Numbers or Pairs (pass as last resort)
- Do not focus on which hand you are going to play until you have no discards
- Reassess your hand after each pass, especially if a new multiple forms

MIDDLE-GAME (drawing from the 2nd or 3rd wall)

- Stay concealed as long as possible
- Reassess your hand if a new multiple forms
- Do not claim a discard until you are ready to commit to a hand
- Ensure that you are not playing a concealed hand before claiming a discard
- Watch what other players are discarding and exposing to identify their category then adjust your strategy accordingly
- Commit to one category towards the end of the second wall
- Commit to a single hand towards the end of the third wall
- JOKER BAIT - Keep pairs, flowers, and dragons even if you do not need them; when someone makes an exposure with a joker, you may be able to make an exchange; get rid of them before the end of the third wall
- Redeem jokers from another player's hand to prevent someone else from benefitting; leave at least one joker amongst their exposures to avoid paying for a jokerless hand

END-GAME (drawing from the 4th wall)

- If you are unable to win because the tiles you need are either in exposures or have already been discarded:
 - Do not claim discards for an exposure – it gives other players valuable information
 - Discard tiles that have been exposed or previously discarded; it's best to discard number tiles where 3 are out (except Year tiles)
 - Discard jokers (jokers cannot be claimed)

TOURNAMENT PLAY (previous strategies apply)

- Lose small (do not discard the winning tile)
- Win big (play high scoring hands)
- When 100% certain, call other players dead

TELLS

- Never comment about your passes or hands
- Control your facial expressions and body language
- Change the way you arrange your tiles (i.e., discards on the right to discards on the left)
- Adjust your strategy based on observing other players:
 - Listen to what they say
 - Watch how they react to discards
 - Watch how they arrange their tiles
 - Note the types of hands they play

Instructions for long term use:

1. *Print double-sided on 80 lb cover stock*
2. *Cut above the dotted line then trim edges to create a consistent margin*
3. *Tri-fold and hand out*

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Core Strategy