

Strategies For a 2-Point Game

It might take more than luck!

- High-point combinations.
- One point at a time/meld with intention.
- Default hand
- Discard single honor tiles (winds and dragons).
- Beware of non-scoring pungs.

Watch for tile combinations with higher points.

Mixed Dragon	2	1 thru 9 of three sequential chees in 3 suits
Terminals w/Honors	2	All sets and eyes contain a 1, a 9, or an honor tile
All Pungs (Triplet Hand)	3	4 sets of pungs/kongs + eyes (any suit or honors)
Hybrid	3	A hand containing only one suit and honors
Pure Dragon	3	1 through 9 in one suit plus one set and eyes
Triple Mixed Chees	3	3 chees of same numerical sequence in all 3 suits
All Five Suits	3	A hand containing sets/eyes of a wind, a dragon, and all 3 suits
Terminals	3	All sets and eyes having a 1 or 9 within

Get your first point!

Accumulating one point at a time works for a 2-point hand.

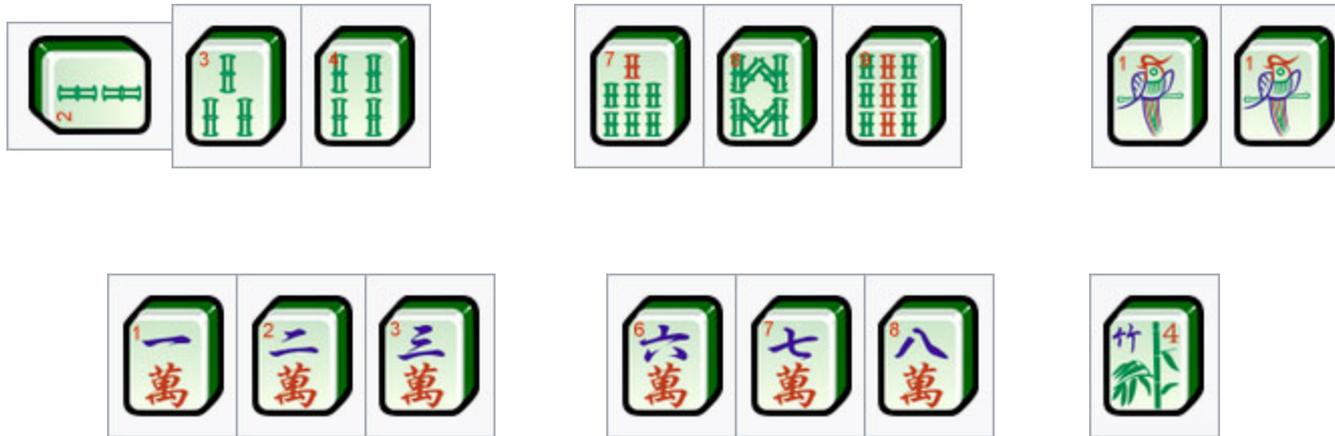
Look for options in your hand that can provide at least one point.

Corrolary: Be careful melding until you have your first point figured out.

Corollary: If you get your flower, things get easier.

Consider a default hand

Two Suits + All Chees = 2 points



Don't be afraid to discard single honor tiles

To get a point with a single honor tile, you need to get lucky twice.

With honor tiles, you can't build from two sides, like when making chees.

Early discard of dragons and prevailing wind tiles often means other players can't use them.

Beware of non-scoring pungs!

Scoring pungs



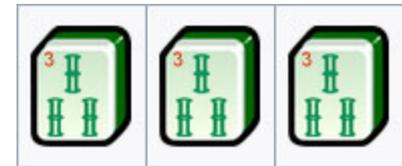
Always 1 point for having these

Possible scoring pungs



1 point for prevailing and seat-position wind

Non-scoring pungs



No points just for having these!

Non-scoring pungs

- They can only provide points when combined with other tile combinations.
- And the options are limited.

Chees vs. Non-Scoring Pungs

Options for chees

All Chees	1	All chees and eyes in varying suits
Middle Tile (Closed Wait)	1	Waiting for the missing inside tile to form a chee
End Tile (Edge Wait)	1	Waiting for a missing 3 or 7 tile of a terminal chee
Two Suits (Missing one suit)	1	A hand with tiles from only 2 suits and no honors
Twins	1	Two identical chees, same numerical sequence of the same suit
Consecutive/ Short Sequence/ Short Straight	1	Two sequential chees in the same suit (2-3-4-5-6-7) including 7-8-9 + 1-2-3
No Terminals/ No Honors	1	A hand with no dragons, winds, 1's, or 9's

Options for

non-scoring pungs

Two Suits (Missing one suit)	1	A hand with tiles from only 2 suits and no honors
No Terminals/ No Honors	1	A hand with no dragons, winds, 1's, or 9's

Don't meld a non-scoring pung unless you have a plan!

