MAHJ DAY · FOR THE HOST

Mahj Day Checklist

Date _____ Time _____ Host _____

Address _____ Players _____ Tables _____

Before Mahj day 1–2 WEEKS OUT

- [ ] Set the date and send the invites
- [ ] Get a yes or no from everyone (tables of 4, and a table of 3 works too)
- [ ] Seats full? Keep a waitlist in the order people replied
- [ ] Line up a sub or two for empty seats
- [ ] Agree on house rules (the pie, switching tables, points or coins, the Charleston at a table of 3)
- [ ] Decide the prizes, if your group plays for them

Supplies

- [ ] An American mahjong set for every table: 152 tiles, jokers included
- [ ] Four racks and a pair of dice for every table
- [ ] This year's card for every player (most players bring their own)
- [ ] A score sheet and a pen for every table
- [ ] Coins or chips, if your group plays for money
- [ ] Card tables with 4 chairs each

Food and drinks

- [ ] Snacks away from the tiles
- [ ] Something sweet for the break
- [ ] Drinks, and water for everyone
- [ ] Plates, cups and napkins

At the end of the day

- [ ] Add up each player's points
- [ ] Hand out the prizes: most points, most Mahjs, biggest hand
- [ ] Settle up, if your group plays for coins
- [ ] Pick the next host and date

Set up BEFORE PLAYERS ARRIVE

- [ ] A set, four racks and dice on every table
- [ ] A score sheet and pens on every table
- [ ] Count the players before anyone sits down
- [ ] Fill tables of 4. Three left over make a table of 3; one or two start a waiting line

How the day runs

1. **Pick East:** at each table everyone rolls, and the highest roll is the first East. After each game the deal passes to the right.
2. **After each game,** the scorekeeper writes who called Mahj, the hand's value, thrown or self-picked, and jokerless or not.
3. **Thrown:** the thrower pays double, everyone else pays the value. **Self-picked:** everyone pays double. **Jokerless:** double it all. **Wall game:** nobody pays.
4. **Waiting line:** after each game, that game's East steps out to the end of the line and the first in line sits down. Points belong to the player, not the seat.
5. **Late or leaving early?** Late arrivals join the end of the line. When someone leaves, the first in line takes the seat, or the table plays on as three.

NOTES