Beyond the Green Book

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1 Introduction

Even though it has become a lot clearer, there is still some confusion about the Mahjong Competition Rules, and some rules have been interpreted in different ways. Here I go through that which may cause problems, focusing on the scoring of hands, although I also mention some of the other rules as well. I have taken the liberty to state what my opinion is on some of the rules, even when it's clear that the rules don't agree with my opinion. Comments are welcome!

The following texts are referred to:

[OIRE02] *Competition Mahjong Official International Rulebook* (Takeshobo, 2002).[1] This is a translation into English of the official Chinese rules of 1998. It is supplanted by [MCR06] below, so therefore I don't refer much to it.

[MCR06] The official rules of the game are in *Mahjong Competition Rules* from 2006 by The World Mahjong Organization, also called 'The Green Book'.[2]

This is in Chinese and English, but I have mainly used the English text, even though the Chinese text is the original since I don't know Chinese, and I refer to the Chinese version only when I know of relevant differences.

[OEMC07] *Regulations OEMC 2007* (final version May 17, 2007)[3], published by the European Mahjong Association. It contains some rule clarifications, showing what the actual practice is when the rules are unclear.

[Exp07] *Explanation of Mahjong Competition Rules*, October 2007, by World Mahjong Contest Center, unpublished.

[Paris08] *Regulation 2008 Paris International Tournament*[4] – a one-page text by Jérome Bonifas & Nathalie Mahé, written for the 4th French Championship of Mahjong.

2 The beginning of a hand

Rule 3.5.7:6 says

> After Flower replacements, if the dealer cannot declare 'hu' he will discard one unwanted tile.

Even though it doesn't say so, it is also possible for East to make concealed kongs before declaring 'hu' or making the first discard.

(I haven't seen this mentioned elsewhere, but it would surprise me if anyone interprets it otherwise.)

3 Implications

3.1 Implications by several fans?

Note that the implication rule is normally only for cases where *one* fan implies another. If two or more fans together imply something, you can still score it.

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[1] http://www.daimi.au.dk/~mahjong/OIRE.pdf

[2] http://www.chinamajiang.com/adobe%20reader/mje0906.pdf

[3] http://mahjong-europe.org/filer/regulationOEMC2007.pdf

[4] http://mahjong.paris.free.fr/docs/Regulation.pdf

If you for instance have *All Green* and *Full Flush* you must have a *All Simples* as well, but you can still score all these three fans together.

That has been shown many times in the examples of the rules, and was made explicit in [Exp07 II.3]: 'Points of fans appearing inevitably when other two or more fans combine can be added.'

In the same text there are two exceptions, though. [Exp07 I.6] says that *Seven Pairs* with *All Green* or *All Terminals* 'can not add points of Tile Hog', since there are only six different green tiles and only six different terminals.

There is no reason given for why these two particular situations should be exceptions.

My opinion: Exceptions should be avoided. When/if there should be exceptions that should be because the game becomes better because of it. This is about very rare situations with high scores where a couple of points doesn't matter much, so there is certainly no need for these exceptions. (Also it's strange to have exceptions to the published rules in an unpublished document. How are players supposed to know about this?)

3.2   Exclusionary and non-exclusionary descriptions

A very clear example of the implication rule is *All Even Pungs* and *All Pungs*. Every *All Even Pungs* is also an *All Pungs*, but can't score that as well, because of the implication rule.

Unfortunately it is not always that easy, since the names and descriptions of some fans can be interpreted as if they exclude fans that otherwise would imply them. Then it's like there was a more specific rather unnatural definition of *All Pungs*, like 'a hand with four pungs that has at least one non-even tile'. If that was the case every pung hand would be *All Pungs* or *All Even Pungs*, but never both, so the implication rule wouldn't be needed for that.

Some other fans behave like that, and I use the term *exclusionary* for such descriptions of fans that exclude more specific versions. The normal ones (like the actual one for *All Pungs*) I call *non-exclusionary*.

In most cases it wouldn't matter in practice if *All Pungs* had such a strange definition, but in two cases it would. Then *Four Concealed Pungs* and *Four*
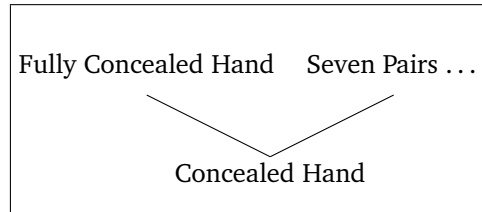

Figure 1: Implications for some fans with concealedness.

