

FAQ 6. "I Need A Unified Set of Mah-Jongg Terms!"

Or: "I've been reading [book X or website Y], and the terms they use in that book or website don't match the terms I hear from my play group or see on the mah-jongg newsgroup. Is there a 'Mah-Jongg Rosetta Stone' so I can make sense of it all?"

The purpose of this FAQ is to help readers make sense of the different terminology systems used by different mah-jongg authors. This is not a mah-jongg dictionary; no definitions are given. Just different terms used to mean the same thing.

In making this "Rosetta Stone," I have mainly used English-language books (with the main exception of the listings for Dutch- and Japanese- and Chinese-language terms), and only those books which I have managed to put my hands on at the time of writing. I have also included the terms used by selected Internet authors, and by the game Shanghai Dynasty -- if authors of other "true" Mah-Jongg games want their terms included, I'll gladly add those.

If a term is shown with multiple terms, the first term is the one primarily used in that system, and the one(s) in parentheses are the alternate terms mentioned at least once in the book.

There is an author key at the end of this file.

MAH-JONGG (how the authors spell "mah-jongg")

- Babcock.....Mah-Jongg

- Barr.....Mahjong
- Bell.....Ma-Jong
- BMJA.....Mah-Jong
- Carkner.....Mah Jong
- Constantino..Mahjong
- Dutch(FN)....MahJongg
- Dutch(MR)....Mahjong (the spelling per the Dutch "Little Green Book")
- Glass.....Mah Jongg
- Huang.....Mahjong
- Japanese.....Majan 麻雀
- K & F.....Mah Jong
- Kohnen.....Mah-Jongg
- Li.....Mah-Jong
- Lo.....Mahjong
- Mhing.....Mah Jongg
- Millington...Mah-Jongg
- MJM.....Mahjong, Mah-jong, Mahjongg (J: maajann 麻雀, C: ma jiang 麻將)
- NMJL.....Mah Jongg
- OCOCCMJ.....MaJiang
- P & C.....Mahjong
- Pritchard...Mahjong
- Robertson...Mahjong
- S & E.....Mah Jong
- Shanghai....Mah-Jongg
- T & M.....Mah Jong
- Tjoa.....Mah Jong
- Tsui-IMJ.....Mahjong
- Tsui-WUMT...Mahjong
- Walters.....Mah Jongg
- Whitney.....Mah Jong
- Willoughby...Mahjong
- WPAFB.....Mah Jongg
- Wu.....Mah jong or Ma chueh
- Jyut Ping....ma2que4 (per Alan Kwan) or maa4 zoek3 (per Thierry Depaulis)
- Chinese.....麻雀 (ma que or ma qiao, font face="arial""hemp sparrow / jute bird / flax

bird"/font) or 麻將 (ma jiang; font face="arial" "ma" being short for ma que or ma qiao i.e. mahjong, and jiang meaning general or commander, thus the phrase has to do with tactics or strategy/font - or it's someone's name, such as "General Ma") - also seen rarely: 麻鵲 (ma que, font face="arial" "hemp bird"/font) and also rarely 馬將 (ma3 jiang4, font face="arial" "horse general"/font). 麻雀 is the classic way of writing it, and 麻將 is the way it's written in China today by the WMO.

- Pinyin.....ma2 jiang4
- Preferred....Mah-Jongg, Mah Jongg, or Mahjong (all are OK)

(Note: It is also interesting (or perhaps just confusing?) to consider ma3diao4/ma3tiao4/ma2ch'iao3 (JIS 474F, 445F) - the name of a significant card game which preceded the tile game of mah-jongg)

TILE

- Babcock.....Piece (tile)
- Barr.....Tile
- Bell.....Tile (piece)
- BMJA.....Tile
- Carkner.....Tile
- Constantino..Tile
- Dutch(FN)....Steen (trans. "stone;" plural "stenen") ("tegel" not used for game tiles)
- Glass.....Tile
- Huang.....Tile
- Japanese.....Pai 牌
- K & F.....Tile
- Kohnen.....Tile
- Li.....Tile
- Lo.....Tile
- Mhing.....Card (Mhing is a card version of MJ)
- Millington...Tile
- MJM.....Tile 牌

- NMJL.....Tile
- OCOCCMJ.....Pie
- P & C.....Tile
- Pritchard....Tile
- Robertson....Tile
- S & E.....Tile
- Shanghai....Tile
- T & M.....Tile
- Tjoa.....Tile
- Tsui-IMJ.....Pie
- Tsui-WUMT....Pai
- Walters.....Card (his book comes with cards)
- Whitney.....Tile
- Willoughby...Tile
- WPAFB.....Tile
- Wu.....Tile
- Jyut Ping....Paai2 (tile)
- Chinese.....Pai 牌 (same term is used for domino-like tiles and paper cards alike)
- Preferred....Tile

THE SUITS (Cantonese: "zi;" Japanese: "zu;" Dutch: "kleuren"; IMJ: "serials")

CHARACTERS

- Babcock.....Characters (wan)
- Barr.....Characters, Cracks, Grands
- Bell.....Characters
- BMJA.....Characters
- Carkner.....Characters
- Constantino..Chinese (characters, marn tse)
- Dutch(FN)....Tekens
- Glass.....Character tiles
- Huang.....Craks (characters, wan, ten thousands, man-zu)
- Japanese.....Manzu or Wanzu (each tile is called "[number] wan") 萬子
- K & F.....Won
- Kohnen.....Characters (characks, cracks, wan)
- Li.....Amount (wàn)

- Lo.....The Character Tiles (man jee)
萬子 牌
- Mhing.....Characters
- Millington...Characters
- MJM.....Characters (J, C: wàn) 万
- NMJL.....Craks
- OCOCCMJ.....Won Kind
- P & C.....Characters
- Pritchard....Character tiles (won, wan,
myriad, 10 000)
- Robertson....Characters
- S & E.....Characters (cracks)
- Shanghai.....Craks (characters, wan, ten
thousand)
- T & M.....Characters
- Tjoa.....Wans (words)
- Tsui-IMJ.....Mats
- Tsui-WUMT....Wan
- Walters.....Wan (ten thousands, characters)
- Whitney.....Characters
- Willoughby...Numbers (wàn)
- WPAFB.....Cracks
- Wu.....Wans
- Jyut Ping....Maan6 Zi2
- Chinese.....萬子 (Mandarin: "wan")
- Preferred....Characters (American game: craks)

BAMBOO

- Babcock.....Bamboo (tiao)
- Barr.....Bamboo, Bams, Sticks
- Bell.....Bamboos
- BMJA.....Bamboos
- Carkner.....Bamboos
- Constantino..Bamboo (sock tse)
- Dutch(FN)....Bamboe
- Glass.....Bamboo tiles
- Huang.....Bams (bamboos, sticks, hundreds,
sou-zu)
- Japanese.....Sozu (each tile is called
"[number] so" or "zo") 索子

- K & F.....Bamboo
- Kohnen.....Bamboos (sticks, bams, boos)
- Li.....Bushels (sù)
- Lo.....The Bamboo Tiles (sok jee) 索子 牌
- Mhing.....Bamboos
- Millington...Bamboo
- MJM.....Bamboos (J: sou, C: tiáo)
- NMJL.....Bams
- OCOCCMJ.....Being Kind or Tear Kind (not sure which)
- P & C.....Bamboo
- Pritchard....Bamboo tiles
- Robertson....Bamboos
- S & E.....Bamboo
- Shanghai.....Bams (bamboo, sticks)
- T & M.....Bamboo
- Tjoa.....Bamboos
- Tsui-IMJ.....Socks
- Tsui-WUMT....Sok
- Walters.....Bamboo
- Whitney.....Bamboo
- Willoughby...Sticks (tiao)
- WPAFB.....Bams
- Wu.....Tiaos or sticks
- Jyut Ping....Sok3 Zi2
- Chinese.....条子
- Preferred....Bam or bamboo

