

Playing a 3-point minimum game



Early melds need to be strategic

Default Hand

Discard single honor tiles

High-point combinations

Early melds need to be strategic.

1. All pungs, not just pointless pungs, can cause problems if melded early without a plan.
2. However, if you have a plan for a pung, don't be afraid to meld it.
3. If melding an unplanned chee, chees of 1-2-3 or 4-5-6 or 7-8-9 tend to be slightly safer.

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 honors)



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

Look for 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, All Fives, Lower Four, Upper Four, Lower Three, Middle Three, Upper Three)
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. Be ready to change to a different strategy based on draws and discards.
2. Constantly reevaluate. **Put newly drawn tiles in your hand and rearrange tiles to see what might work.**

Plan ahead!

1. Watch what other players are discarding and melding.
2. Know the different point options so you can be prepared to take advantage of them.

Two Takeaways

1. Plan your pungs

Don't meld a pung unless you have a plan for how to use it.

An unmelded pung can be turned into eyes.

2. Two Suits is a good default

Has plenty of additional possibilities

Simplifies discarding/melding/decision-making

What's Your Strategy?



Triple Mixed Chees—3 points

All Chees—1 point

No Terminals/No Honors—1 point



Terminals with Honors—2 points

All Five Suits—3 points



Short Straight x 2 –2 points

All Chees—1 point

Two Suits—1 point



Hybrid—3 points

Dragon Pung/Kong x 2—2 points

Alternative: Triple Mixed Chees



Terminals with Honors—2 points

Prevailing Wind/Seat-Position Wind—1 point



All chees—1 point

No Terminals/No Honors—1 point

Short Straight—1 point

Two Suits—1 point



13 Orphans—9 points

Terminals with Honors—2 point

Hybrid—3 points



Seven Sisters—6 points

Triple Mixed Chees—3 points

Upper Four—3 points

No Terminals/No Honors—1 point

All Chees—1 point

Twins—1 point

Tile Hog—1 point

Mahjong Express

- 20 seconds
- 2-point minimum, Flower points do NOT count

Questions?