

Playing a 3-point minimum game



All melds are important!

Default Hand

Discard single honor tiles

High-point combinations

All melds are important!

Early melds, especially, need to be strategic.

1. All pungs, not just pointless pungs, can cause problems if melded early.
2. Chees of 1-2-3, 4-5-6, and 7-8-9 tend to be slightly safer.
3. Melding can give away your strategy.

Default Hand

All Chees—1 point

Two Suits—1 point

Twins or Short Straight—1 point

TOTAL = 3 points

Discard single honor tiles

(if strategy doesn't include them)



Corollary: Get rid of non-scoring honor tiles first.

Look for and don't be afraid of high-point combinations

1. A high-point combo helps ensure you can meet the 3-point minimum.
2. Often means you can combine pungs, kongs, and chees; and suits and honors in the same hand. (All Five Suits, Hybrid, Terminals with Honors, Pure Dragon, Mixed Dragon, All One Suit, Triple Mixed Chees)
3. Playing 3-point minimum often requires a longer game, so you have time to finish a high-point strategy.

Corollary: KNOW the high-point combinations!

Be flexible!

1. Try to have multiple strategies.
2. Be ready to change to a different strategy based on draws and discards.
3. Constantly reevaluate.

Be wary!

1. Make sure your melds are intentional.
2. Watch discards and melding of others to determine available tiles.
3. Play defense if you can't win.

Plan ahead!

1. Watch what individual players are discarding.
2. Don't rely on pure luck to win.
3. Know the different point options so you can be prepared to take advantage of them.

Banker's choice.

Play with different people.

Coaching is easier if you don't sit next to the windows.

Questions?