DOTS

- Babcock.....Dots (tung)
- Barr.....Balls, Dots, Pips, Wheels
- Bell.....Circles
- BMJA.....Circles
- Carkner.....Circles
- Constantino..Circle (thung tse)
- Dutch(FN)....Kring
- Glass.....Dot tiles
- Huang.....Dots (balls, circles, coins, buckets, units, pin-zu)

- Japanese.....Pinzu (each tile is called "[number] pin") 筒子
- K & F.....Balls
- Kohnen.....Balls (dots, circles)
- Li.....Circles (tông)
- Lo.....The Circle Tiles (tung jee) 筒子牌
- Mhing.....Dots
- Millington...Circles
- MJM.....Circles (J: pin, C: bǐng)
- NMJL.....Dots
- OCOCCMJ.....Being Kind or Tear Kind (not sure which)
- P & C.....Dots
- Pritchard...Circle tiles
- Robertson...Circles
- S & E.....Circles
- Shanghai....Dots (balls, circles)
- T & M.....Circles
- Tjoa.....Coins
- Tsui-IMJ....Tanks
- Tsui-WUMT...Tan
- Walters.....Circles
- Whitney.....Dots
- Willoughby...Wheels (tung)
- WPAFB.....Dots
- Wu.....Tungs or circles
- Jyut Ping....Tung4 Zi2
- Chinese.....饼子
- Preferred....Dots or circles

DRAGONS (Note: the use of the word "dragons" for these tiles is strictly a Western practice. Most Asian players do not call these tiles "dragons")

- Babcock.....Honors
- Barr.....Colored Dragons, Colors, Dragons
- Bell.....Cardinal Tiles
- BMJA.....Dragons
- Carkner.....Dragons
- Constantino..Cardinals
- Dutch (FN)Draken

- Glass.....Dragon tiles
- Huang.....Elements (dragons)
- Japanese.....Sangenpai 三元牌
- K & F.....Color tiles
- Kohnen.....Dragons
- Li.....Primes (ideograms)
- Lo.....Dragons 三元牌
- Mhing.....Dragons
- Millington...Dragons
- MJM.....Dragons
- NMJL.....Dragons
- OCOCCMJ.....Dragon Pie
- P & C.....Dragons
- Pritchard...Dragons
- Robertson...Dragons
- S & E.....Dragons
- Shanghai....Dragons
- T & M.....Dragons
- Tjoa.....Virtues
- Tsui-IMJ.....The Youths
- Tsui-WUMT...Dragons
- Walters....."Dragons" (reluctantly, only because it's widely used in the West)
- Whitney.....Dragons
- Willoughby...Dragons
- WPAFB.....Dragons
- Wu.....The prime series
- Cantonese....(Kwan: no specific word; Gaan: Faan1 Zi2 or Zung1 Faat3 Baak6)
- Cantonese....(Tsui: Perhaps they are called Saam Yuen 三元牌 - the Three Scholars - Those who succeeded in passing the imperial examinations in ancient China)
- Chinese.....箭牌 (Arrow Tile)
- Preferred....Dragons

RED DRAGON

- Babcock.....Red Dragon
- Barr.....Center Dragon, Red Dragon
- Bell.....Red Dragon

- BMJA.....Red Dragon
- Carkner.....Red Dragon
- Constantino..Red Dragon (hung chung)
- Dutch(FN)....Rode draak
- Glass.....Red Dragon
- Huang.....(not named)
- Japanese.....Chun 中
- K & F.....Red Dragon (red letter)
- Kohnen.....Red Dragon (cheung)
- Li.....Honor
- Lo.....Red (Chung) 中
- Mhing.....Red Dragon
- Millington...Red Dragon
- MJM.....Red dragon (J: aka [red], C: hóng zhong)
- NMJL.....Red
- OCOCCMJ.....Red Dragon
- P & C.....Red Dragon
- Pritchard....Red Dragon
- Robertson....Red Dragon
- S & E.....Red Dragon
- Shanghai.....Red Dragon
- T & M.....Red Dragon (chung)
- Tjoa.....Zhong
- Tsui-IMJ.....Joh
- Tsui-WUMT....Red Dragon
- Walters.....Centre (chung)
- Whitney.....Red Dragon
- Willoughby...Red Dragon (hóngzhong)
- WPAFB.....Red Dragon
- Wu.....Red, Chung
- Jyut Ping....Hung4 Zung1 (Red Center)
- Chinese.....红中
- Preferred....Red Dragon (American game: Red)

GREEN DRAGON

- Babcock.....Green Dragon
- Barr.....Blue Dragon, Fortune Dragon, Green Dragon
- Bell.....Green Dragon

- BMJA.....Green Dragon
- Carkner.....Green Dragon
- Constantino..Green Dragon (fart choy)
- Dutch(FN)....Groene draak
- Glass.....Green Dragon
- Huang.....(not named)
- Japanese.....Hatsu 発, usu. "ao" (blue)
- K & F.....Green Dragon (green letter)
- Kohnen.....Green Dragon (fa choy)
- Li.....Fortune
- Lo.....Green (Fat) 発
- Mhing.....Green Dragon
- Millington...Green Dragon
- MJM.....Green Dragon (J: ao [blue], C: lù fā)
- NMJL.....Green
- OCOCCMJ.....Green Dragon
- P & C.....Green Dragon
- Pritchard....Green Dragon
- Robertson....Green Dragon
- S & E.....Green Dragon
- Shanghai....Green Dragon
- T & M.....Green Dragon (fa)
- Tjoa.....Fa
- Tsui-IMJ.....Fortua
- Tsui-WUMT....Green Dragon
- Walters.....Commence (fa)
- Whitney.....Green Dragon
- Willoughby...Green Dragon (chingfa)
- WPAFB.....Green Dragon
- Wu.....Green, Fa
- Jyut Ping....Faat3 Coi4 (Get Rich)
- Chinese.....发财
- Preferred....Green Dragon (American game: Green)

WHITE DRAGON

- Babcock.....White Dragon
- Barr.....White Dragon, Tofu
- Bell.....White Dragon

- BMJA.....White Dragon
- Carkner.....White Dragon
- Constantino..White Dragon (phak phan)
- Dutch (FN)....Witte draak
- Glass.....White Dragon
- Huang.....(not named)
- Japanese.....Shiro, haku (trans. "white") 白
- K & F.....White Dragon (blank)
- Kohnen.....White Dragon (the bak board or pak board)
- Li.....Long Life
- Lo.....White (Bak) 白
- Mhing.....White Dragon
- Millington...White Dragon
- MJM.....White Dragon (J: shiro [white, blank], C: báí ban)
- NMJL.....Soap (White)
- OCOCCMJ.....White Dragon
- P & C.....White Dragon
- Pritchard....White Dragon
- Robertson....White Dragon
- S & E.....White Dragon
- Shanghai....White Dragon
- T & M.....White Dragon (pai)
- Tjoa.....Bai
- Tsui-IMJ.....Bobby
- Tsui-WUMT....White Dragon
- Walters.....White (blank) (pai)
- Whitney.....White Dragon
- Willoughby...White Dragon (báipí)
- WPAFB.....White Dragon
- Wu.....White, Pai
- Jyut Ping....Baak6 Baan2 (White Board)
- Chinese.....白板
- Preferred....White Dragon (American game: Soap)

