



BP Mahjong Club House Rules

Adapted from the mahjlife.com website (updated 2020) which is the MCR points table with additional notes on exclusions for scoring multiple faans. For BPMS, some of the more obscure/difficult to identify MCR faans have been deleted to facilitate scoring.

Basic Game Play

Find your seat

- Place one of each of the Wind tiles face down in the center of the table; each player will pick/reveals a tile
- The East Wind player sits in the seat of their choice; the other players seat themselves in order (ESWN)
- East is the first dealer (AKA banker)

Deal the Tiles

- The players build 4 "walls" of 18 stacks of 2 tiles and arrange them into a parallelogram
- The dealer rolls two dice then counts the sum starting from their wall counterclockwise to identify which wall will be broken; the player at that wall counts from right to left the sum of the two dice, places the last stack counted on the previous stack to mark the back of the wall, creating a divide in the wall
 - The dealer takes two stacks of tiles (four tiles total) to the left of the divide, the player on the right takes the next two stacks and so on until each player has 12 tiles
 - The dealer takes the top 1 and 3 tiles (so that they can discard on the first turn w/o having to pick from the wall) then each player takes one more

Play

- The dealer starts by discarding a tile to bring their tile count to 13
- A player can claim discarded tiles but must have the required tiles in their hand to complete the resulting meld of 3 or 4 tiles. They "expose" the meld by placing the tiles face up and then discard a tile from their concealed hand
 - Discards can be claimed three ways for melds:
 - Chow: Three in a single suit sequence, only claimed from discards from player on the left unless for win
 - Pung: Three of a kind claimed from any discard
 - Kong: Four of a kind claimed from any discard; replacement tile needed from the back of the wall
 - Discarded tiles are considered dead if no one claims them before the next draw from the wall.
 - The player to the right of the discarder (even if it was after an out of turn pung or kong) picks the next tile from the wall, adds it to their concealed hand and discards one tile from their hand
 - If someone has pulled all 4 identical tiles from the wall, they can lay them face down near the exposed melds to show it is a concealed kong, and pull a replacement tile from the back of the wall before discarding. This kong is now locked in and may not be pulled back to be used differently in the hand.
 - If someone has picked a flower from the wall, it is placed face up and a replacement tile is pulled from the back of the wall before discarding
 - If someone has picked a fourth tile from the wall that matches their melded pung, they have the option to promote it to a kong and take a replacement tile from the back of the wall. They cannot use a discard to promote a pung to a kong.
 - Exposures are placed to the players' right or in front of their concealed hand with the claimed tile rotated 90deg indicating the discarder's seat (i.e. if opponent to the left discarded, the left tile is rotated; if discarded from across the table, the center tile is rotated, a discard from the right has the right tile rotated).

Winning

- Play continues until someone completes a valid hand of 3 sets and a pair (or a special hand from the Points Table) for the win.
- When there are seven stacks of two left in the wall with no winner, the game is declared a draw.
- **A player must have a minimum of 5 points in their hand to qualify to win.** Other players should **NOT** reveal their hands until the win is verified. Failure to satisfy the minimum points disqualifies the player from winning this hand when play resumes
- A full game has four rounds, one for each "prevailing" wind starting with East; each player takes the East position once per round regardless of a win or loss. After a hand is completed and scored, the dealer position moves to the player to the right and the winds all shift right to make the new dealer East. When the dealership get back to the original East the next round begins as the next counterclockwise wind position.
- Note: Prevailing Win faans were deleted from the Points Table due to the abbreviated tournament format

Conflicts

- Discard claims: A discard for pung overrides a chow. A win overrides other claims for a discard. If more than one player claims a tile for the win, the player whose turn would have come next in counterclockwise order gets the win
- A player may call pung or kong within 3 seconds of the discard even if the next player picked from the wall unless, the next player has either declared mahjong for the win or has already discarded. Otherwise, the tile is replaced even if seen by the next player
- If tile(s) are knocked over by accident, put them back in the the same order, even if exposed
- If a player claims a meld that is invalid, they forfeit the right to declare mahjong in the current hand.