Kongs wouldn't imply *All Pungs* since they could be all even instead! That is the reason why definitions that on first reading might seem to give the same result sometimes actually matter for the implication rules.

For some fans the names and/or descriptions have exclusionary formulations (in cases where those don't sound as awkward as in my example above). Sometimes the names and descriptions don't agree, but generally a non-exclusionary interpretation should be used anyway.

That is the case for concealedness in the next section, and melded and concealed kongs in chapter 5. Suit-based fans are treated otherwise though, as seen in Section 3.4.

3.3   Concealedness and implications

In Rule 3.8.1 *Concealed Hand* is described as having a concealed hand 'and winning by discard'. That description sounds like it would exclude *Fully Concealed Hand*, but it isn't interpreted like that, and the part about winning by discard is actually only in the English version. So *Concealed Hand* is implied by *Fully Concealed Hand* and all the hands that always are *Concealed Hand* or *Fully Concealed Hand* imply *Concealed Hand* as well, as in Figure 1 with *Seven Pairs* as an example of those fans, and they can only score *Fully Concealed Hand* when applicable.

3.4   Suits and implications

The suit fans are described in an exclusionary way. In particular, *Half Flush* is described as a hand with 'tiles from any one of the three suits, in combination with Honor tiles', where the last part excludes *Full Flush*. A non-exclusionary definition would instead just be that at least two suits are voided,
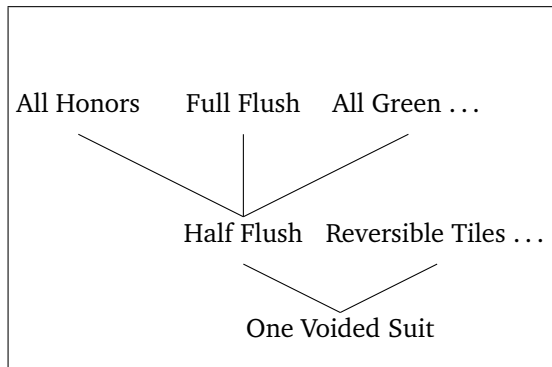
Figure 2: Implications for some suit fans if they were defined non-exclusionary. All of these lines are *not* official implications!

and thus *Full Flush* would imply *Half Flush* and a fan like *All Green* that always is combined with *Half Flush* or *Full Flush* would imply *Half Flush* and would only score extra points for *Full Flush* when applicable.

That was the case for *All Green* in [OIRE02], but that has been changed. In the examples at [MCR06 p. 33] it's made clear that there are no such implications, so *All Green* is always combined with *Full Flush* or *Half Flush*.

There are similar examples for most of the fans in Table 1 where *any* alternative in the table is fully scored, including the fan in the 'Common' column there. The few remaining ones that have no examples in [MCR06, pp. 32–38] are in *italics*, but one might assume that the same principle is used for them as well.

There is one exception though. For *Reversible Tiles* it is said in the examples on [MCR06 pp. 47–48] that it doesn't combine with *One Voided Suit*. I see no reason why this case is handled differently, but it is. At least one suit will be voided with *Reversible Tiles*, but that is also true for *Big Three Dragons*, etc. One difference is that with *Reversible Tiles* we know *which* suit must be voided, but why should that matter? Just as for that hand it is also possible to have *Half Flush* or *Full Flush* instead.

My opinion

As usual I don't like exceptions, and I can't see any reason why *Reversible Tiles* is handled differently.

In version 1 of this text I argued for non-

exclusionary definitions of all the suit fans, with implications as in Figure 2 so that the fans in Table 1 implied the fan in the 'Common' column there.

That would in a way be a smaller change than to change *Reversible Tiles* to behave like the other fans, since only high-scoring fans would be affected. Making it possible to score *One Voided Suit* with *Reversible Tiles*, just as with *Four Pure Shifted Pungs*, on the other hand, would make it easier to get to 8 points with *Reversible Tiles*.

3.5 Some exceptions

Four Pure Shifted Chows

Four Pure Shifted Chows can be done in two ways; one gives a *Short Straight* and one gives *Two Terminal Chows*, so none of these fans are strictly implicit. [MCR06 p. 38] says only that it doesn't combine with *Short Straight*, but in the Chinese version *Two Terminal Chows* is mentioned as well, so none of them can be combined. (Even in the English version there is an example with 123 345 567 789 where *Two Terminal Chows* isn't mentioned.)