WINDS

- Babcock.....Winds
- Barr.....Directions, Winds

- Bell.....Winds
- BMJA.....Winds
- Carkner.....Winds
- Constantino..Compass Reading tiles
- Dutch(FN)....Winden
- Glass.....Wind tiles
- Huang.....Winds (kaze)
- Japanese.....Kaze (kazepai) 風 (風牌)
- K & F.....Winds
- Kohnen.....Winds
- Li.....Winds (ideograms)
- Lo.....Winds 風牌
- Mhing.....Winds
- Millington...Winds
- MJM.....Winds (J: fuu, C: féng)
- NMJL.....Winds (NEWS)
- OCOCCMJ.....Founder Pie
- P & C.....Winds
- Pritchard....Winds or direction tiles
- Robertson....Winds
- S & E.....Winds (NEWS)
- Shanghai....Winds
- T & M.....Winds
- Tjoa.....Four winds
- Tsui-IMJ.....The Poles
- Tsui-WUMT....Winds
- Walters.....Directions
- Whitney.....Winds
- Willoughby...Winds
- WPAFB.....Winds (NEWS)
- Wu.....Winds
- Jyut Ping....Fung1 (Wind)
- Chinese.....風牌
- Preferred....Winds

EAST, SOUTH, WEST, NORTH

- Babcock.....E, S, W, N
- Barr.....E, S, W, N
- Bell.....E, S, W, N
- BMJA.....E, S, W, N

- Carkner.....E, S, W, N
- Constantino..E, S, W, N (Thung, Nham, Sai, Phak)
- Dutch(FN)....Oost, Zuid, West, Noord (E, S, W, N)
- Glass.....E, S, W, N
- Huang.....(not named)
- Japanese.....Ton, Nan, Sha, Pei 東、南、西、北
- K & F.....E, S, W, N
- Kohnen.....E, S, W, N
- Li.....E, S, W, N
- Lo.....East (Dong), South (Nam), West (Say), North (Buk) 東、南、西、北
- Mhing.....E, S, W, N
- Millington...E, S, W, N
- MJM.....E, S, W, N (J: ton, nan, sha, pee - C: dong, nán, xi, bei)
- NMJL.....N, E, W, S
- OCOCCMJ.....Eastern, Southern, Western, Northern Founder
- P & C.....E, S, W, N
- Pritchard....E, S, W, N
- Robertson....E, S, W, N
- S & E.....E, S, W, N
- Shanghai....E, S, W, N
- T & M.....E, S, W, N (Tung, Nan, Hsi, Pei)
- Tjoa.....E, S, W, N (Dong, Nan, Xi, Bei)
- Tsui-IMJ.....1 Pole, 2 Pole, 3 Pole, 4 Pole
- Tsui-WUMT....E, S, W, N
- Walters.....E, S, W, N
- Whitney.....E, S, W, N
- Willoughby...E, S, W, N (Dung, Nan, Syi, Bei)
- WPAFB.....E, S, W, N
- Wu.....East, South, West, North
- Jyut Ping....Dung1, Naam4, Sail, Bak1 (E, S, W, N)
- Chinese.....东、南、西、北
- Preferred....E, S, W, N (American game: N, E, W, S)

WINDS & DRAGONS COLLECTIVELY

- Babcock.....Winds & Honor Pieces
- Barr.....Honors, Letter Tiles
- Bell.....Winds & Cardinal Tiles
- BMJA.....Winds & Dragons (Honours; when terms included: "Major tiles")
- Carkner.....Honours
- Constantino..Farn Tse (Compass Reading Point Tiles & Cardinal Tiles)
- Dutch(FN)....Winden & Draken
- Dutch(PG)....Honeurs
- Dutch(MR)....Troefstenen
- Glass.....Honor tiles
- Huang.....Chars (honors, characters, tsu-hai; "ends" if terms included)
- Japanese.....Jipai, jihai, zuupai (trans. "character/word tiles") 字牌
- K & F.....Wind Tiles & Color Tiles
- Kohnen.....Honors
- Li.....Super Suits (Winds & Primes)
- Lo.....The Honor tiles (Fan Jee) 番牌
- Mhing.....Honors
- Millington...Honour Tiles
- MJM.....Honors tile (J, yakuhai; C: zi pái)
- NMJL.....Honors
- OCOCCMJ.....Characters (Hornors)
- P & C.....Honour Tiles
- Pritchard....Honour tiles
- Robertson....Honour Tiles (terms also included)
- S & E.....Honor Tiles
- Shanghai....Honors (sometimes includes terms too)
- T & M.....Honour Tiles
- Tjoa.....Word tiles (zi pai)
- Tsui-IMJ.....The Fairies
- Tsui-WUMT....Honours
- Walters.....Honours

- Whitney.....Honor Tiles
- Willoughby...Wind Tiles & Dragon Tiles
- WPAFB.....Honors (sometimes includes terms too)
- Wu.....Yaos (specifically, "the character yaos")
- Jyut Ping....Faan1 Zi2 ("faan" tiles)
- Chinese.....字牌 or (less often) 翻子(fan1zi: "word tiles")
- Preferred....Honors

"HONORS" (if word is used by author, how

"Honors" are defined by author)

- Babcock.....Dragons only
- Barr.....Winds & Dragons
- Bell.....Terminals only
- BMJA.....Winds & Dragons
- Carkner.....Winds & Dragons
- Constantino..(word not used)
- Dutch(FN)....(word not used)
- Dutch(PG)....Winds & Dragons ("honeurs")
- Dutch(MR)....Winds & Dragons ("troefstenen")
- Glass.....Winds & Dragons
- Huang.....Winds & Dragons
- Japanese.....(word not used)
- K & F.....(word not used)
- Kohnen.....Winds & Dragons
- Li.....Red Dragon only
- Lo.....Winds & Dragons
- Mhing.....Winds & Dragons
- Millington...Winds & Dragons
- MJM.....Winds & Dragons
- NMJL.....Winds & Dragons
- OCOCCMJ.....Winds & Dragons
- P & C.....Winds & Dragons
- Pritchard....Winds & Dragons
- Robertson...Winds & Dragons & Terminals
- S & E.....Winds & Dragons
- Shanghai....Winds & Dragons (sometimes Terms too)
- T & M.....Winds & Dragons & Terminals

- Tjoa.....(word not used)
- Tsui-IMJ.....(word not used)
- Tsui-WUMT....Winds & Dragons
- Walters.....Winds & Dragons
- Whitney.....Winds & Dragons
- Willoughby...(word not used)
- WPAFB.....Winds & Dragons (sometimes Terms too)
- Wu.....(word not used)
- Cantonese....(word not used)
- Chinese.....(word not used)
- Preferred....Winds & Dragons

FLOWER (the four Flower tiles)