Corollary: An un-melded pung can be converted to eyes.

To pung or not to pung? That is the question.

Yes, if . . .

- High-point strategy looks feasible
- 1 point (preferably 2 points) already obtained or planned
- You're feeling luck

No, if . . .

- First point not planned / obtained
- You want maintain maximum flexibility

Summary of 2-Point Strategies

Look for high-point combinations.

Get one point at a time/meld with intention.

Default hand = Two Suits + All Chees = 2 points

Discard single honor tiles (winds and dragons).

Beware of non-scoring pungs.

Questions?

Case Study #1

You are the player seated to the right of the banker. The prevailing wind is South. You mahjong on the hand shown below.

How many points do you have based on these tiles??



Waiting for the eye—1 point

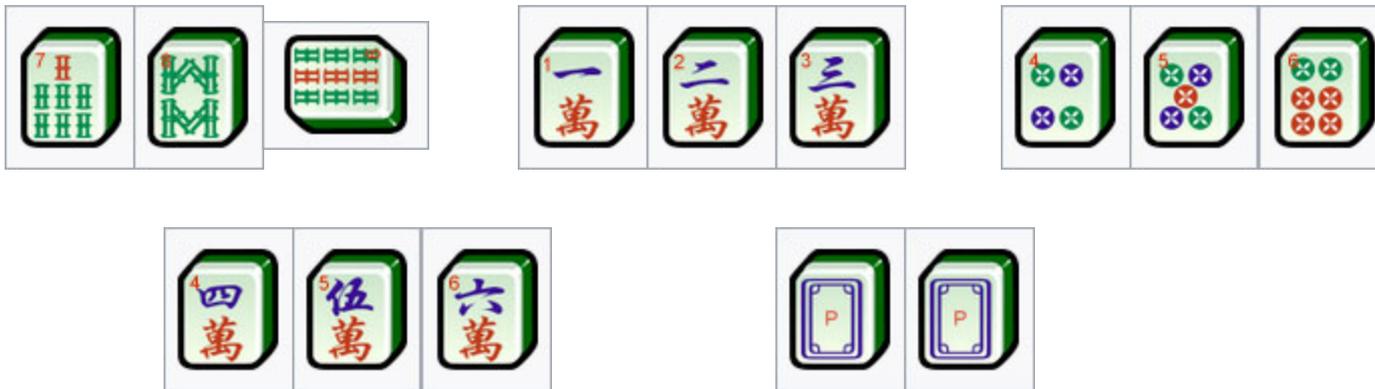
Terminals with honors—2 points

Seat-position flower—1 point

Case Study #2

You are the player seated to the left of the banker. The prevailing wind is South. You mahjong on the hand shown below

How many points do you have based on these tiles?



All chees—1 point

Mixed dragon—2 points

Consecutive/Short sequence—1 point

No flower—1 point

Case Study #3

You are the banker. The prevailing wind is East. You mahjong on the hand shown below

How many points do you have based on these tiles?



Prevailing and seat-position wind—2 points

Green dragon—1 point

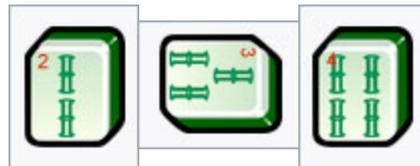
All pungs—3 points

Seat-position flower—1 point

Case Study #4

You are seated across from the banker. The prevailing wind is West. You mahjong on the hand shown below

How many points do you have based on these tiles?



All five suits—3 points

Prevailing and seat-position wind—2 points

Middle tile (closed wait)—1 point

Bouquet—2 points

Seat-position flower—1 point

Case Study #5

You are seated to the left of banker. The prevailing wind is East.
You mahjong on the hand shown below

How many points do you have based on these tiles?



Twins—1 point

End tile (end wait)—1 point

Consecutive (short straight)—1 point

Terminals with honors—2 points

Hybrid—3 points

Questions?