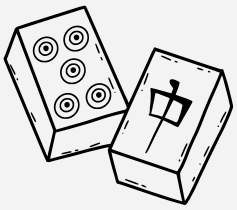

Let's Practice!

Module 2: Hand Selection Formula

For the last few days of the bootcamp, practice using the **M.A.H.J. Formula** to choose the best hand to play.

Start by turning all the tiles face down, giving them a good mix, and then grab 13 tiles at random. Place them on your rack, and let's get to work with the M.A.H.J. formula!

M – Manage: Organize your tiles by Suit *and* Number (1-9), and separate out the Dragons, Winds, Flowers, and Jokers.

A – Assess: Spot *Core Combos* like Pairs, Pungs, and Kongs in your hand, and compare them to the Sections on the card—start with the easy Sections before you move on to the harder ones.

H – Hone in: Focus on the Sections where you have the most tiles (aim for at least five). This is where you can finally decide on a hand!

J – Juggle: Now, juggle things around by using Jokers to strengthen your hand and fill in the missing pieces.

DAY 1	DAY 2	DAY 3	DAY 4