- Babcock.....Flower
- Barr.....Flower tiles
- Bell.....Flower
- BMJA.....Flower
- Carkner.....Flower
- Constantino..Flower
- Dutch(FN)....Seizoen or bijseizoen ("additional season") or bonussteen
- Dutch(PG)....Bloem (plural: bloemen)
- Dutch(MR)....Bijseizoen (subseason) or bloem
- Glass.....Flower tiles
- Huang.....(not used)
- Japanese....Hanapai or Kapai 花牌
- K & F.....Flower
- Kohnen.....Flower
- Li.....Flower
- Lo.....Flower tiles (Far Pai) 花牌
- Mhing.....Flower
- Millington...Flower (Bonus)
- MJM.....Flowers (J: hanapai, C: hua pái)
- NMJL.....Flower
- OCOCCMJ.....Flower Pie
- P & C.....Flower
- Pritchard....Flower (bonus tiles; supplementary tiles)
- Robertson....Flower

- S & E.....Flower (Season)
- Shanghai.....Flower
- T & M.....Flower
- Tjoa.....Flowers
- Tsui-IMJ.....Blue Flowers (藍花)
- Tsui-WUMT.....Blue Flowers
- Walters.....Guardian
- Whitney.....Flower
- Willoughby...Flower (hwapái)
- WPAFB.....Flower
- Wu.....Flower (Wu refers to "the eight flower tiles" collectively, which also include "the four noble plants")
- Jyut Ping....Faal (Flower)
- Chinese.....花牌
- Preferred....Flowers

SEASON (the four Season tiles)

- Babcock.....Season
- Barr.....Flower tiles
- Bell.....Season
- BMJA.....Season
- Carkner.....Season (Flower)
- Constantino..Flower
- Dutch(FN)....Seizoen or hoofdseizoen ("main season") or bonussteen
- Glass.....Season tiles
- Huang.....(not used)
- Japanese.....Hanapai (Flower) or Kisetsu Pai (Season) 季節牌
- K & F.....Season
- Kohnen.....Season
- Li.....(not used)
- Lo.....Flower tiles (Far Pai) 花牌
- Mhing.....Flower
- Millington...Season (Bonus)
- MJM.....Seasons
- NMJL.....Flower
- OCOCMJ.....Flower Pie
- P & C.....Season

- Pritchard....Season (bonus tiles; supplementary tiles)
- Robertson....Season
- S & E.....Flower (Season)
- Shanghai....Season
- T & M.....Season
- Tjoa.....Seasons
- Tsui-IMJ....Red Flowers (紅花)
- Tsui-WUMT....Red Flowers
- Walters.....Guardian
- Whitney.....Season
- Willoughby...Season
- WPAFB.....Flower
- Wu.....Flower (Wu refers to "the eight flower tiles" collectively, which also include "the four seasons")
- Jyut Ping....Faal (Flower)
- Chinese.....花牌 (Flower tiles)
- Preferred....Usually: Flowers (and sometimes: Seasons)

FAN / DOUBLE

- Babcock.....Double
- Barr.....Fan, Han, Hand Point
- Bell.....Double
- BMJA.....Double
- Carkner.....Double
- Constantino..Farn (table)
- Dutch(FN)....Verdubbeling (plural: verdubbelen)
- Dutch(MR)....Verdubbeling or fan or punten
- Glass.....Double
- Huang.....Multiplier
- Japanese....Fan (han) 翻 (番、翻)
- K & F.....x2
- Kohnen.....Double
- Li.....Mark
- Lo.....Fan 番
- Mhing.....Credit
- Millington...Double
- MJM.....Double (J: fan)

- NMJL.....Double
- OCOCCMJ.....(Doubling not used in Chinese Official rules)
- P & C.....Faan
- Pritchard....Double ("faan" for other types of mah-jongg)
- Robertson....Double
- S & E.....Double
- Shanghai.....Fan / Han / Double (depending on mode)
- T & M.....Double
- Tjoa.....Fans (points)
- Tsui-IMJ.....Fold
- Tsui-WUMT....(Not listed)
- Walters.....Double
- Whitney.....Double
- Willoughby...Tái (台)
- WPAFB.....Double
- Wu.....Double
- Jyut Ping....Faan1
- Chinese.....番? 翻?; sometimes 分 (points) instead; sometimes used interchangeably with 番
- Preferred....Double (Hong Kong game: "Fan")

FOUR DOUBLES

- Babcock.....(not used)
- Barr.....(not given)
- Bell.....(not used)
- BMJA.....4 Doubles
- Carkner.....4 Doubles
- Constantino..(not used)
- Dutch(FN)....Vier verdubbelingen
- Glass.....4 Doubles
- Huang.....4 Multipliers
- Japanese.....Suhan or suufan 四翻
- K & F.....x16
- Kohnen.....Double 4 x
- Li.....Slam
- Lo.....Four Fans

- Mhing.....4 Credits
- Millington...4 Doubles
- MJM.....Four double (J: suufan)
- NMJL.....(not used)
- OCOCCMJ.....(not used)
- P & C.....4 Faan = 1 Laak
- Pritchard....4 Doubles
- Robertson....4 Doubles
- S & E.....4 Doubles
- Shanghai.....4 Fan / Suhan / 4 Doubles
(depending on mode)
- T & M.....4 Doubles
- Tjoa.....4 fans
- Tsui-IMJ.....4 Fold
- Tsui-WUMT....(not given)
- Walters.....(not used)
- Whitney.....4 Doubles
- Willoughby...4 Tái (4台)
- WPAFB.....4 Doubles
- Wu.....4 Doubles
- Jyut Ping....Sei3 Faan1 = Mun5 Wu2 (4 Faan = 1
Laak)
- Chinese.....四番? = 滿糊? 滿貫?
- Preferred....4 Doubles (Hong Kong game: 4 Fan)

PUNG

- Babcock.....Pung
- Barr.....Bump, Pung
- Bell.....Pung
- BMJA.....Pung
- Carkner.....Pung
- Constantino..Phoong
- Dutch(FN)....Pong (pung)
- Glass.....Pung
- Huang.....Tri (triple, kou)
- Japanese.....Pon ポン (spoken. Noun: kootsu
刻子; exp.: minkoo; conc.: ankoo)
- K & F.....Pon
- Kohnen.....Pung
- Li.....Three-of-a-kind (pèng)

- Lo.....Noun: Triplet; Verb: declare Pung
- Mhing.....Triplet (verb: pung)
- Millington...Pong
- MJM.....Pung (J: pon, C: pàng)
- NMJL.....Pung
- OCOCCMJ.....Tri (noun); Pen or Pen Pie (verb)
- P & C.....Pung
- Pritchard....Pung
- Robertson....Pung
- S & E.....Pung
- Shanghai.....Pong / Triple / Pon / Pung (4 voices)
- T & M.....Pung
- Tjoa.....Peng
- Tsui-IMJ.....Bango (verb: bang)
- Tsui-WUMT....Pung (verb: pung)
- Walters.....Pung
- Whitney.....Triplet
- Willoughby...Triple (kèzi, pùng)
- WPAFB.....Pung
- Wu.....Triplet (if formed by penging, Peng - if concealed in the hand, Ko)
- Jyut Ping....Pung3 (noun: Kaan5)
- Chinese.....碰 (noun: 刻?)
- Preferred....Pung (verb: pung)

KONG

- Babcock.....Four of a kind
- Barr.....Four of a Kind, Kong, Quad
- Bell.....Quong
- BMJA.....Kong
- Carkner.....Kong
- Constantino..Koong
- Dutch(FN)....Kong
- Glass.....Kong
- Huang.....Quad (quadruple, kan)
- Japanese.....Kan 槓 (カン)
- K & F.....Kan
- Kohnen.....Kong
- Li.....Four of a kind (gòng)

