

Scoring Rules

MAHJ-X scores are mostly based on [Standardized National Mah Jongg Tournament Rules](#). Penalties and bonuses are the same for home games as well as tournaments, providing a consistent scoring system regardless of the setting. Points are gained by wins (including potential bonuses) and penalties are incurred due to infractions. While the MAHJ-X point system is similar to standard tournament rules, there are some clear differences such as imposed infractions not defined by the NMJL (e.g. looking at a blind pass).

Penalties

- -10 points for looking at a blind pass
- -10 points for picking out of turn
- -10 points for picking from the wrong wall or the wrong end of the wall
- -10 points for misnaming a tile that is claimed for an exposure or Mah Jongg

Lost opportunity: Some infractions do not result in a penalty. For instance, failing to announce an amendment to an exposure results in no point deduction. However, the player forfeits the opportunity to make the amendment during their turn. Please see the [rules summary](#) for details.

If the winning tile was called from a discard, the discarder receives the following penalty:

- -10 points if the winner had 0 or 1 exposures
- -20 points if the winner had 2 exposures
- -25 points if the winner had 3 exposures

Points gained and bonuses

The winning player receives:

- The number of points for the winning hand (as stated on the card)
- A 10-point bonus if the hand is jokerless (except for Singles & Pairs hands)
- A 10-point bonus if a hand was completed without prior exposures (except concealed hands)

Unlike traditional rules, no bonus is earned for self-picked hands. The rationale is that "self-picked" is more a reflection of luck than skill.

Wall games: All players receive 10-point.

Scoresheet

Points, penalties and bonuses are kept on a score sheet with one column per player (see [sample score card](#)). At the end of the session, each column is tallied to determine the winner

Converting Points to Money

If playing for money, points can be converted to a monetary value at the end of the session as follows:

1. All players put \$X in a pot at the beginning
2. At the end of the session, calculate total points for all players (from the scoresheet)
3. Players with negative total scores get nothing back (ie they've hit PIE limit)
4. Add up points for all players with positive totals
5. Divvy up the \$X between positive players in proportion to their points totals

Example:

- 4 players put \$5 each in the pot (\$20 total)
- At the end of the session:
 - A has 250 points
 - B has 100 points
 - C has 50 points
 - D has negative 30 points

Total positive points = $250+100+50= 400$

A gets $\$20 \times 250/400 = \12.50

B gets $\$20 \times 100/400 = \5

C gets $\$20 \times 50/400 = \2.50

D gets 0

If calculations don't yield exact numbers, round to the nearest 25 cents.

The advantage of this method is that it distributes the money fairly to players in proportion to their points.

Feel free to use [this tool](#) to simplify the calculations.