Scoring for the winning hand

- Component definitions:
 - Extra Points: 8 Points for the winning player
 - Basic Points: Total Points for the winning hand for its tile combinations and how the win occurred (see "Waits" and "Win" sections) in the Points Table
- Win by self-draw: Extra Points + Basic Points paid to winner by each of the 3 opponents
- Win by discard: Extra Points + Basic Points paid to the winner by the discarder. Extra Points paid by the other two opponents to the winner

Points Table

Points	MCR Faan#	Faan name	Description
Waits			
1	77	One tile wait for an Edge	Win on edge sequence 12- or -89 with a 3 or 7
1	78	One tile wait for a Holed Chow	Waiting to win on a tile to complete the middle of a chow, e.g. 3 or 8 for 2-4 or 7-9
1	79	One tile wait for a Pair	Waiting solely for a tile to form a pair; not valid if waiting for more than one tile (i.e., 2-3-3-3 because could win on 2, 1, or 4); Exclude from both all pair hands
Win			
8	44	Last Tile Drawn	Winning by picking the last tile of the wall; exclude Self-Pick
8	45	Last Tile Claimed	Winning by claiming the discarded last tile of the wall
8	46	Out with Supplement Tile	Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick
8	47	Robbing a Kong	Winning by stealing a tile from a another player's melded pung being promoted to kong; exclude Last Tile
4	58	Last Tile	Winning on a tile that is the last of its kind based on exposures and discards
1	80	Self-Pick	Winning by picking a tile from the wall or back of wall after a flower
Flowers			for win on a replacement tile, the point for Self-Draw can be added but not the point for Out with a Replacement Tile. Exclude from 6-point minimum
1	n/a	No Flower Tiles	Hand has no flower or season tiles
1	81	Flower Tile regardless of seat	Flower tile
2	n/a	Flower or Season Set	Collect all 1234 tiles of seasons or flowers
1	n/a	Player's Seat Flower	Flower/season number 1234 corresponds to ESWN seat