- Lo.....Noun: Quadruplet; Verb; Gong
- Mhing.....(Not used)
- Millington...Kong
- MJM.....Four identical tiles (J: kan, C: gāng)
- NMJL.....Kong
- OCOCCMJ.....Gang (Gang Pie)
- P & C.....Kong
- Pritchard....Kong
- Robertson....Kong
- S & E.....Kong
- Shanghai.....Kong / Quad / Kan / Gong (4 voices)
- T & M.....Kung
- Tjoa.....Gang
- Tsui-IMJ.....Kong
- Tsui-WUMT....Kong (verb: kong)
- Walters.....Kong
- Whitney.....Kong (Four)
- Willoughby...Gàng, gàngzi (Four of a Kind)
- WPAFB.....Kong
- Wu.....Kang
- Jyut Ping....Gong3 (verb: Hoil Gong3)
- Chinese.....檳 (verb: 開檳)
- Preferred....Kong (verb: kong)

CHOW

- Babcock.....Chow (run)
- Barr.....Chow, Run, Straight
- Bell.....Chow
- BMJA.....Chow
- Carkner.....Chow
- Constantino..Sheung
- Dutch(FN)....Chow
- Dutch(MR)....Chow or chi
- Glass.....Chow
- Japanese.....Chii 吃 (チー) (spoken. Noun: shuntsu 順子)
- K & F.....Chi
- Kohnen.....Chow

- Li.....Three-in-a-sequence (chi)
- Lo.....Verb: Sheung; Noun; Sequence
- Mhing.....Sequence (verb: chow)
- Millington...Chow
- MJM.....Chow (J, C: chi)
- NMJL.....(not used)
- OCOCCMJ.....Treat (Treat Pie)
- P & C.....Chi
- Pritchard....Chow
- Robertson....Chow
- S & E.....Chow
- Shanghai.....Chow / Sequence / Chi / Sheung (4 voices)
- T & M.....Chow (chee)
- Tjoa.....Sequence (series)
- Tsui-IMJ.....Seams (verb: seam)
- Tsui-WUMT....Chow (chow)
- Huang.....Seq (sequence, syuntu)
- Walters.....Chow
- Whitney.....Sequence
- Willoughby...Run of Three (sùenzi, chr)
- WPAFB.....Chow
- Wu.....Chih
- Jyut Ping....Soeng2 (up) (noun: Cìl, Gaan: sometimes Daap3 for noun)
- Chinese.....上 (noun: 竊? 吃? Gaan: 搭)
- Preferred....Chow (verb: chow) (verbalization when in China: chur or chi) (verbalization when in Japan: chi)

PAIR

- Babcock.....Pair
- Barr.....Eyes, Head, Pair, Two of a Kind*
- Bell.....Pair
- BMJA.....Pair
- Carkner.....Pair (Sparrow's Head)
- Constantino..Pair (eyes; ngan)
- Dutch(FN)....Paar
- Dutch(MR)....Sluitpaar (sluiten=to close), or cho tao, or eindpaar (eind - end)
- Glass.....Pair

- Huang.....Pair
- Japanese.....Atama (spoken slang; trans. "head;" also "jantou") 雀頭, also "toitsu"*
- K & F.....Pillow
- Kohnen.....Pair
- Li.....Mah què
- Lo.....Pair
- Mhing.....Pair
- Millington...Pair
- MJM.....Head, two same tiles, "eye" a pair (J: atama, C: què tóu, jiàng)
- NMJL.....Pair
- OCOCCMJ.....Double
- P & C.....Eyes
- Pritchard....Pair
- Robertson....Pair
- S & E.....Pair
- Shanghai.....Pair
- T & M.....Pair
- Tjoa.....Pair
- Tsui-IMJ.....Eyes
- Tsui-WUMT....Eye
- Walters.....Pair
- Whitney.....Pair
- Willoughby...Pair
- WPAFB.....Pair
- Wu.....Pair or mah jong or ma chueh
- Jyut Ping....Ngaan5 (eyes)
- Chinese.....眼 or 将
- Preferred....Pair (whether used as "a pair" in a seven pairs hand or as "the pair" in a standard-structure hand.) *Note that the Japanese and the Chinese use different terms for "the pair" (in a hand that contains one pair) or "a pair" (such as one among several, in a seven pairs hand).

GOING OUT (MAH-JONGG)

- Babcock.....Mah-Jongg
- Barr.....Going out

- Bell.....Going ma-jong
- BMJA.....Going Mah-Jong
- Carkner.....Going Mah Jong
- Constantino..Going out mahjong
- Dutch(FN)....MahJongg (uit)
- Dutch(MR)....Mahjong or simply "YESSS!"
- Glass.....Mah Jongging
- Huang.....Winning
- Japanese.....Agaru 和る (あがる) (trans. "to win."
Spoken: "ron" if by discard; "tsumo" if by self-pick)
- K & F.....Going out
- Kohnen.....Making Mah-Jongg (going out)
- Li.....Going out (hu)
- Lo.....Declaring a win (Sik)
- Mhing.....Declaring Mhing (going out)
- Millington...Mah-Jongg
- MJM.....Win, Mah-jong (J: agari, C: rong
huo)
- NMJL.....Mah Jongg ("Mahj")
- OCOCCMJ.....Whole, Whole Pies
- P & C.....Going out (sik) (wu)
- Pritchard....Going mahjong
- Robertson....Going Mah Jong
- S & E.....Mah Jong
- Shanghai.....Going out (winning; going Maj)
- T & M.....Mah Jong (woo)
- Tjoa.....Mah jong
- Tsui-IMJ.....Winning
- Tsui-WUMT....Win (verbalization: "hu")
- Walters.....Winning
- Whitney.....Going out
- Willoughby...Húle
- WPAFB.....Mah Jongg
- Wu.....Hu
- Jyut Ping....Sik6 Wu2 ("eat Wu") (also: Wo4)
- Chinese.....(食糊? 食胡? 和? 和牌?) [some might
disagree with the use of 和]
- Preferred....Win (verbalization in the West:
"mahjong") (verbalization in the American

game: "maj" or "mah jongg") (verbalization in Japan: "ron" or "tsumo") (verbalization in an Official Chinese tournament: "hu")

LIMIT

- Babcock.....Limit
- Barr.....Limit hand, Super hand
- Bell.....Limit
- BMJA.....Limit
- Carkner.....Limit
- Constantino..(not used)
- Dutch(FN)....Limiet
- Glass.....Limit
- Huang.....Man-kan (limit)
- Japanese.....Yakuman 役満
- K & F.....Max. pts. (limit)
- Kohnen.....Limit
- Li.....(not used)
- Lo.....Limit (maximum number of Fans)
- Mhing.....(not used)
- Millington...Limit
- MJM.....Limit, Slum [sic: "slam"] (J: mangan, C: man guan) (yakuman = "grand slum")
- NMJL.....Limit
- OCOCCMJ.....(not used)
- P & C.....Laak
- Pritchard....Limit
- Robertson....Limit
- S & E.....Limit
- Shanghai.....Limit
- T & M.....Limit
- Tjoa.....(not used)
- Tsui-IMJ.....(not used) (highest scoring hand earns 13 Folds)
- Tsui-WUMT....Maximum Score
- Walters.....(not used)
- Whitney.....Limit
- Willoughby...14 Táí
- WPAFB.....Limit
- Wu.....Limit

- Jyut Ping....Baau3 Paang4 (fill the racks), # Laat6 (#: whatever number of laak that is max in the game)
- Chinese.....爆棚, #辣? 刺?
- Preferred....Limit (if applicable)

