

International Mahjong Rules

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World's *FIRST*
comprehensive set of
written rules of mahjong,
governing every step of play. TM

by Cofa Tsui

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INTERNATIONAL MAHJONG RULES

CHAPTER ONE GENERAL TERMS

1. General references:

1.1. "International Mahjong Rules" is a general term of all the Articles related herein, and is also referred to as "IMJ Rules". For the purpose of easy reference, "International Mahjong Rules" is hereinafter referred to as "These Rules".

1.2. Any mahjong game declared to be played in accordance with These Rules shall be referred to as "International Mahjong Game", or simply "International Mahjong". Any regulation or restriction not included in These Rules shall not be referred to in International Mahjong.

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2. The instrument used to play with in International Mahjong is called Mahjong Pie, or simply Pie. Pies are made either in the form of solid blocks called tiles, or in the form of flat sheets called cards. Only one form of Pies may be used to play with in each individual occasion of game. Except as stated otherwise, all stipulations of These Rules shall apply to all games played with the use of either mahjong tiles or mahjong cards.
3. Notwithstanding Art. 1.2, additional terms and conditions in the form of "attachment rules" may be set in a public or open event of International Mahjong under licensing arrangements.

CHAPTER TWO

DEFINITIONS

4. The Mahjong Pies used to play with in International Mahjong consist of 144 pieces which are divided into several groups as specified below in this Article. The symbols, colours, titles and code names of the Pies are uniquely specified and the details are set out in the Schedule One of These Rules.

4.1. Group One: The Serials, consisting of three kinds and elements of each kind are titled 1 through 9 and each title has four identical pieces, thus making a total of 36 pieces for each kind, and 108 pieces for the whole group:

- (1) The Tanks: Titled 1 Tank, 2 Tank, through to 9 Tank;
- (2) The Socks: Titled 1 Sock, 2 Sock, through to 9 Sock; and
- (3) The Mats: Titled 1 Mat, 2 Mat, through to 9 Mat.

4.2. Group Two: The Fairies, consisting of two kinds in a total of 28 pieces, as follows:

- (1) The Youths: Titled Bobby, Fortune and Joe, each having four identical pieces, making a total of 12 pieces;
- (2) The Poles: Titled 1 Pole, 2 Pole, 3 Pole and 4 Pole, each having four identical pieces, making a total of 16 pieces.

4.3. Group Three: The Flowers, consisting of two kinds, each kind being titled 1 through 4 with one piece of each title, thus making a total of 8 pieces:

- (1) Blue Flowers: Titled Blue 1, Blue 2, Blue 3 and Blue 4; and
- (2) Red Flowers: Titled Red 1, Red 2, Red 3 and Red 4.

5. The following terms are specifically referred to in International Mahjong:

- 5.1. EVENT: An Event is an occasion or the whole period of playing in which no change of players has occurred.

5.2. WINNING HAND: A winning hand is a hand of Pies having been arranged in a predefined combination as per Art. 19.

5.3. SCORE AND SCORING CHART: Scores are the standard units used to settle the awards or penalties payable or receivable between players. The Standard Scoring Chart as specified in Art. 30.1 is the standard scoring system adopted in International Mahjong.

5.4. FOLD: Folds are the standard units used to represent the rank of a winning hand.

5.5. GAME: A Game is a complete process of a short playing period which must be ended in a result involving the paying and receiving of scores.

5.6. JONGA: A Jonga in a Game is the player who is the first one to

obtain Pies in the Game.

5.7. ROUND: A Round is a completion of several Games in which all players have tried and retired to be a Jonga.

5.8. BREAK: A Break is a completion of four Rounds.

5.9. STARTER: The Starter of a Break is the Jonga of the first Game of the Break.

5.10. With reference to the sitting position of each and every player, the player on his right is called his NEXTA, on his opposite side his OPPOSA, and on his left his LEFTA.

5.11. EYES: A pair of Eyes is defined as a pair of two identical Pies of any kind.

5.12. SEAMS: A set of Seams is defined as a set of three consecutive Pies of the Serials in the same kind. (Verb: to seam; seamed.)

5.13. BANGO: A set of Bango is defined as a set of three identical Pies of any kind. (Verb: to bang; banged.)

5.14. KONG: A set of Kong is defined as a set of four identical Pies of any kind. (Verb: to kong; konged.)

5.15. HUGH(s): 1's of the Serials.

5.16. GLEN(s): 9's of the Serials.

5.17. HUGLE(s): 1's and 9's of the Serials.

5.18. YOGLE(s): 1's and 9's of the Serials and all of the Fairies.

5.19. SELFMAKE: Win upon drawing by oneself. (e.g. He has selfmade.
Verb: to selfmake; selfmade.)

5.20. CHUCKER: One who has exposed a Pie for other player to win a Game is called "Chucker". (e.g. Player A has won on a Chucker / Player B has chucked, i.e., "B" has discarded/exposed a Pie for "A" to win the Game.) (Verb: to chuck; chucked.)

5.21. DAM SAGA: A situation of a player in which his hand has more than the exact number of Pies required if he is to win under Art. 19.1.

5.22. SHORT SAGA: A situation of a player in which his hand has less than the exact number of Pies required if he is to win under Art. 19.1.

6. Following items are accessories used in International Mahjong. The structural specifications of these items may vary but each item shall have its own function as specified below:-

- 6.1. Start Indicator 1 piece, which is used to indicate the Starter of a Break and to show the Standard Scoring Chart throughout the play.
- 6.2. Jong Indicator 1 piece, which is used to indicate the Round Number of the current Game and the location of the Jonga.
- 6.3. Dice 3 pieces, which are used when it is needed to determine how the Pies are to be drawn before starting of a Break and at beginning of each Game.
- 6.4. Chips are used to represent the value of scores.
- 6.5. Game Table 1 piece. Game table is used when the game is played with mahjong tiles. If the game is played with mahjong cards, the use of game table is optional.