CHEAT SHEET

American mahjong scoring

A hand worth 25, counted in cents

How she won	Who pays what	Winner collects
On a discard	50¢ from the player who threw it, 25¢ from each of the other two	**$1.00**
Self-pick	50¢ from each of the three	**$1.50**
Jokerless, on a discard	$1.00 from the player who threw it, 50¢ from each of the other two	**$2.00**
Jokerless, self-pick	$1.00 from each of the three	**$3.00**

What a hand is worth

The number at the end of its line on the card. Most hands are worth 25 to 50.

Usually counted in cents: a 25 hand is a quarter. Chips, or nothing at all, pay out the same way.

Who pays double

On a discard: the player who threw it pays double, the other two once. Always, under League rules.

Self-pick (the winner drew the tile from the wall): all three pay double.

Winning by redeeming a joker, or East's Heavenly Hand (her 14 dealt tiles already win): paid like a self-pick.

Jokerless

No joker in the winning hand: every payment doubles.

Say **"Mahjong, jokerless"** when you call it, or no bonus.

Singles and Pairs hands and Quints hands don't get it.

When nobody collects

Wall game: the wall runs out, nobody wins, nobody pays. The deal passes to the right.

Dead hand: you stop drawing and discarding, but still pay the winner.

Keeping score

No running score: each hand is paid as soon as it's won.

Coins from a small purse, chips settled at the end, or a score sheet with one column per player.

The winner says what she's owed. Too much? Say so before you pay, and check her hand against the card.

Ask your table first

What the value is counted in, whether there's a pie (a limit on what you can lose) and how much, and any extra rule.

Three players: the same payouts, with two players paying.

Tournaments score in points, with their own sheet.

Not affiliated with the National Mah Jongg League