DEALER

- Babcock.....Dealer (East)
- Barr.....Dealer
- Bell.....East
- BMJA.....East
- Carkner.....East Wind
- Constantino..Banker
- Dutch(FN)....Gever (Oostenwind)
- Dutch(MR)....Oost, Oostenwind, Pappa, or Daddy
- Glass.....Dealer
- Huang.....Dealer
- Japanese.....Oya 親
- K & F.....Eldest Hand
- Kohnen.....Dealer (East)
- Li.....Dealer
- Lo.....Dealer
- Mhing.....Dealer
- Millington...East
- MJM.....Leader, East, hostess/host (J: oya, C: zhuang jia)
- NMJL.....East
- OCOCCMJ.....Banker, Eastern Founder
- P & C.....Dealer
- Pritchard....East
- Robertson...East Wind
- S & E.....East Wind
- Shanghai....Dealer
- T & M.....East Wind
- Tjoa.....Position leader (East)
- Tsui-IMJ.....Jonga
- Tsui-WUMT....Jonga
- Walters.....East
- Whitney.....Dealer
- Willoughby...Dealer

- WPAFB.....East
- Wu.....Chuang-keeper Wu points out that the terms "dealer" and "banker" are popular but erroneous, since all players take their own tiles and all players keep their own banks.
- Jyut Ping....Zong1 (dealer)
- Chinese.....莊 or 庄
- Preferred....Dealer (East)

NON-DEALER

- Babcock.....Player
- Barr.....(not given)
- Bell.....Player
- BMJA.....South, West, North
- Carkner.....Player
- Constantino..Player
- Dutch(FN)....Spelers (Zuiden-, Westen-, Noordenwind)
- Glass.....Player
- Huang.....Non-dealer (player)
- Japanese.....Ko 子
- K & F.....South, West, North
- Kohnen.....Player
- Li.....Player
- Lo.....Player
- Mhing.....Player
- Millington...Player (South, West, North)
- MJM.....Player (J: ko 子; C: páng jiā)
- NMJL.....Player
- OCOCCMJ.....Stander-by
- P & C.....Player
- Pritchard....Player
- Robertson....Player
- S & E.....Player (South, West, North)
- Shanghai....Player (non-dealer)
- T & M.....Player (South, West, North)
- Tjoa.....Player
- Tsui-IMJ.....Player (Nexta, Opposa, Lefta)
- Tsui-WUMT....(Listed as "??") (Nexta, Opposa, Lefta)
- Walters.....Player (South, West, North)

- Whitney.....Player (non-dealer)
- Willoughby...Player
- WPAFB.....Player
- Wu.....Player
- Preferred....Non-dealer or player (lower seat, opposite seat, upper seat when in reference to any player's opponents) (South, West, North when in reference to non-dealers only)

SPECIAL HANDS

- Babcock.....(not used)
- Barr.....Value
- Bell.....Special hands
- BMJA.....Special hands
- Carkner.....Limit hands
- Constantino..Big game hands
- Dutch(MR)....Bijzondere combinatie (special limit hand)
- Glass.....Special Mah Jongg Players' Hands
- Huang.....Exponentials (special hands)
- Japanese.....Yaku 役
- K & F.....Bonuses for Going Out
- Kohnen.....Special Hands
- Li.....Marks
- Lo.....(term not used)
- Mhing.....(term not used)
- Millington...Special Limit Hands
- MJM.....Winning hands (in Chinese Official rules, all hands must have special characteristics in order to be valid)
- NMJL.....Hands
- OCOCCMJ.....(not used)
- P & C.....Maximum Hands (HKOS); Patterns (New Style)
- Pritchard....Special hands
- Robertson....Limit Hands
- S & E.....Special Hands
- Shanghai.....Special Hands, Yaku
- T & M.....Special Hands
- Tjoa.....Entities**
- Tsui-IMJ.....Special Winning Hands

- Tsui-WUMT....Special Winning Hands
- Walters.....(not used)
- Whitney.....Limit Hands
- Willoughby...Big hands
- WPAFB.....Hands
- Wu.....Features**
- Jyut Ping....(no specific term; Gaan: Faa1 Sik1)
- Chinese.....番种 (according to Gaan: 爬) (or, depending on what is meant by "special hands": 例牌)
- Preferred....[No standard term used across multiple variants]

* Remarks Alan Kwan: The reason that there seems to be no standard term for the Japanese/New Style *yaku* concept in other languages is because the concept is not very emphasised in Chinese Classical or HKOS mahjong. CC and HKOS have only a few "Limit Hands", and there are very few below-limit *yaku*; the *yaku* were referred to by name, and there was no word for referring to the *yaku* collectively. Maybe this entry should really be separated into two entries -- one for *yaku* and one for "limit hands"/yakuman. This has always been one of the most confusing terminology issues in mah-jongg.

** In creating this section of the FAQ, I initially used the term "special hand" rather loosely to refer to high-scoring hands or to features of hands that add value. But since various kinds of mah-jongg use different concepts, the term cannot really be applied universally. I like Wu's use of the term "features" to define the particular aspects of a hand which give it value. Same meaning as the term "entities" as used by Tjoa. I would not be terribly insulted if readers merely ignored the previous section without bothering to read it! (^_^)

WINNING ON SELF-PICK

- Babcock.....(not used)
- Barr.....Off the Wall, Self Draw
- Bell.....(not used)
- BMJA.....(not used)
- Carkner.....(not used)
- Constantino..Self draw (tse mor)
- Dutch (FN)(not used)

- Dutch(MR)....Winnende steen van de Muur (winning tile from the Wall)
- Glass.....(not used)
- Huang.....Self draw (tsumo)
- Japanese.....Tsumo 自摸 (ツモ)
- K & F.....Going Out by itself (by drawing a tile from the pile)
- Kohnen.....(not used)
- Li.....Going out by drawing the needed tile from the face-down pile
- Lo.....Chi Mo (Self-drawn)
- Mhing.....(not used)
- Millington...Tile which completes the hand is drawn from the wall
- MJM.....Self drawn (J: tsumo agari, C: zì mō) 自摸
- NMJL.....(not used)
- OCOCCMJ.....Independent Whole Pies
- P & C.....Selfdraw
- Pritchard....(not used)
- Robertson....(not used)
- S & E.....(not used)
- Shanghai.....Self-pick, Tsumo
- T & M.....(not used)
- Tjoa.....Self-pick (zi mo)
- Tsui-IMJ.....Selfmake
- Tsui-WUMT....Selfmake
- Walters.....(not used)
- Whitney.....Going out self-drawn
- Willoughby...Self-touch (zimo)
- WPAFB.....(not used)
- Wu.....Self-drawing
- Jyut Ping....Zi6 Mo1 (self-draw)
- Chinese.....自摸
- Preferred....Self-pick (verbalization in American game: "I picked it") (verbalization in Japanese game: "Tsumo") (verbalization in Official Chinese tournament: "Hu")

