



The General Rules of the Swiss Mahjong Championships

Chapter 1 Basic Rules

- 1.1 This competition uses only three suits of tiles: Tong, Tiao, Wan; each from 1 to 9; total 108 tiles. Wind and Dragon tiles will not be used.
- 1.2 In this competition, the players can just Pung "Peng Pai" and Kong "Gang Pai". Chow "Chi Pai" is forbidden.
- 1.3 Winning or going Mahjong "Hu" must be One Voided Suit, i.e. a hand that uses tiles from only two of the three suits.
- 1.4 The preliminaries of this competition establish the winner after 4 hands (1 round). After completion of a hand, the dealer should pass the dice to the right, regardless of whether he has won the hand or not. After the second hand has ended, the dice move to the next player in counterclockwise order.
- 1.5 There are four players per table. Each table plays as an independent group. The type of this competition is Round Robin, i.e. only one winner of each table goes on to the next tournament.

Chapter 2 Basic Glossary

- 2.1 A hand (Pan): Everything that occurs between a deal and either someone declaring "Hu" or nobody winning (Draw Game).
- 2.2 Round (Quan): Everybody has been dealer once.
- 2.3 Seating: The placement of the players around the table (based on table number).
- 2.4 Dealer and non-dealer: The "dealer" is the player sitting in the seat currently designated East. The other players are "non-dealers" (or simply "players").
- 2.5 Concealed tiles: Altogether, there are thirteen tiles after the deal, including any Chows, Pungs, and/or Kongs. The Standing tiles are those that are not discarded by the player. The player's thirteen tiles do not include Kong replacements. The tiles that have not been melded prior to declaring mahjong ("Hu") are called "concealed."
- 2.6 The Pair When you succeed in making a complete normal-structure hand, the hand includes one pair.
- 2.7 Chow(Noun.) Three sequentially numbered tiles of the same suit.
- 2.8 Pung(Noun.) Three same-number tiles of the same suit (includes both concealed and melded Pung).
- 2.9 A Pair Any two identical tiles.





2.10 Honor Tiles The Wind tiles and Dragon tiles, taken together, are called "honors." There are four different Wind tiles (East, South, West, North), of which there are four each. There are three different Dragon tiles (White Dragon, Red Dragon and Green Dragon), of which there are four each.

2.11 Terminal tiles The tiles at the beginning and end of a suit, in other words the one and nine of a suit.

2.12 Chow ("Chi Pai") (Verb.) To take the discarded tile of the player to your left and meld it with two of your standing tiles to make a Chow in front of your concealed tiles after you declare "Chi" (Chi Pai).

2.13 Pung ("Peng Pai") (Verb.) To take the tile discarded by another player, and meld it with a pair from your standing tiles to make a Pung after you declare "Pung" (peng pai).

2.14 Kong ("Gang Pai") (Verb.) To expose four identical tiles. The term "kong" is also used as a noun to refer to a meld of four identical tiles.

2.15 Waiting The state of waiting for one tile to complete the hand.

2.16 Winning, or going Mahjong ("Hu") The state of success: After you take a discarded tile or choose a tile yourself, the fourteen tiles in your hand form a proper and complete structure as prescribed by the rules.

2.17 Self-drawn To win by taking a fresh tile from the wall.

2.18 Win by discard To win on a tile discarded by another player.

2.19 Various "Fan" The names of the scoring elements according to these rules.





Chapter 3 Procedures for competition

3.1 Sign in and registration The players should come to the designated place to sign in and register at the designated time.

3.2 Draw Lots The Swiss Mahjong Organization should organize the contest in a rigorous way, according to the principles of being public, fair, and impartial. The players should sit down at the assigned table.

3.3 Mix the tiles

3.4 Build walls

3.5 Throw the dice and start the game

3.5.1 The dice must be thrown twice. The two dice should be grasped in one palm and thrown by the dealer onto the floor between the walls, from 20-30 centimeters above the table.

3.5.2 The dealer is the first to throw the dice; the resulting number is used to determine who will roll the dice the second time. Count the number from the dealer counterclockwise (the sum of 5 or 9 means the dealer will throw the dice again; 2, 6 or 10 means the player to the dealer's left, South, will roll; 3, 7 or 11 means the player opposite to the dealer, West, will roll; 4, 8 or 12 means the player to the dealer's right, North, will roll).

