



Sorting and Reading the Table

What you'll get from this lesson: Organize your tiles so you can plan — and gather the free information the table hands you every turn.

Once you can play a hand, the next leap is *seeing* more. Two habits do most of the work: arranging your own tiles so you can think clearly, and paying attention to what everyone else reveals.

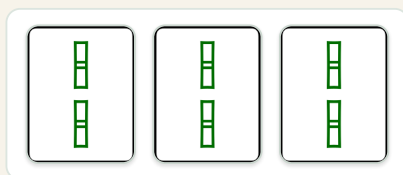
Sort so you can plan — and so no one can read you

Group your tiles in a way that shows your options at a glance — many players keep suits together and pairs side by side. Just as important, don't let your sorting broadcast your plan. Shuffle your rack now and then so a watchful opponent can't guess your hand from the way your tiles cluster.

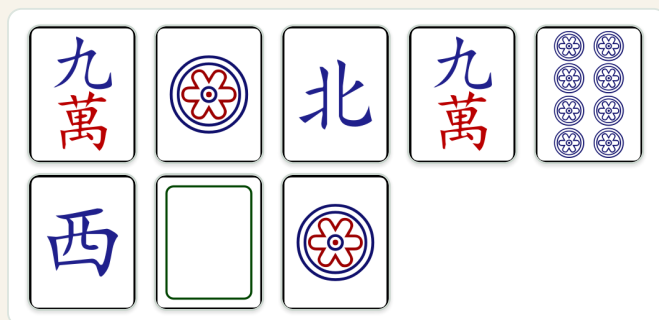
The table is talking — listen

Every exposure and every discard is free information. When a player exposes a group, they've told you which direction their hand is heading. When a tile hits the discard floor, it's one fewer of that tile anyone can collect. Track both, and you'll know what's live, what's dead, and who is close.

Reading the Table — Exposures & Discards



Opponent's exposed pung



The discard floor (already thrown)

What this tells you: the exposed Bams say your neighbor is chasing a Bam-heavy hand — so think twice before feeding more Bams. The discard floor shows what is already *dead* (two 9-Craks and two 1-Dots are gone), which makes those safe to throw and hard for anyone to collect.



Find My Mahjong

where players gather

ILLUSTRATIVE EXAMPLE ONLY — invented tiles, not a real card hand. Exposures reveal what an opponent is building; the discard floor reveals what is dead. Both are free information.

Tip. You don't need a perfect memory. Even a rough sense of "lots of Bams are gone" or "she's clearly building Dots" will sharpen every decision you make.