All Terminals / Honors

All Terminals, *All Honors* and *All Terminals and Honors* don't combine with *All Pungs* or *Pung of Terminal or Honor* even though that is not strictly implied. The reason it is not strictly implied is because these hands can be made as *Seven Pairs*. (On the other hand *All Types* isn't a similar exception, so you *can* score every *Pung of Terminal or Honor* you have, even though one of them would be implied if it wasn't for *Seven Pairs*.[5])

If you have pungs instead of *Seven Pairs* with *All Terminals* you will have *Double Pung* twice or *Triple Pung*, but *Double Pung* is not implied.[6]

That means that the least-scoring *All Terminals* is 68 points for a hand like

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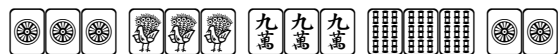
[5]The description of *All Types* in rule 3.8.1 (p. 21) speaks of a 'hand in which each of the five sets …' and in the examples on pp. 50–51 it is similar, but that it actually also applies for special hands is made clear on p. 39 for *Seven Pairs* and on p. 45–46 for *Knitted Straight*. (*All Types* is implied by *Greater/Lesser Knitted Honors and Knitted Tiles* and by *Thirteen Orphans*.)

[6]In [OIRE02] *Double Pung was* implied.

Table 1: What suit-based implications there *could* have been for some hands. Some fans have abbreviated names here: 'Half' = *Half Flush*, 'Full' = *Full Flush*, 'Voided' = *One Voided Suit*, 'Honors' = *All Honors*, 'Chows' = *All Chows*. The fan inside [] isn't scored according to the rules. There are no examples for the fans in *italics*.

Fan	Together with one of	Common
Quadruple Chow	*Voided+Chows / Half /* Full+Chows	Voided
Four Pure Shifted Chows	Voided+Chows / *Half /* Full+Chows	Voided
Four Pure Shifted Pungs	Voided+*No Honors / Half / Full*	Voided
Big Four Winds	Half / Honors	Half
Little Four Winds	Half / Honors	Half
Big Three Dragons	Voided / Half / Honors	Voided
Big Three Winds	Voided / Half / Honors	Voided
Little Three Dragons	Voided / Half / Honors	Voided
All Green	Half / Full+All Simples	Half
Reversible Tiles	[Voided] / *Half / Full*	Voided

(*All Terminals* (64) + *Double Pung* (2) twice).

The least-scoring *All Terminals and Honors* is only 32 points, not combined with anything, for a hand like

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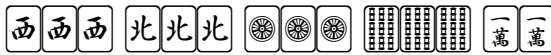
where 西 and 北 are 'lesser' winds.

The least-scoring *All Honors* is worth 70 points for a hand like

中中中 發發發 西西西 北北北 東東

(*All Honors* (64) + *Two Dragons Pungs* (6)), where 西 and 北 are 'lesser' winds.

Knitted Straight

Knitted Straight doesn't really fit in. It can be combined with *All Chows* (as seen by an example on [MCR06 p. 45]), and is seen as a 'special straight' formed with '3 different Knitted sequences'. That seems to indicate that the basic type of a hand with a *Knitted Straight* is 11, 123, 123, 123, 123 or 11, 123, 123, 123, 111 according to the classification in Rule 3.7.2, although three normal chows are replaced by the knitted straight.

But still it can be combined with a *Lesser Honors and Knitted Tiles* [MCR06 p. 45], even though such a hand has the 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 format.

(My opinion: That shouldn't be allowed. It is a totally unnecessary exception.)

Nine Gates

Nine Gates will always imply *Concealed Hand* and *Full Flush*, but there are some things that depend on what particular tile the winning tile is, as seen in Table 2. Stricly only *one Pung of Terminal* is implied, but as an exception, none of the pungs may be scored if you have two. (This was clarified at the referee seminar 2007.)

(In other cases you can score any *additional* occurences of a fan, even when one is implied. If you have *Prevalent Wind* that implies *Pung of Terminals or Honors*, but you can still score any additional such pungs you have, for instance.)

My Opinion

There should be no unnecessary exceptions. Some of these are for high-scoring rare hands anyway, and it doesn't matter much for the game if an *All Terminals* with pungs was worth a few points more. Therefore there is no need to make the rules more complicated by exceptions for them.

