

OC Mahjong

Beginners Guide

At OC Mahjong, we use the following rubric to help new players focus their efforts on specific topics of mahjong.

Players who attend our regular days are expected to hit **Level 3** within 3 ~ 4 months.

Level 3 represents an important milestone for mahjong players as it is when a player is able to *correctly* operate the game *independently*. It also represents a point in which a player has enough basic understanding of the game to begin learning other skills and strategies. Any player who achieves **Level 3** will be rewarded with an opportunity to become a club member. Club membership has benefits such as reduced day fees, eligibility for our league, invitations to paifu review sessions, and access to Mahjong AI tools.

Complete all items with a **Satisfactory** rating or better to advance. Players are expected to adapt to instruction and improve each session.

- **Needs Improvement:** Some evidence of understanding, still lacking consistent execution.
- **Making Progress:** Almost there.
- **Satisfactory:** Demonstrates consistent execution. [80%]
- **Outstanding:** Demonstrates consistent mastery that becomes second nature.

On every level of this beginner's guide, there is a line that denotes "Good Mentality". This is a blanket term that encompasses aspects of the club that are not strictly about the game of Riichi Mahjong itself. This includes aspects like a positive attitude during club meetings, a desire to further one's understanding of the game of Riichi Mahjong, receptiveness to feedback, and showing improvement by internalizing said feedback. This also includes not being emotionally reactive and overly analytical toward the results of the game (e.g. crashing out, using single instance results to justify past/future choices).

Level 1 - Basic Operations of The Game

- Game Operations
 - Knows where and how to split the wall
 - Knows how to draw starting hands
 - Knows how the dora indicator is revealed
 - Knows the turn-to-turn mechanics (draw, call, discard)
 - Knows the proper terminology (pon, kan, chi, ron, tsumo)
 - Knows the shape of a winning hand
 - Knows point sticks and their values
 - Recognizes all tiles
 - Recognizes dora from dora indicator
- Tile Efficiency
 - Discards lone honor tiles first
 - Discards lone terminal tiles next
- Scoring
 - Does not miss scoring the following Yakus:
 - Riichi
 - Tanyao
 - Yakuhai
- Good Mentality

Feedback:

Level 2 - Basic Operations of the Game (Part 2)

- Game Operation
 - Knows how kan-dora indicator is revealed
 - Checks ura-dora
 - Knows furiten
 - Pushes wall forward and moves it when appropriate
 - Knows the proper
 - Riichi declaration action order
 - Call (pon, chi, kan) action order
 - Point declaration when winning a hand
 - Etiquette and procedure for point exchange/payment
 - Knows honba
 - When it increases
 - Value for ron and tsumo
 - Knows what to do during an exhaustive draw
 - Length of the dead wall
 - Tenpai / No-ten reveal order
 - Exhaustive draw point exchange payee and value
 - Riichi sticks stay on the table
- Tile Efficiency
 - Recognizes basic proto-blocks such as two-sided waits (ryanmen)
 - Retains stronger proto-blocks over weaker ones
 - (ryanmen > kanchan > penchan)
- Scoring
 - Able to count Hans
 - Does not miss the following Yakus when scoring:
 - Menzen Tsumo
 - Pinfu
 - Honitsu
 - Toitoi
 - Chiitoitsu
- Good Mentality

Feedback:

Level 3 Beginner Strategies & Independent Operations

- Tile Efficiency
 - Basic understanding and execution of 5 block theory
 - Can count blocks and knows 1 block is 2-3 tiles
 - Prefers 5 strong blocks over 6 weaker blocks
 - Does not randomly go from 5 blocks to 4 blocks
 - Does not regress in shanten
 - Recognizes common connected shapes
 - e.g., 579, 1234, 2234, 34567, 2234567, 1234567, 2223, 1333, 8889, 3334588
 - Able to compare tile acceptance of different shapes
- Strategy
 - Attempts to make use of dora
 - Basic push/fold against riichi
 - push if tenpai, fold if no-ten
 - Able to defend against riichi with genbutsu, honor tiles, kabe, and suji tiles
 - Plays to advance the hand when there are no tiles to defend with
- Scoring
 - Knows which Yakus lose Han when opened
 - Scores independently and correctly (han, fu, score conversion) with minimal usage of a scoring chart
- Good mentality

Feedback: