

Example Mahjong Hands

This document gives examples of some of the common hands that are played within the U3A style of mahjong. The house rules that we play by are that in order to call mahjong you must have 4 points, so this document gives examples of different hands that will give you the minimum 4 points (or more). The description of the points for each shown hand do not count possible points for Own Flower and No Flower, Self Pick, Concealed hand, etc.

1 All Chows

This is one of the first hands that players will learn in U3A mahjong, and is a simplified version of the hand that can be used in traditional Chinese mahjong.

In order to get the 4 points to call Mahjong, the most common combination that is used is as follows (each of these items gives one point):

- All chows
- Two suits
- Good eyes (2, 5 or 8)
- No honours

Additional points can be gained for Corner Tile / Middle Tile / Singleton, No Flowers, Own Flower, Meet Again, Young & Old, No Terminals, Self Pick and Concealed Hand – so there are lots of opportunities with this hand to gain extra points.

The hand shown in the following picture would get points for:

- All chows
- Two suits
- Good eyes (2)
- No honours
- Last tile is a singleton

So it would get 5 points.



The hand shown in the following picture would get points for:

- All chows
- Two suits
- Young and old
- Good eyes (5)
- No honours
- Last tile is a middle tile

So it would get 6 points.



2 Gerties Garden

Gerties Garden is a hand that is unique to U3A – it doesn't exist in any other Chinese rules. It is normally played when you are dealt a hand that has many honours (e.g. 4-5 different honours) and a mix of tiles from other suits. You get 4 points for Gerties, and you can claim extra points for Meet Again, No Flowers, Own Flower and Self Pick. You cannot pickup from the table except to call Mahjong (i.e. hand must be concealed but you do not get a point for the concealed hand).

It is different from all other hands in that you cannot have any melds or a pair. The rules to forming a Gerties Garden are that you must have at least 5 different Honours (but can be up to 7 Honours) plus all 3 suits are represented, and you cannot have any pairs. For the suits there must be:

- a minimum of at least 2 tiles in 2 of the suits and 3 tiles in the third suit (i.e. cannot have a suit with only 1 tile), and
- at least 2 tiles between each tile in the suits e.g. 3/6/9, 1/5/8, 1/7, etc.

Blanks cannot be used as Honours but can have one Blank in each suit group.

Following is an example of Gerties with 5 honours:



Following is an example of Gerties with 6 honours:



Following is an example of Gerties with 7 honours:



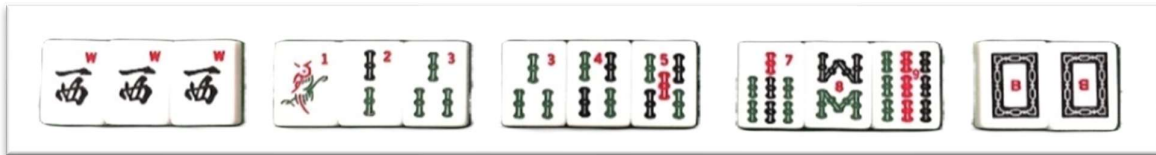
3 Cloudy Suit

Cloudy Suit is a hand that is made up of Pungs of honours and tiles in only one other suit. You get 2 points for Cloudy Suit, and you can also claim points for most other items (e.g. Pung of dragons, Pung of your own wind, young and old, meet again, etc). *(It is recognised in Chinese mahjong)*

Following is an example of a Cloudy Suit hand, but it is not a good example because it may not get 4 points – it would only get points for:

- Cloudy Suit – 2 points
- Young and old - 1 point
- Pung of West, provided West is your personal wind or wind of the round – 1 point

A better strategy would be to have good eyes in bamboo instead of the pair of white dragons, or a dragon (instead of the middle chow of 3 4 5) or else have no terminals, or all Pungs.



4 All Pungs

All Pungs is a hand made up of 4 Pungs and a pair of eyes (so the following photo is not complete because it does not show the eyes). *(It is recognised in Chinese mahjong).*

The All Pungs hand is worth 2 points, so the following is not a good example of an All Pungs hand, because you would only get the 4 points if you could claim a point for the Pung of South wind, and you had good eyes. A better strategy is to do All Pungs with No Honours, or one or more Pungs of Dragons, or No Terminals, or Pungs that are Meet Again (Pungs with the same number).



5 Dragon

A Dragon is a hand with 1 – 9 in the same suit (123,456,789). A Dragon is worth 2 points and can be used in a hand of All Chows, Cloudy Suit, Pure Hand (it is not a complete hand by itself because it only makes up 9 of the 14 tiles that are required to call Mahjong).



6 Double Dragon

A Double Dragon is when you have a Dragon, and you also have a matching chow in the same suit. A Double Dragon is worth 4 points

In the following example, there is a Dragon in Characters and a matching Chow of 7-9 also in Characters. This example also has good eyes in the same suit, so that makes it a Pure Hand (see below for more information on that). So this example would get the following points:

- Double Dragon – 4 points
- Pure Hand – 8 points
- Good eyes – 1 point



7 Terminal Chows

Terminal Chows is a hand where all of the Chows contain a 1 or a 9. The eyes do not have to be terminals. *(It is not recognised in Chinese mahjong).*

You get 4 points for Terminal Chows, and you can also claim points for Young and Old and Meet Again. So the following hand would get 4 points for Terminal Chows, a point for each of the Young and Old, and a point each for the Meet Again (so a total of 8 points).



8 Pure Hand / One Suit

A Pure Hand is a hand that has all tiles in just one suit, and it is worth 8 points. It can include both Chows and Pungs. *(It is recognised in Chinese mahjong).* The following hand would get 8 points for Pure Hand, 1 point for Young and Old, and 1 point for Good Eyes.



9 All Honours

All Honours is when your entire hand is made up of Honours. It is worth 8 points. The following hand would get 8 points for All Honours, 1 point each for the Pung of Dragons (Red and White), and possibly points for the Pung of Winds, depending on whether they are your wind or wind of the round.



10 Pairs

All Pairs is when your hand has 7 Pairs and it is worth 8 points. The pairs can include Honours (which are not included in the following example). The difficulty with Pairs is that you cannot pick from the table unless you are calling Mahjong, so you would normally only play Pairs if you were dealt a high number of Pairs (e.g. 5 Pairs) (*It is recognised in Chinese mahjong*).