4   The Account-Once Principle

Even though it doesn't say so in the rules the Account-Once Principle [MCR06 p. 25] is only used for fans about what tiles there are in the fans, not concealedness. So with melded 三萬三萬 ⫽ 𝍫𝍪𝍫, and ⊛⊛⊛ 四萬四萬四萬 中中 on the hand with the fan *Mixed Shifted Pungs* you can

Table 2: Fans that you make together with *Nine Gates*, depending on what you winning tile is. Those in parentheses aren't scored.

Tile	Fans
1/9	(Pung of Terminal), Pure Straight, Tile Hog
2/8	(2×Pung of Terminal), Short Straight, Two Concealed Pungs
3/7	(Pung of Terminal), Short Straight
4/6	(Pung of Terminal), Short Straight
5	(2×Pung of Terminal), Two Concealed Pungs

score both *Two Concealed Pungs* and *Double Pung* even though you then have combined the concealed pung of 四萬 twice with a set in the *Mixed Shifted Pungs*.

That means that the only fans where the Account-Once Principle is applicable are those with two or three chows, and in the following I list all the effects it has.

4.1 A fan with three chows

With a *Pure Straight* and a fourth chow being identical to one of the other chows you only get one point for *Pure Double Chow*, *Two Terminal Chows* or *Short Straight*. (Then the Account-Once Principle takes away two points, which is the maximum it can do.)

With a *Mixed Triple Chow* and a fourth chow being identical to one of the other chows you only get one point for *Pure Double Chow* or *Mixed Double Chow*.

With a *Mixed Straight* a fourth chow can score only one of *Pure Double Chow*, *Mixed Double Chow*, *Two Terminal Chows* or *Short Straight*.

4.2 Fans with two chows

Similar cases with two-chow fans are excluded anyway, because of the Non-Identical Principle [MCR06 p. 25], so the effect of the Account-Once Principle is here instead only that if you have four chows you can score at most three two-chow fans with them.

4.3 My Opinion

Actually I think the Account-Once Principle is unnecessary. I think it would be perfectly reasonable if

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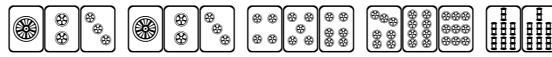
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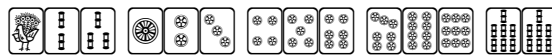
etc.

5 Kongs

Melded Kong is really meant as just 'Kong', that is a melded *or* concealed kong. That can be seen for instance from that it is implied by 'Three Kongs', even though it isn't implied that you have a *melded* kong by that.

In a similar way *Two Melded Kongs* is really meant as just *Two Kongs*. Then the 6 points for one melded and one concealed kong make sense as *Two Kongs* (4 points) plus *Concealed Kong* (2 points) = 6 points.

5.1 Concealed Kongs

The strange thing is *Two Concealed Kongs*. If that fan didn't exist that would be worth 10 points! (*Two Kongs* (4) + *Kong* twice (2 × 2) + *Two Concealed Pungs* (2).)

So you *have to* score *Two Concealed Kongs* when you can. If you have four concealed kongs you

score it twice. If you have three concealed kongs you score *Two Concealed Kongs* and *Concealed Kong*.

Two Concealed Kongs of course implies *Two Concealed Pungs*, but *Three Concealed Pungs* and *Four Concealed Pungs* can be scored with any number of the 'pungs' being concealed kongs.

This is how I think the kong rules are supposed to work, even though it is a bit strange.

The only controverial part seems to be if you can add further points for *Concealed Kong* or *Two Concealed Kongs* when you have three or four concealed kongs (and thus have scored *Three* or *Four Concealed Pungs*).

Concealed Kong isn't implied either by *Four Kongs* or by *Four Concealed Pungs*, but the combination of them of course 'implies' that you have four concealed kongs, so this line of thinking seems to be another case of wanting to have implications from combinations of fans. (See Section 3.1.) I haven't seen it confirmed if this exception is the official ruling or not.

Table 3 shows what is scored for different combinations of kongs and concealed pungs. The 'controversial' fans are inside parentheses, and in those cases the Score column has the reduced score without those fans inside parentheses.

