Let Us Mahj

YOU DID IT!

A Quick Review of Your First Mah Jongg Lesson

You learned a LOT today. You are not supposed to remember everything yet! This page is simply a reminder of the things we practiced.

KNOW YOUR TILES

Bams	Numbers 1-9	4 of each = 36
Craks	Numbers 1-9	4 of each = 36
Dots	Numbers 1-9	4 of each = 36
Winds	North, East, West & South	4 of each = 16
Dragons	Red, Green & White (Soap)	4 of each = 12
Flowers	All interchangeable	8
Jokers	Wild tiles	8

TOTAL: 152 TILES

KNOW THE BASIC GROUPS

Single	1 tile
Pair	2 identical tiles
Pung	3 identical tiles
Kong	4 identical tiles

Your goal is to create one complete 14-tile hand shown on the NMJL card.

READING THE CARD

The **COLORS** on the card do **NOT** tell you which suit to use. They tell you how many different suits are required. Look for the pattern before worrying about a specific hand.

SETTING UP THE GAME

Each player builds a wall 19 stacks long and 2 tiles high. East begins with 14 tiles. Everyone else begins with 13.

THE ANATOMY OF A TURN

PICK → RACK → DISCARD

If you call a discarded tile:

CALL → RACK & EXPOSE → DISCARD

Keep coming back to this sequence. It will become automatic!

MOST IMPORTANTLY...

You do not need to go home and memorize Mah Jongg. You learned the language, the tiles, the card and the basic rhythm of the game. For now, that is enough.

Learn - Play - Connect - Build Confidence