

WHO'S NEW MAH JONGG TOURNAMENT

REMINDERS AND RULES

1. EAST player will begin each round by rolling the dice and breaking the wall according to the number thrown on the dice.
2. Please be considerate of other players and limit conversations in the game room.
3. No picking ahead. A tile may be picked after the previous player has discarded.
4. Once a picked tile has been raked, the previous tile is dead and it may no longer be called.
5. When declaring Mah Jongg, the hand must be displayed as it appears on the card.
6. First Charleston is compulsory; second Charleston occurs if no one wishes to stop it.
7. Blind pass (steal) may occur on the First Left pass and the Last Right pass during the Charleston.
8. If you think a hand is dead, declare it. However, if you are wrong, you are dead.

Scoring

1. Each hand is scored based on the value given on the current National Mah Jongg League card.
2. When the winner picks their own Mah Jongg tile, the points on the card are doubled.
3. When the winner declares Mah Jongg with no jokers, the points on the card are doubled (this excludes Singles & Pairs hands).
4. Wall games – all players receive 10 points.
5. After EACH GAME & at the end of EACH ROUND, players seated across from each other verify and initial score and totals.

Penalties

1. Player who throws winning Mah Jongg tile to player with two or more exposures receives a Minus 10 point penalty.

Mah Jongg Called in Error

1. If Mah Jongg is called in error for an Exposed hand, any exposures made before the error remain on top of the rack and any jokers in those exposures may be redeemed. The player in error stops playing and receives no points for the hand.
2. If Mah Jongg is called in error for a Concealed hand, all tiles must be returned to the rack and no jokers may be redeemed. The player in error stops playing.
3. If the other 3 players all expose their hands, everyone receives zero points.
4. Other players who do NOT expose their hands may continue to play.
5. If only one player does not expose her hand, she receives 10 points and everyone else receives zero points.

Bonus Points

1. The First player in the Tournament to make a Singles and Pairs hand receives 15 additional points.
2. The First player in the Tournament to make a Quint hand receives 15 additional points.

HAVE FUN – HAVE FUN -- HAVE FUN – HAVE FUN – HAVE FUN – HAVE FUN – HAVE FUN