Besides being an unnecessary exception it would be strange if the 'controversial' concealed kongs weren't scored, since then it could actually be *better* to make a melded kong than a concealed kong, which seems strange. One case is where you have two concealed kongs, one concealed pung and one melded pung. If you draw the fourth tile for one of your pungs you would then get more points if it was for the melded pung than for the concealed pung, with the 'reduced' rules. (If it is for the melded pung you have the 1–2–1 line in Table 3, with 62 points. If it is for the concealed pung you have the 0–3–0 line, which is worth 58 or 48 points, which with extra 6 points for *All Pungs* yields 64 or 54 points, which is less than 62 points with the 'reduced' score!

6 The winning tile

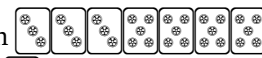There are several fans where it matters which tile in the winning hand was the winning tile.

6.1 Waits

Single Wait is only about the 'head' of a normal four-sets-and-a-pair hand. That is not clear in the English translation, which makes it seem like it's an exception that you can't combine *Seven Pairs* and *Seven Shifted Pairs* with *Single Wait*, even though there are hands like
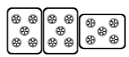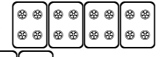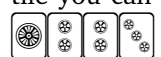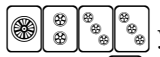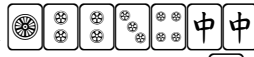

where you will get *Seven Pairs* with the last ☐, but you will also get mahjong with [伍萬] or [西].

Only one winning tile

You can only score a Wait fan if you actually have only one winning tile. Waiting with [⊙][⊙][⊙][⊙] you don't get *Closed Wait* with [⊙], and you don't get *Single Wait* with [⊙], since you have two winning tiles.

But with [⊙][⊙][⊙][⊙][⊙][⊙][⊙] you *do* get *Closed Wait* with [⊙] since there is no fifth [⊙]. Only your standing tiles are looked at when excluding any possibilities because a fifth identical tile would be needed, not your melded tiles or tiles in concealed kongs. So even if you have melded [⊙][⊙][⊙] or have a kong [⊙][⊙][⊙][⊙] you can't score a Wait with [⊙][⊙][⊙][⊙].[7]

Only one wait

If several of the Wait fans apply for that single tile you can still only score one of them. So with [⊙][⊙][⊙][⊙] you can score *Single Wait* or *Closed Wait* with [⊙], but not both; with [⊙][⊙][⊙][⊙] you can score *Edge Wait* or *Single Wait* with [⊙], but not both; with [⊙][⊙][⊙][⊙][中][中] you can score *Closed Wait* or *Edge Wait* with [⊙], but not both;

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[7]I think this is the best way to handle this, and I know that I'm not alone, but I haven't seen this confirmed.

Table 3: Combinations of kongs and concealed pungs. 4K = *Four Kongs*, 3K = *Three Kongs*, 2K = *Two (Melded) Kongs*, K = *(Melded) Kong*, 2CK = *Two Concealed Kongs*, CK = *Concealed Kong*, 4CP = *Four Concealed Pungs*, 3CP = *Three Concealed Pungs*, 2CP = *Two Concealed Pungs*, AP = *All Pungs*. Also the first line will always be combined with *Melded Hand* or *Self-Drawn*.

Number of Kongs	MK	CK	CP	Score		Fans
4	4	0	0	88		4K
	3	1	0	90		4K, CK
	2	2	0	96		4K, 2CK
	1	3	0	114	(104)	4K, 3CP, (2CK, CK)
	0	4	0	168	(152)	4K, 4CP, (2×2CK)
3	3	0	0	32		3K
	3	0	1	40		3K, AP
	2	1	0	34		3K, CK
	2	1	1	42		3K, 2CP, CK, AP
	1	2	0	40		3K, 2CK
	1	2	1	62		3K, 3CP, 2CK, AP
	0	3	0	58	(48)	3K, 3CP, (2CK, CK)
	0	3	1	106	(96)	3K, 4CP, (2CK, CK)
2	2	0	0	4		2K
	2	0	1	4		2K
	2	0	2	12		2K, 2CP, AP
	1	1	0	6		2K, CK
	1	1	1	8		2K, 2CP, CK
	1	1	2	28		2K, 3CP, CK, AP
	0	2	0	8		2CK
	0	2	1	24		2CK, 3CP
	0	2	2	72		2CK, 4CP
1	1	0	0	1		K
	1	0	1	1		K
	1	0	2	3		K, 2CP
	1	0	3	23		K, 3CP, AP
	0	1	0	2		CK
	0	1	1	4		CK, 2CP
	0	1	2	18		CK, 3CP
	0	1	3	66		CK, 4CP

and with [tiles] you can score any Wait fan with [tile], but only one of them.