WINNING BY DISCARD

- Babcock.....(not used)
- Barr.....(not given)
- Bell.....(not used)
- BMJA.....(not used)
- Carkner.....(not used)
- Constantino..(not used)
- Dutch(FN)....(not used)
- Dutch(MR)....Winnen met een weggelegde steen
- Glass.....(could not find term in book)
- Huang.....Win on discard
- Japanese.....Ron 荣和 (ロン)
- K & F.....Going Out with a discarded tile
- Kohnen.....(not used)
- Li.....Claiming a discard for a winning hand
- Lo.....Claiming a discard for a winning hand
- Mhing.....(not used)
- Millington...(not used)
- MJM.....Win, Out, Mah-jong, Ron (J: ron hou 荣和, C: huō 和)
- NMJL.....(not used)
- OCOCCMJ.....Dependent Whole Pies
- P & C.....(concept used but could not find expressed in words)
- Pritchard....(not used)
- Robertson....(not used)
- S & E.....(not used)
- Shanghai.....Ron
- T & M.....(not used)
- Tjoa.....(not used)
- Tsui-IMJ.....(not used)
- Tsui-WUMT....(not used)
- Walters.....(not used)
- Whitney.....Going out on a discard
- Willoughby...Winning by taking another player's discarded tile
- WPAFB.....(not used)
- Wu.....Taking a discard

- Jyut Ping....Sik6 Ceot1 Cung (winning on a discarded tile) (the last word is spoken with different tones by different people: 1, 2, or 3)
- Chinese.....点炮 or 食出銃? 冲? 重?
- Preferred....Winning by discard (verbalization in American game: "Mah Jongg" or "Maj" or "That's it!") (verbalization in Japanese game: "Ron") (verbalization in Official Chinese tournament: "Hu")

DISCARDER

- Babcock.....(not used)
- Barr.....(not given)
- Bell.....(not used)
- BMJA.....(not used)
- Carkner.....(not used)
- Constantino..Chut chung
- Dutch(FN)....(not used)
- Dutch(MR)....Speler die de winnende steen weglegt (player who discards the winning tile)
- Glass.....Discarding player
- Huang.....Discarding player
- Japanese.....Houjuusha 放銃者
- K & F.....The one who discarded
- Kohnen.....(not used)
- Li.....A player whose discard causes another player to go out
- Lo.....Discarder
- Mhing.....(not used)
- Millington...(not used; under dangerous circumstances, such a player is said to be "Letting off a Cannon")
- MJM.....Duck, Discarder; when letting off cannon, "Loser"
- NMJL.....Discarder
- OCOCCMJ.....Shooter
- P & C.....Chung
- Pritchard....(not used)
- Robertson....(not used)

- S & E.....(not used)
- Shanghai.....Thrower, Discarder
- T & M.....(not used)
- Tjoa.....Discarder, guarantor
- Tsui-IMJ.....Chucker
- Tsui-WUMT.....Chucker
- Walters.....(not used)
- Whitney.....Discarder ("Player B")
- Willoughby...The discarding player
- WPAFB.....The one discarding
- Wu.....The player who made the discard
- Jyut Ping....Cung (Cung Sau2) (gun/gunner/
cannoneer)
- Chinese.....炮手 or 銃? (銃? 手)
- Preferred....Discarder

THIRTEEN ORPHANS

- Babcock.....(not used)
- Barr.....All Terminals, Thirteen Orphans
- Bell.....Thirteen Odd Majors
- BMJA.....The 13 Unique Wonders
- Carkner.....Unique Wonder (Thirteen Orphans)
- Constantino..Sup Sam Yiu
- Dutch(MR)....Dertien Wezen (13 orphans) or
Hoge Enkelingen (High Uniques)
- Glass.....(not used)
- Huang.....Thirteen Ends
- Japanese.....Kokushimusou 国士無双
- K & F.....A hand that has one of each of
the 4 Wind tiles and 3 Color tiles, and one of
each of the 1-s and 9-s of the 3 kinds of
Numeral tiles
- Kohnen.....Unpaired (Unique Wonders,
Thirteen Impossible)
- Li.....(not used)
- Lo.....Sup Sam Yiu - Thirteen Terminal
Tiles [Note: the Chinese characters Lo uses for this
hand differ from both the Japanese above and the Chinese
below; it more nearly resembles the Chinese below, but
with a different third character]
- Mhing.....(not used)

- Millington...The Thirteen Unique Wonders (The Thirteen Grades of Imperial Treasure)
- MJM.....Thirteen Orphans (C: shii san yao)
- NMJL.....(not used)
- OCOCCMJ.....Thirteen Tips
- P & C.....Thirteen Orphans
- Pritchard....(not used)
- Robertson....Unique Wonder (Thirteen Grades of Imperial Treasure)
- S & E.....Unique Wonders (Thirteen Impossible)
- Shanghai.....Unique Wonders (Thirteen Orphans, Thirteen Impossible, Kokushimusou)
- T & M.....Unique Wonder
- Tjoa.....Thirteen Masters and a Mate (shi san lao toa)
- Tsui-IMJ.....The Thirteen Yuls
- Tsui-WUMT....(not listed)
- Walters.....(not used)
- Whitney.....(not used)
- Willoughby...(not used)
- WPAFB.....Angels
- Wu.....Thirteen big yaos
- Jyut Ping....Sap6 Saam1 Jiu1 (Thirteen Terminals)
- Chinese.....十三丸
- Preferred....Thirteen Orphans (Japanese: Kokushimusou) (Hong Kong: Sup Sam Yiu)

Note: other terms could also be listed for the sake of completeness, but to make a list of standard terms would go beyond the scope of the original intent of this FAQ. Perhaps another FAQ should be written on the topic of "a standard list of terms." As can be seen above, different terms apply to different variant games. So there would be a lot of asterisks.

AUTHOR KEY:

Babcock -- J. P. Babcock, the man who first introduced Mah-Jongg to the Western world ([see FAQ 11](#)). His rule book ([see books FAQ](#)) is out of print, but can often be found for auction on [eBay](#).

Barr -- Jenn Barr, a professional player in Japan. She has two websites: [ReachMahjong.com](#) and [Jenn's Heavenly World](#).

Bell -- R.C. Bell, from his book "Board and Table Games from Many Civilizations" ([see books FAQ](#)).

BMJA -- Headley & Seeley's book ([see books FAQ](#)) purports to have been produced in association with the British Mah-Jong Association. But the BMJA is not exactly a governing body; it may have been created merely to give the book added cachet.

Carkner -- K. J. Carkner's book describes Western, Chinese, and even a little bit about Classical Japanese ([see books FAQ](#)).

Constantino -- Benny Constantino (his book describes HKOS; [see books FAQ](#)).

Dutch(FN) -- Mah-Jongg newsgroup regular Feico Nater kindly provided me with this Dutch terminology. Feico plays Chinese Classical mah-jongg, thus his game does not include terms associated with practices used only in other forms of mah-jongg.

Dutch(PG) -- Newsgroup regular Peter Gallagher uses a few different terms from Feico.

Dutch(MR) -- Newsgroup regular and internet mah-jongg newspaperman Martin Rep likewise uses different terms; Martin plays not only Chinese Classical but also Hong Kong Old Style and Japanese Modern.

Glass -- Thomas G. Glass, Jr., M.D. - his book describes Western mah-jongg.

Huang -- Wei-Hwa Huang's rules for Japanese MJ can be found listed [in the websites FAQ](#).

Japanese -- This is, to the best of my knowledge, a listing of the terms as used by Japanese players.

K & F -- Kanai & Farrell (their book describes Classical Japanese; [see books FAQ](#)).

Kohnen -- Dieter Kohnen (his new book describes Chinese Classical; [see books FAQ](#)).

Li -- David Li (his book describes HKOS, but he says I'm wrong to say so; [see books FAQ](#)).

Lo -- Amy Lo (her book describes Taiwanese, HKOS, New Style, and 12-Tile mah-jongg; [see books FAQ](#)).

