

# Mah Jongg Tournament

## Sunday, January 15, 2012



### Congregation Anshei Israel

### Rules

The Official Standard Hands & Rules of the National Mah Jongg League Inc. for 2011 will be used.

After checking in, please find your table and seat (indicated on your name tag). The number is the table at which you will begin, and the letter is the direction you will sit at each table. East will face the Director's table. North will sit to the right of East, etc.

Each round consists of four games. Four games will be played at each table before moving to the next table. One hour is allowed for each round. Should you finish the round early, please *quietly* leave the room until the next round begins. Be courteous to those still playing; there should be no talking in the tournament room while games are in progress.

EAST will show the difference between the Flower and 1Bam before starting each round. One Bam is always a Bird.

The Charleston is the same. First Charleston is compulsory; second Charleston only if all players agree. If you steal a tile during the first-left or second-right pass of the Charleston, *you may not look at it*. If a player looks at a stolen tile, player hand is DEAD; call Director immediately.

Game begins when designated EAST for that game discards their 14<sup>th</sup> tile. If any hand has too few or too many tiles before the start of play for that game, all hands must be thrown in and the game restarted.

No hot or cold wall. No atomic games.

**Absolutely NO PICKING AHEAD.** The next tile in play may not be touched until the previous player has discarded. Player will be declared DEAD for picking ahead.

Your turn begins when you pick a tile or call a tile for exposure. Once you touch the next tile in play, you may no longer call the previous discard.

Before any jokers can be exchanged, you must initiate your turn either by picking your 14<sup>th</sup> tile or by calling a tile and completing that exposure atop your rack.

Player may call most-recently-discarded tile for Mah Jongg or exposure. A tile cannot be called for either exposure or mah jongg once it is covered by the next player in turn either *racking* or *discarding* a tile. Once a tile is covered, even by a discarded joker, it is a dead tile.

A tile called for exposure must FIRST be placed ATOP your rack, and then tiles from your hand are to be added. Hand is DEAD if the called tile is placed IN your rack or if it is not placed on top *before* adding other tiles.

When a call is made, player may change their mind *before touching tile*. Once touched, called tile may not be put back on the table. An exposure may be changed by the player (as to the number of tiles in exposure) until player has discarded. Once player has ended turn by discarding, no changes can be made to exposure atop rack.

A tile is played when it is either placed on the table or announced and not yet discarded. The player cannot change their mind; they must continue to discard the tile named (if it is in their hand) or correctly name the tile being discarded. Player who throws tile and incorrectly names it cannot take it back once it is on the table.

Game ends with discard of last tile. At such time, a hand can no longer be declared dead.

— Rules continued on other side —



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### — Rules continued —

If any problems or disagreements arise during a game, do not argue among yourselves. Summon a Director and quietly explain what happened. The Director's ruling is final.

After each game, EAST will verify WEST's score and initial official score card and vice versa; NORTH will verify SOUTH's score and initial official score card and vice versa.

At the end of the round:

1. Each player must check their game scores and compute round total.
2. EAST-WEST and NORTH-SOUTH will verify and initial each other's totals to ensure accuracy.
3. Each player must check their player number to be sure it is correct.
4. Each player must clearly initial their score.
5. EAST will deliver the score cards to the Director's table.
6. Scores will not be changed once signed & submitted to Director's table.

### Position Movements

- EAST remains at the table for the entire tournament.
- After each round, WEST moves up two tables numerically.
- After each round, NORTH moves up one table numerically.
- After each round, SOUTH moves down one table numerically.

### Scoring

- All hands will be scored as designated on official mah jongg card.
- +10 points if player picks own mah jongg.
- +20 points if player makes hand without a joker, except singles & pairs.
- If a wall game, all players score 10 points; any dead hand scores 0.
- Use "X" on score card to designate a dead hand.
- -10 points to player who throws mah jongg tile to unexposed hand.
- -10 points to player who throws winning tile to player who has one exposure atop rack.
- -20 points to player who throws winning tile to player who has two exposures atop rack.
- If fourth game is not completed at sound of timer (one hour), all players at that table score 0.



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