A Wait fan should always apply

But the winning tile must match one of the wait fans for every possible way or arranging your hand. So with

[tiles] your

only winning tile is [tile] but you will not get *Closed Wait*, since you also can arrange your hand as

[tiles] where

no wait fan applies. This is made clear in [Exp07 I.7].

Sometimes there can be different ways to combine the tiles into sets even though you have just one winning tile. I assume it isn't possible to score Wait fans in those situations, since there is always some way to arrange the tiles for which a Wait fan wouldn't apply. An example is

[tiles] where

your only winning tile is [tile]. I assume that you can't score *Edge Wait* when you make *Pure Terminal Chows* since you could have made a less-scoring *Seven Pairs* hand instead, for which no wait fan applies.

Another example is

[tiles]

where the only winning tile is [tile]. If you arrange your tiles as [tiles] the winning tile completes a pung, so no Wait fan applies, but even if you arrange your tiles as [tiles] the winning tile could be seen as completing the [tiles] chow instead of the pair, so it wouldn't score a Wait fan anyway.

My opinion

I would prefer if there would simply be one fan 'Unique Wait' meaning that looking at the tiles still in the waiting hand (not melded or in a concealed

kong) there is only one kind of tile that completes it.

That would be easier and more intuitive, and the differences are reasonable. That would score 'Unique Wait' for instance for

[tiles] with [tile],
[tiles] with [tile],
[tiles] with [tile],
[tiles] with [tile],
[tiles] with [tile],

regardless of how you arrange your hand.

6.2 Heavenly Win

I haven't seen it discussed if East can score any of the Wait fans or *Nine Gates* when having mahjong before the first discard, but that shouldn't be possible from the first fourteen tiles, since the last two of them are drawn together. I assume a replacement tile from a flower can score these fans, though. (If having such a hand East should be careful to draw replacement tiles one at a time.)

When East makes concealed kongs before the first discard (see Chapter 2) it is possible to score a Wait fan with the replacement tile (as well as *Replacement from Kong*, of course).

I think these rulings follow from the rules, even though all these particular situations aren't mentioned there, but they are not confirmed.

6.3 *Last Tile*

For *Last Tile* only discarded and melded tiles count. Erroneously exposed tiles don't count, since they still may be discarded. Tiles in erroneous melds do count, like a [tile] erroneously melded as a flower or a [tiles] 'chow'.

(This is made explicit by [Exp07 p. 10] (partly) and [Paris08].)

7 Timing

7.1 Different priorities

[MCR06 3.6.6] says about making a chow that you 'should allow a brief moment before speaking your claim, to be sure that nobody else claims it for Pung or Kong'.

It has been unclear what happens when that 'brief moment' becomes longer and how long time a player has to chow. One interpretation that I first saw in print in [Paris08] says: 'Playing time is 10 seconds between discards, including calling a chow, but 3 seconds only for pung, kong or hu. If a player calls chow without waiting 3 seconds, other calls have priority', implying that it is possible for the player whose turn it is to wait more than 3 seconds and then be able to chow safely.

That is a problem, because then it is in the player's interest to always wait more than three seconds before chowing, and by extension to wait more than three seconds before picking a tile even otherwise, so as to not give someone who may want to pung the tile any information. If that interpretation of the rules becomes the norm then I think that gradually more and more players will play like that, and it might become a real problem. Noone wants that, so the rules shouldn't encourage it! Another interpretation I've heard is that 3 seconds is the time limit for chows as well, so when it is too late to pung it is too late to chow as well. That encourages players to wait with calling until it's almost too late instead, which isn't much better.

With strict timing rules one has to decide. Slow pace with sure chows or faster pace with unsure chows that can be 'stolen'.

My opinion

I think that it always should be possible to overrule a previous call within a short time, even if the 3 second limit is over. That short time might be 1 second or probably better 0.5 seconds, and is meant for implementing decisions. So the decision you make could be 'pung only if there is a chow call', and then you have a little time to actually say pung if that happens.

So even if a player takes a long time to Chow (> 3 seconds) it would still be possible for another player to announce pung (or kong or hu) immedi-

ately after that.

