Mahjong night: host checklist and house rules

Tick the boxes before the first hand and nobody argues at ten o'clock.

1 On the table

- [ ] A full set: 152 tiles. Count them before guests arrive.
- [ ] Four racks with pushers
- [ ] A card for every player, all the same card and year
- [ ] Two dice
- [ ] Coins, chips or the score sheet
- [ ] A square table about a yard across, with good light
- [ ] Drinks and snacks on a side table, away from the tiles

2 With a new player at the table

- [ ] Show the tiles first: three suits, winds, dragons, flowers, jokers
- [ ] Read two lines of the card together
- [ ] Play the first hand with racks turned face up
- [ ] Skip the second Charleston until everyone is comfortable
- [ ] Play for points the first night
- [ ] Let them ask anything, any time

3 Our house rules: tick one in each line before the first hand

Second Charleston

☐ only if all agree (official) ☐ always ☐ never

Courtesy pass

☐ yes (official) ☐ no

Blind pass

☐ last pass of each Charleston (official) ☐ not allowed

A hand with no jokers

☐ pays double (official) ☐ pays the same

The last wall

☐ played like the rest (official) ☐ hot wall ☐ cold wall

Blank tiles

☐ not used (official) ☐ swap for a discard ☐ other

When nobody wins

☐ nobody pays (official) ☐ everyone feeds a kitty

We are playing for _____ **Pie, the most anyone can lose:** _____ **We stop at:** _____

4 Settle these out loud too

- How long does a discard stay open to a call? Officially, until the next player racks a tile or discards.
- Who is East first, and does the deal pass to the right after every hand? Officially it does.
- What happens to a mistake nobody has acted on yet? Most tables just fix it.

Standard American rules. House rules vary. Not affiliated with the National Mah Jongg League.