

Mah Jongg Tournament

Special Instructions For East

- You remain in the same seat for the entire tournament.
- At the end of the day, do not hesitate to ask the players to help you in returning the sets in the case.

Thank You for your cooperation.

Instructions For Beginning The Tournament

Please find your correct table and seat, according to your name tag. The number on your tag is the table number. If you are 4N, you will sit down at table 4 in the North position etc. The letter is the direction – East, West, North, South. East will face the judge, North will sit to her right, South to her left and West opposite her. Please memorize your number as this will be your permanent number throughout the tournament.

Directions for individual movement after each round.

EAST: Enters own score (numerical and written). Remains stationary throughout the tournament.

WEST: Move UP 2 tables

NORTH: Move UP 1 table

SOUTH: Move DOWN 1 table

Move UP means toward the higher number tables.

Move DOWN means move toward the lower number tables.



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A round consists of four(4) games. You will play four games at each table before moving to the next table. We are allowing approximately 1 hour per round. If you are falling behind schedule, try to catch up.

Each player enters her own score(numerical & written) after each game. The player opposite checks and signs the verified score after the round. Any erasures that are not confirmed will be disqualified.

If you finish the round early, please remain quiet until the next round. **NO TALKING WHILE GAMES ARE STILL IN PROGRESS.**

Any disagreements please ask for the judge(no arguing). **The judge's rule is final.**

Tournament Rules

The official standard hands and rules – National Mah Jongg League, Inc. will be the format during the tournament – including points for scoring.

1. You MUST rack your tile!

2. Each player is responsible for their own score after each game is played(not round). Player opposite signs the score sheet after the round. Please confirm erasures.

3. Positively no looking ahead. Player does NOT pick tile until previous player has discarded.

4. A tile covered by the next discard cannot be called either for Mah Jongg or for exposure.

5. There will be no hot and/or cold wall.

6. Point system: If player picks own Mah Jongg – add additional 10 points.



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7. Add 10 points for each player for a wall game. If player's hand goes dead or is declared dead, that player does not get 10 points if it is a wall game. If you think a hand is dead, declare it. You must prove it dead by tiles lying on the table. However, if you declare a hand dead in error, your hand is dead. **Dead hand stops playing, game continues.**

8. A tile cannot be claimed until correctly named. If a miscalled tile is wanted for Mah Jongg, miscaller is penalized minus 25 points; 10 points awarded to other players – game ends.

9. **Mah Jongg declared in error** – other players should not throw in or expose their tiles until the hand with the error is verified. If all players expose their hands, person who declared Mah Jongg in error is scored 0 and other players score 10 points. If only one player does not expose their hand, that player scores 10 points, everyone else scores 0. If Mah Jongg is called in error and two or more hands are intact, game continues.

10. **Penalties:** No penalty to player who throws Mah Jongg tile to an unexposed hand. No penalty to a player who throws Mah Jongg tile to player with 1 exposure. Minus 10 points to a player who throws winning tile to a player with 2 exposures. Minus 25 points to a player who throws winning tile to a player with 3 exposures or 2 exposures on a quint hand.

11. Add 10 points for “singles and pairs” hands or a Mah Jongg that is jokerless.

12. **Redeeming jokers** – If a player who has been playing exposed hand calls Mah Jongg or exposes in error, that player stops playing. Jokers may be redeemed by any player (on their turn), from exposures laid out before error, but may not exchange for jokers exposed after error. Jokers may be redeemed by any player on their turn and after they have picked.



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13. A concealed hand incorrectly exposed for Mah Jongg must be returned to the rack. Player stops picking and discarding – no tiles can be redeemed.
14. Minus 10 points if you steal a tile during the Charleston and look at it.
15. If player exposes incorrectly by calling a tile and another player recognizes incorrect tile, that exposure makes player dead. However, if player had not discarded and sees mistake, player may change the number of tiles in the exposure but may not put the called tile back on the table.
16. Player who throws tile and incorrectly names it cannot take it back once it is on the table.
17. Once a player announces a tile (correctly named tile) as discard, they must continue to discard it even if it was not yet on the table when they changed their mind. If a tile is miscalled and another player calls it for exposure (not Mah Jongg, thus “giving away” their hand), call judge before game continues.
18. A two way tie at any prize level – prizes will be shared equally.
19. There will be a minus 35 points to a player who is not in the tournament room at the appointed time when the judge announces “Let the games begin”.
20. When calling for a tile, caller MUST place the tile on the top of rack and NOT IN YOUR HAND, or hand is dead. This also applies to Mah Jongg as well.
21. If a question arises during play of hand, judge’s ruling is final.



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Score Sheet

Name _____

Position _____

Game	Score #	Score Written
1		
2		
3		
4		
Total		

East Player's Signature _____

Player's Signature _____

Game	Score #	Score Written
5		
6		
7		
8		
Total		

East Player's Signature _____

Player's Signature _____

Game	Score #	Score Written
9		
10		
11		
12		
Total		

East Player's Signature _____

Player's Signature _____



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