Chows			
48	14	Quadruple Chow	Four chows of the same sequence in one suit plus a pair; exclude Tile Hog
24	23	Pure Triple Chow	Three chows of the same sequence in one suit
16	28	Pure Straight	Sequence of 1-9 in one suit with any other meld plus a pair
8	39	Mixed Straight	1-2-3 in one suit, 4-5-6 in second suit, 7-8-9 in third suit with any set and a pair
8	41	Mixed Triple Chow	Three chows of the same sequence in different suits; exclude Mixed Double Chow
6	51	Mixed Shifted Chows	Three chows, one of each suit, each shifted up one from the last
2	63	All Chows	All chows; no Winds and Dragons
1	69	Pure Double Chow	Two chows of the same sequence in the same suit
1	70	Mixed Double Chow	Two chows of the same sequence in different suits
1	71	Short Straight (Chain Six)	Two chows running consecutively making a six-tile straight in one suit
1	72	Two Terminal Chows	Chows of 1-2-3 & 7-8-9 in one suit
Pung-Chow			
16	31	All Fives	Four pungs or chows and a pair each with the number 5; exclude All Simples
12	36	Upper Four	Four pungs or chows and a pair using tiles 6-9; exclude No Honors
12	37	Lower Four	Four pungs or chows and a pair using tiles 1-4; exclude No Honors
8	40	Reversible Tiles	Four pungs or chows and a pair of all tiles that are vertically symmetrical;
8	43	Chicken Hand	Four pungs or chows and a pair that have a score of 0 Points (except flowers)
6	53	Melded Hand	Four pungs or chows and a pair where each set is exposed; exclude Waits
6	52	All Types	Four pungs or chows and a pair where each set represents a different type of tile
4	55	Outside Hand	Four pungs or chows and a pair where each set has terminals or honors
4	56	Fully Concealed Hand	Four pungs or chows and a pair completely self-drawn; exclude Self-Draw
2	62	Concealed Hand	Four pungs or chows and a pair all self-drawn then winning by a discarded tile
2	68	All Simples	Four pungs or chows and a pair of tiles 2 through 8 (no Terminals or Honors); exclude No Honors
1	76	No Honors	Four pungs or chows and a pair without Winds or Dragons
Suits			
88	3	All Green	Four pungs or chows and a pair of 2, 3, 4, 6, 8 Bams or Green Dragons
24	22	Full Flush	Four pungs or chows and a pair in one suit; exclude No Honors
6	50	Half Flush	Four pungs or chows and a pair in one suit and honors
1	75	One Voided Suit	Four pungs or chows and a pair with only two suits represented
Pungs and Kongs Points			
88	5	All Kongs	Four kongs and a pair, may be concealed or exposed; exclude Melded Kong, Concealed Kong, Two Melded Kongs, Two Concealed Kongs, Three Kongs, All Pungs, Waits
64	12	Four Concealed Pungs	Four pungs, self-drawn (if self-drawn can be combined with Fully Concealed); exclude All Pungs, Three Concealed Pungs, Two Concealed Pungs, Concealed Hand
48	15	Four Pure Shifted Pungs	Four pungs (or kongs) in the same suit, each shifted one up from the last; exclude All triplets
32	17	Three Kongs	Three kongs, exposed or concealed; exclude Melded Kong, Concealed Kong, Two Melded Kongs, Two Concealed Kongs
24	21	All Even Pungs	Four pungs and a pair of 2's, 4's, 6's and/or 8's; exclude All Pungs, All Simples
24	24	Pure Shifted Pungs	Three pungs or kongs in one suit, each shifted one up from the last
16	32	Triple Pung	Three pungs or kongs of the same number each in a different suit
16	33	Three Concealed Pungs	Three concealed pungs or kongs
8	42	Mixed Shifted Pungs	Three pungs or kongs, one in each suit each shifted up one from the last
8	48	Two Concealed Kongs	Two concealed kongs; exclude Two Concealed Pungs
6	49	All Pungs	Four pungs or kongs and a pair
4	57	Two Melded Kongs	Two kongs exposed
2	65	Double Pungs	Two pungs (or kongs) of the same number in two suits
2	67	Concealed Kong	Declared, self-drawn kong
2	66	Two Concealed Pungs	Two concealed pungs
1	74	Melded Kong	Exposed kong

Terminals and Honors			
88	1	Big Four Winds	Pungs of Kongs of all four Winds; exclude Big Three Winds, Seat Wind, Prevalent Wind, Pung of Terminals, Pung of Honors
88	2	Big Three Dragons	Pungs or Kongs of all three Dragons; exclude Dragon Pung and Two Dragon Pungs
88	7	Thirteen Orphans	One of each Wind and Dragon, 1 and 9 of each suit plus any tile paired; exclude All Types, Concealed Hand, One Tile Wait for a Pair
64	8	All Terminals	Four pungs plus a pair of all 1's and 9's; exclude No Honors, Pung of Terminals or Honors and All Pungs
64	9	Little Four Winds	Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds and Pung of Terminals or Honors
64	10	Little Three Dragons	Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung
64	11	All Honors	Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors
32	18	All Terminals and Honors	Four pungs plus a pair of all 1's, 9's and/or Honors; exclude Pung of Terminals or Honors, All Pungs
12	38	Big Three Winds	Pung of three Winds, plus any set and a pair
6	54	Two Dragon Pungs	Two pungs of Dragons; exclude Dragon Pung
2	59	Dragon Pung	Pung or kong of Dragons
2	61	Seat Wind	Pung or kong of the Wind corresponding to the player's seat at the table
1	73	Pung of Terminals or Honors	Pungs of 1's, 9's or Non-Point Winds
Pairs			
24	19	Seven Pairs	Seven unique pairs; exclude Concealed Hand, One Tile Wait for a Pair