

Mahjong Etiquette Do's

- **Be punctual.** A Mahjong table needs four players; starting late delays everyone.
- **Greet other players warmly.** Acknowledge your tablemates before play begins.
- **Handle tiles respectfully.** Pick them up and place them down gently.
- **Announce your discards clearly.** Call out the name of the tile you are discarding as you place it down.
- **Respectfully request the Joker in an Exchange.** Ask, May I do a Joker exchange? Allow your opponent to hand you the Joker and then take the matching tile to add to their exposed set. A player may not refuse.
- **Participate in the shuffle, a.k.a. the "wash."** Mix tiles in circular motions to ensure randomness.
- **Ask about and follow house or table rules.** Every group has variations, so adapt politely.
- **Be gracious, whether you win or lose.** Celebrate others' wins, accept losses quietly, and thank your opponents for the game.
- **Offer help.** Guide newcomers between rounds, not during active play.
- **Consider whether you call another player's hand dead.** Some consider it poor sportsmanship while others consider it strategic play.
- **Accept when another player calls your hand dead, and it is.** Bow out gracefully and observe the game through to the end.

Mahjong Etiquette Don'ts

- **Touch another player's tiles or wall.** Only interact with your own tiles, especially in Joker exchanges.
- **Rush the deal or the Charleston.** Wait to look at your tiles until every player has received all of their tiles during the deal and each pass of the Charleston.
- **Slow down the pace of play.** Think during others' turns, so you're ready when it's yours.
- **Talk about your hand mid-game.** Avoid hints, complaints, or commentary that reveal strategy.
- **Speculate about another player's potential line based on exposures, discards or calls.** Avoid hints that may call others' attention to any player's strategy.
- **Use your phone during play.** It breaks focus and slows the game.
- **Call your own hand dead.** Keep playing and try to force a wall game.
- **Throw in your tiles until Mahjong is confirmed.** Players make mistakes, and the game will continue.
- **Drag out your turns.** Excessive hesitation frustrates others and affects the game tempo.
- **Gloat or sulk.** Over-celebrating or complaining ruins the spirit of play.
- **Argue over rules mid-hand.** Wait until the round ends to clarify and settle disputes calmly.