

PRACTICE CARD • 2100

for learning, never for league play

2100 Year hands. The 0 is a Soap.

FFFF 2100 111 111 (Any 3 Suits) X 25

NNN 2100 SSS 2100 (Any 2 Suits) X 30

2468

22 444 66 888 DDDD (Any 1 Suit, Matching Dragon) X 25

FFF 22 44 666 8888 (Any 2 Suits) X 25

ANY LIKE NUMBERS

FF 5555 DD 5555 DD (Any 2 Suits, Any Like Numbers, Matching Dragons) X 30

QUINTS

FFFFFF 33333 DDDD (Any 1 Suit, Any Number, Matching Dragon) X 40

CONSECUTIVE RUN

FFF 1234 55 666 77 (Any 1 Suit, Any 7 Consecutive Numbers) X 30

555 666 555 666 FF (Any 2 Suits, Any 2 Consecutive Numbers) X 25

13579

FF 111 555 999 DDD (Any 3 Suits, Any Dragon) X 25

FFF 1111 3333 555 (Any 2 Suits) C 35

WINDS & DRAGONS

NN EEE WWW SS DDD (Any Dragon) X 30

EEEE WWW DD DD DD (All 3 Dragons) X 35

SINGLES & PAIRS

NEWS 11 22 33 44 55 (Any 1 Suit, Any 5 Consecutive Numbers) C 50

FF 13579 13579 DD (Any 2 Suits, Any Dragon) C 50

Each line is one winning hand, fourteen tiles. The sections in the bands group hands built the same way.

Colors group the numbers, never name a suit. Same color, same suit as each other. Different colors, different suits. Flowers and Winds wear a color and have no suit.

The words in parentheses win when they and the colors seem to disagree. X means you may call discards to build the hand. C means it stays concealed. The number is what it pays.

F is a Flower, D a Dragon, N E W S the Winds, and the 0 in 2100 is a Soap. Jokers go only in groups of three or more.

The Order of the Tile Practice Card, orderofthetile.com/practice-card.html. Every line invented for learning; none is from a published card. For league, club and tournament play, use this year's card from the National Mah Jongg League.