3.5.3 The number resulting from the second throw of the dice will be added to the number resulting from the first throw to determine where the wall will be broken.

3.5.4 Counting from the right-hand end of the dealer's wall, the wall is broken after the stack indicated by the two rolls of the dice. The dealer takes the first 4 tiles (2 stacks) clockwise from the break; the next player, South, takes the next 4 tiles to the left of the gap, and so on. After all four players have taken 4 tiles 3 times for a total of 12 tiles, the dealer continues to take tiles, but this time he takes the upper tile from the first stack on the end of the wall, and the upper tile from the third stack ("one and three"). The other three players take one tile each in turn, starting from the first stack the dealer took from, and ending with the bottom of the second stack. When the deal has been completed, the dealer has 14 tiles altogether, while each of the other players holds 13.





Chapter 4 How to play

4.1 The order of turns

Players take turns in counterclockwise order, starting with the dealer. After a hand has ended, the dice move to the next player in counterclockwise order.

4.2 How to take a tile from the wall

After the player to the left has played his or her turn, a player may take a tile from the wall. It is forbidden for a player to take a fresh tile from the wall before the previous player discards one tile.

4.3 How to discard a tile

After a player takes a new tile from the wall, or makes a Chow, Pung, or Kong, if the hand is not a complete mahjong hand, he must discard one tile within 10 seconds. It is permissible to discard a tile identical to one which has been Chowded or Punged. The discarded tile must first be shown to others in front of your concealed hand, then put onto the Floor between the walls.

4.4 How to Pung

When a tile discarded by another player matches a pair among your concealed tiles, you can call "Pung." Then expose your two tiles in front of the concealed part of your hand, and take the discard, turning it 90 degrees, and placing it in such a manner as to indicate from whom it was taken (per section 3.6.5). Calls for "Pung" or "Kong" must occur within 3 seconds of discarding.

4.5 How to Kong

When you Kong (meld a set of 4 identical tiles), you must take a replacement tile from the end of the wall. You may not Kong in the same turn as one in which you have melded a Pung. There are 2 ways to Kong:

- 4.5.1 Melded Kong: When you have three identical tiles concealed within the hand, you can call a matching discard; say "Kong." Meld your three tiles, then take the discard, rotating it 90 degrees and placing it within the meld to indicate which player discarded it. Then take a replacement tile from the end of the wall.
- 4.5.2 Concealed Kong: When you have four identical tiles concealed within the hand, you can call "Kong", putting the 4 tiles face down in front of your standing concealed tiles, and take a replacement tile from the end of the wall.





Chapter 5 How to Make a Complete Mahjong Hand

5.1 Procedure for Making Mahjong

When one player succeeds in making a winning hand, he must declare "Hu" or "Hu Pai", exposing his hand. Then he must announce what Fan his hand contains, and how many points he has earned for the referee and other three players to check and confirm. The other three players should not expose their hands before confirmation. A call for "Hu" takes priority over claims for Kong and Pung.

5.2 Requirements for a complete Mahjong hand

The basic type of Mahjong hand is structured with four sets and a pair, in which a set is a Chow, a Pung, or a Kong, as follows:

(1) 11, 123, 123, 123, 123

(2) 11, 123, 123, 123, 111 (or 1111)

(3) 11, 123, 123, 111 , 111 (or 1111)

(4) 11, 123, 111, 111, 111 (or 1111)

(5) 11, 111, 111, 111, 111 (or 1111)

(6) 11, 11, 11, 11, 11, 11, 11 (Seven Pairs hand)

(Note: 1 = a single tile; 11 = a pair; 111 = a Pung; 1111 = a Kong;

123 = a Chow)

5.3. Two ways to make Mahjong

5.3.1 Self-drawn: to make Mahjong by taking a fresh tile from the wall yourself, including the replacement tile when you Kong.

5.3.2 By discard: to make Mahjong with a tile discarded by another player, including Robbing the Kong.

5.4. The winner

Only one player can win. When more than one person declares "Hu" on a discard, the nearest next player following the discarder is the winner.





Chapter 6 The various kinds of "Fan" and the relevant points

6.1 One Fan (1 Basic Point)

Basic Hu: 4 sets plus a Pair; For example: 234 456 77 Tong; 345 789 Tiao

6.2 Two Fan (2 Basic Points)

All Pungs: 4 Pungs plus a Pair; for example: 111 222 444 Wan; 333 99 Tong

6.3 Three Fan (4 Basic Points)

6.3.1 Full Flush: All the tiles are in the same suit. For example: 11 333

222 456 999 Tiao

6.3.2 Outside Hand: Hand includes Terminals in each element or set, including the Pair. For example: 123 Wan; 123 789 Tiao; 789 11 Tong

6.3.3 Seven Pairs: Hand consisting of seven Pairs, without Pung and Kong. For example: 22 44 55 66 99 Wan; 11 99 Tong

6.4 Four Fan (8 Basic Points)

6.4.1 All Pungs in the same suit. For example: 999 777 555 111 66 Tong

6.4.2 All Pungs with 2, 5 or 8. For example: 222 555 888 Tiao; 888 55 Wan

6.4.3 Seven Pairs including a Concealed Kong. For example: 11 22 22 44 Tong; 55 77 99 Wan

6.5 Five Fan (16 Basic Points)

6.5.1 Seven Pairs in the same suit. For example: 11 33 44 66 77 88 99 Tiao

6.5.2 Outside Hand in the same suit. For example: 11 123 789 789 789 Tong

6.6 Six Fan (32 Points)

6.6.1 Sky Hu: The dealer goes Mahjong (Hu) without taking any tile from the wall.

6.6.2 Earth Hu: The non-dealer goes Mahjong (Hu) after the first tile, which he /she draws.





Chapter 7 How to Add Points

7.1 The Hand must contain 14 Tiles, structure as per the permissible hand types outlined in the rules. The method of obtaining the final winning tile must be in accordance with the permissible methods outlined in the rules.

7.2 Recording the scores: Scores must be recorded on the Record Sheet.

7.3 Non-repeat principle: When a Fan is undisputedly implied or included by another Fan, both Fan may not be scored. The highest Fan will be counted.

7.4 How to calculate the points after a hand is finished:

7.4.1 Win by self-draw: Total points multiplied by 3

7.4.2 Win by discard: Total points multiplied by 1

7.4.3 Total Points = Basic points + extra points

7.5 Extra points:

7.5.1 Kongs: A hand that includes Kongs. 1 Kong gets 1 extra point.

7.5.2 Tile Hog: using all four of the same numerical tiles in a single suit, without using them as any kind of Kong. 1 Tile Hog gets 1 extra Point.

7.6 Bonus:

7.6.1 Out with replacement tile: Basic points x 2

7. 6.2 Discard with replacement tile after Kong: Basic points x 2

7. 6.3 Robbing the Kong: Basic points x 2

7. 6.4 Last tile draw: Basic points x 2

7. 6.5 Last tile claim: Basic points x 2

7.7 Examples of adding points:

7. 7.1 Win by discard; 2222 Tong 123 Wan 345 Wan 999 Tong 66 Tong

「 Basic Hu (1 Point) + 1 Kong (1 Point) 」 x 1 = 2 Points

7. 7.2 Self-drawn; 11 Wan 22 Wan 99 Wan 44 Tong 66 Tong 11 Tong 99 Tong Seven Pairs (4 Points)
x 3 = 18 Points





7. 7.3 Out with Replacement Tile; 1111 Wan 222 Wan 555 Wan 999 Wan 66 Wan

「Seven Pairs in the same suit (8 points) x 2 (out with Replacement Tile)」 x 3 = 48 Points

7. 7.4 Win by discard; 8888 Tong 777 Tong 33 Tong 111 Wan 444 Wan;

「All Pungs (2 Points) + 1 Kong (1 Point)」 x 1 = 3 Points

Chapter 8 The Swiss Mahjong Championships Organizing Committee publishes, regulates and governs the General Rules.