There is still a small incentive for a player to wait. It may be case that someone will pung the tile only if it is chowed, and it may be the case that someone will pung the tile regardless. A player declaring chow in < 3 seconds being overruled by a pung will not know which of these situations it is, but by waiting that would be known. I don't think that incentive is big enough to be a problem.

With these timing rules an extreme very rare case might be this: East discards a tile. South takes a long time to think and then says chow. Within half a second North says pung and then within half a second *of that* West says hu. (Presumably West didn't declare hu before because he hoped for a self-draw, but the pung made him change his mind.)

Within the same short time limit it should also be possible to overrule a 'hu' with a 'hu' from a nearer player.

8 Miscellaneous

8.1 Flowers

Flowers can be discarded.

Since you can keep flowers on the hand there is a question about when you are allowed to meld kept flowers. [OEMC07 4.2] says that flowers can be melded in the same circumstances as when making a kong, that is after drawing a tile from the wall or a replacement tile.

8.2 Obligatory discards

Sometimes you have exposed tiles that you are obliged to discard before you discard any other tiles.[8] If you only have a very dangerous tile left there it shouldn't be possible to avoid that danger by 'accidentally' exposing some safer tiles that enter into your to-be-discarded group. Therefore there ought be an order so that tiles exposed later only are to be discarded after the first exposed group.

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[8]The rules about what tiles have to be treated this way are not always the same, but I don't go into that here.

9   The end of a hand

9.1   Mixing the winning tile

If you self-pick a mahjong but have mixed tiles so that it isn't possible for the other players to know which your winning tile was, you can't score *Edge Wait*, *Closed Wait*, *Single Wait*, *Last Tile* or *Nine Gates*, but apart from that you aren't penalized any further as long as the hand still is worth enough points.

(This is according to [OEMC07 5.1]. [MCR06 3.4.28] says that it is 'forbidden to put the final tile among your other tiles prior to exposure of the complete hand', but doesn't mention any penalty.)

9.2   *Last Tile Draw*

Last Tile Draw is scored regardless of whether the tile was drawn normally, as a kong replacement tile, or as a flower replacement tile.

9.3   Making kongs at the end

The player who took the last tile from the wall can make a kong. Then the hand ends when the player can't draw a replacement tile, and the player doesn't have to discard a tile.

If it's a melded kong there are three seconds for anyone to rob the kong, as usual, before the hand ends. In that case, does *Last Tile Claim* apply? It is described as going out with 'the discard which is the last tile in the game'. This isn't really a discard, but Rule 3.7.2.3 says that there are two ways to make mahjong – self-drawn and by discard, and makes it clear that robbing the kong is counted as 'by discard'.

I assume therefore that *Last Tile Claim can* be scored in that situation, (and thus, it is better to just discard that tile instead). (If on the other hand *Last Tile Claim* can't be scored, then it would actually be preferrable to make a kong with the tile when possible. If anyone makes mahjong with the tile they will get 8 points for *Last Discarded Tile* in the first case and *Robbing the Kong* in the second case, but in the first case also 4 points for *Last Tile* which is implied by *Robbing the Kong*.)

9.4   Revealing concealed kongs

After the hand concealed kongs should be revealed. What is the penalty for having made a false concealed kong? Whatever it is, in the situation in the previous section it shouldn't be better to take the penalty than to make a risky discard, so in that case the player should have to make a discard.

9.5   Interrupted hand

Rule 3.9.1:2 says that penalty points 'must be subtracted after the hand has been finished', and Rule 3.5.6 says that when a time limit for the session is over play 'ends immediately, with no players earning points for that hand'.

That might be interpreted as is there are no penalty points awarded for that unfinished hand, but that I think would be unreasonable. Penalty points should be awarded for that hand as well. Also, any concealed kongs should be revealed even after an interrupted hand, and false concealed kongs should be penalized as usual (however that should be).

10   History of this document

Version 1 of this text was published May 5, 2008. For the current version I have had access to [Exp07], and have also benefited from comments from various people, in particular on the Mahjong News forum about the MCR rules[9] and Mahjong Danmark's forum about rules[10].

Many people were of help, but in particular Tina Christensen with thorough comments on most aspects, and 'ithinc' for insightful comments and comparison with the Chinese text which I can't read.

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[9] http://www.mahjongnews.com/phorum5/read.php?1,1324

[10] http://mahjong.dk/phorum/read.php?2,2438