Mhing -- MJ card game published by Suntex International Inc., Easton, Pennsylvania ([see the kards FAQ](#)). The Mhing rules are roughly similar to the New Style game, with jokers, or to the Western game, with no Charleston.

Millington -- A. D. Millington (his book describes Chinese Classical; [see books FAQ](#)).

MJM -- This abbreviation refers to the Mah-Jongg Museum in Chiba, Japan. Specifically, the book SEKAI MAJAN 2000 ("World Mah-Jongg 2000"), which describes Chinese Official rules in three languages (English, Japanese, Chinese). The MJM also publishes a very short version, COMPETITION MAHJONG OFFICIAL INTERNATIONAL RULEBOOK, which doesn't refer to most of the terms listed. When possible, both books are quoted; [see books FAQ](#)).

NMJL -- National Mah Jongg League ([see books FAQ](#)).

OCOCCMJ -- The Organizing Committee of the Open Competition of Chinese MaJiang (Chinese Official / International Standard rules)

P & C -- Perlmen & Chan (their book describes HKOS and also Shanghai New Style; [see books FAQ](#)).

Pritchard -- David Pritchard is a games consultant and former games director of the Mind Sports Olympiad, and is the former editor-in-chief of Games & Puzzles magazine. His first book described Western mah-jongg; [see books FAQ](#)).

Robertson -- Max Robertson describes Western Mah-Jongg ([see books FAQ](#)).

S & E -- Strauser & Evans (their book describes the vanilla Western game; [see books FAQ](#)).

Shanghai -- The line of games I produced when I worked at Activision (see the boilerplate below, and [see FAQ 4a](#)).

T & M -- Thompson & Maloney (their books describe the vanilla Western game; [see books FAQ](#)).

Tjoa -- Tong Seng Tjoa, M.D., describes New Style mah-jongg in most of his books; [see books FAQ](#)).

Tsui-IMJ -- Cofa Tsui's "International Mahjong" originated in the 1990's and you can find the website [in the websites FAQ](#).

Tsui-WUMT -- Cofa Tsui's "World Unified Mahjong

Terminology" (version 060610), website at <http://www.imahjong.com/maiarchives209.html>. In 2006, Tsui has apparently begun to yield to standard terminology but still has a ways to go.

Walters -- Derek Walters (his book tells how to tell fortunes with MJ tiles; [see books FAQ](#)).

Whitney -- Eleanor Whitney (her book describes Classical Japanese, Chinese, and Western; [see books FAQ](#)).

Willoughby -- Steve Willoughby (his website describes the Taiwanese game; it is listed [in the websites FAQ](#)).

WPAFB -- Wright-Patterson Officers' Wives' Club rules (similar to vanilla Western) are available by mail; ([see books FAQ](#)).

Wu -- Chung Wu's book describes New Style mah-jongg; ([see books FAQ](#)).

"Preferred" -- Tom Sloper (author of this "Rosetta Stone" FAQ) prefers and recommends these terms, and holds them to be the most widely accepted, "standard" terms in use throughout the English-speaking mah-jongg world.

ABOUT THE CANTONESE, MANDARIN CHINESE, AND JAPANESE CHARACTERS

The old text-format version of the FAQ had to use encodings to enable display of Chinese and Japanese characters. Now that the FAQ is in HTML format, I use images or Unicode to display the Chinese and Japanese characters.

Cantonese Jyut Ping -- A system for Romanizing the Chinese characters as used in Hong Kong and the surrounding area. The numbers indicate the vocal inflection or tone for speaking the word. Analogous to Mandarin Pinyin (below).

Cantonese Big5 -- A system for encoding the many Chinese characters, for use by computers.

Chinese Official GB -- Another system for encoding Chinese characters for use by computers.

Japanese JIS -- A system for encoding the many Japanese and Chinese characters in use in Japanese writing, for use in computer documents.

Mandarin Pinyin -- A system for Romanizing the Chinese characters used in China and Taiwan. The numbers indicate the vocal inflection or tone for speaking the word. Analogous to Cantonese Jyut Ping (above).

Gaan -- Refers to the Chinese-language book "Hoi Toi" by Mr. Gaan Ji-Cing ("Hoi1 Toi2"; Gaan2 Ji4 Cing1 or Kan Yi Ching) ([see books FAQ](#)), specifically marked only when the usage is somewhat different from

common usage (i.e. when in common usage the term is often used to mean something else).

Many of the Chinese terms were kindly supplied by Alan Kwan, who writes:

If any Cantonese/Chinese (or otherwise) reader thinks that I have got some of the info wrong, please do not hesitate to point it out. Especially, I'm not sure about whether the Jyut Ping tones (numerals) are correct, since for those I don't have any source other than the pronunciation I'm speaking. In particular, it is very likely that I have mixed up some 2 and 5 tones.

*In Cantonese, we don't have very reliable sources for the correct word to be written, and we often just write what we word think the sound should stand for. (After all, we seldom **write** anything about the game, we only **talk** about it.) For example, for "going out", though we all say "Wu2", it is disputable whether the correct (original) written word should be "Wu2", "Wu4", or "Wo4". Such uncertain instances are marked with "?".*

It should be mentioned that in the case of the Chinese and Japanese terms, if the terms in parenthesis are in English, that indicates the English meaning of the word.

To any readers wanting to send me additional Chinese or Japanese characters or encodings: *Please put the encodings in a text-only file and Email the file to me as an attachment. Putting encodings into the body of an E-mail does not work. You could also send me the Unicode - my email program might not garble that too much (in a text file would be safer). You can learn the Unicode for any character by using the free online converter at <http://code.cside.com/3rdpage/us/unicode/converter.html> (copy and paste that into your browser's address box - site requires Internet Explorer). It would be great if you could also send a small image file illustrating the character, if you can.*

Early partial update log:

March 22, 1999 -- added Carkner and Robertson.

March 27, 1999 -- added Mhing.

April 5, 1999 -- added BMJA.

October 31, 1999 -- changed my spelling from "pong" to "pung" to go along with the majority.

November 10, 1999 -- modified Japanese terms per Kazuo Ito; added several new sections.

November 15, 1999 -- added Cantonese, Chinese, and Japanese JIS.

Thanks to Alan Kwan, Cofa Tsui, and Wei-Hwa Huang.

November 16, 1999 -- corrected the Chinese encodings key and added text about displaying the encodings.

November 19, 1999 -- re-pasted the encodings, using text editor this time.

November 23, 1999 -- made some minor changes regarding some IMJ terms.

July 8, 2000 -- added Dutch terms per recent newsgroup posts. I'll probably still catch grief.

July 16, 2000 -- yep, sure enough, caught more grief, so added Dutch terms used differently by newsgroup regulars Feico Nater, Peter Gallagher, and Martin Rep, differentiating between them. Scattered touchups in the introductory paragraphs.

September 29, 2000 -- changed FAQ URL from activision.com to thegameguru.net

October 18, 2000 -- corrected the FAQs' URL

December 8, 2000 -- changed FAQ URL to sloperama.com

September 16, 2001 -- minor mod to FAQ URL; deleted defunct Vega links in sig below; hope I didn't break any of the encodings (this file is very difficult to edit due to the special encodings)

December 21, 2001 -- converted FAQ to HTML format. Added Amy Lo.

April 9, 2002 -- updated the mahjongmuseum URL.

July 15, 2002 -- updates are now logged at [log.html](#).

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The opinions expressed herein and in the other FAQs are my own.