瑞士麻将錦標賽算分規則和成績記錄表

Mahjong Schweizermeisterschaften, Wettbewerbsbenoten

Score Sheet of Swiss Mahjong Competition

日期 / Datum/ Date:

地點 / Ort/ Location:

桌號 / Tisch Nr./ table no.:

各种牌 张组合 的形式 Art Der Steine	點胡 (番)	點胡 (分)	自摸 (分) x 3	杠	四 歸 一	杠上炮 杠上開 花 搶杠胡	妙手 回春 海底 撈月	競賽 者 名稱 A	競賽 者 名稱 B	競賽 者 名稱 C	競賽 者 名稱 D
1. 平胡 PingHu	1 番	1	3	+1	+1	x2	x2				
2. 碰碰胡 PengPengHu	2 番	2	6	+1	+1	x2	x2				
3. 清一色 QingYiSe	3 番	4	12	+1	+1	x2	x2				
4. 帶幺九 DaiYaoJiu	3 番	4	12	+1	+1	x2	x2				
5. 七對 QiTui	3 番	4	12	+1	+1	x2	x2				
6. 清對 QingDui	4 番	8	24	+1	+1	x2	x2				
7. 將對 JiangDui	4 番	8	24	+1	+1	x2	x2				
8. 龍七對 LongQiDui	4 番	8	24	+1	+1	x2	x2				
9. 清七對 QingQiDui	5 番	16	48	+1	+1	x2	x2				
10. 清幺九 QingYaoJiu	5 番	16	48	+1	+1	x2	x2				
11. 天胡 TianHu	6 番	32	96	+1	+1	x2	x2				
12. 地胡 DiHu	6 番	32	96	+1	+1	x2	x2				
比賽分數計算 表 第 1 圈 2, 3, 4								競賽 者 A	競賽 者 B	競賽 者 C	競賽 者 D
第 1 盤											
第 2 盤											
第 3 盤											
第 4 盤											
總分							總分				
競者名次											



瑞士麻将锦標賽成績記錄表
Mahjong Schweizermeisterschaften, Wettbewerbsbenoten
Score Sheet of Swiss Mahjong Competition
 各种牌张组合的形式

Art	Es sind nur 108 Steine im Spiel vorhanden. Münzen (銅, tóng) Bambus (条, tiáo), und Zahl (萬, wàn). Um ein Spiel zu gewinnen darf man nur zwei der drei Sorten in seinem Portfolio haben.	分 Punkte	Münzen(筒 Tong) Bambus(条 Tiao) Zahl (万 Wan)
1	平胡 Ping Hu	1	234 444 77 筒 333 789 条 Zwei Sorten Steine Reihen und Drillinge
2	碰碰胡 Peng Peng Hu	2	111 222 万 444 333 99 筒 Zwei Sorten Steine nur Drillinge
3	清一色 Qing Yi Se	4	11 333 222 456 999 条 Nur eine Sorten Steine, Reihen + Drillinge
4	帶幺九 Dai Yao Jiu	4	123 123 789 条 789 11 筒 zwei Sorten Steine Reihen mit 1 + 9
5	七對 Qi Dui	4	22 44 55 66 99 万 11 99 筒 zwei Sorten Steine mit 7 Paaren
6	清對 Qing Dui	8	999 777 555 111 66 筒 Nur eine Sorten Steine alles Drillinge
7	將對 Jiang Dui	8	222 555 888 条 888 55 万 zwei Sorten Steine Drillinge mit 2 , 5 , 8
8	龍七對 Long Qi Dui	8	11 22 22 44 筒 55 77 99 万 zwei Sorten Sieben x Paare, davon 1x Doppel
9	清七對 Qing Qi Dui	16	11 33 44 66 77 88 99 条 Nur eine Sorten Steine Reihen, davon 7 Paaren
10	清幺九 Qing Yao Jiu	16	11 123 789 789 789 筒 Nur eine Sorten Steine Reihen davon mit 1 und 9
11	天胡 Tian Hu	32	庄家在第一次摸完牌后，就胡牌，叫天胡
12	地胡 Di Hu	32	非庄家在第一次摸完牌后就可以下叫，第一轮摸牌后就胡牌，叫地胡。

