



## HILL COUNTRY HOLIDAY

## MAH JONGG TOURNAMENT

### RULES OF PLAY

1. Each player rolls the dice to determine East - East will keep score
2. Prior to the START signal, walls may be built, East may roll, East may break the wall
3. THE TILES MAY NOT BE DEALT UNTIL THE START SIGNAL HAS BEEN GIVEN
4. You may stop the Charleston after the first left, BUT you must make it known at that point
5. You may not look at the tiles you borrow on a blind pass
6. If a player has the wrong number of tiles at the end of the Charleston, the game can be restarted as long as East has not discarded a file. If East has discarded, the player with the incorrect number of tiles is DEAD, and the game continues with the remaining players
7. No picking ahead. Be sure the previous player has completed their discard before picking your tile
8. When you name a file for discard or the file touches the table, you must discard that tile
9. If you touch a file on the wall it is yours; so, don't reach for a file on the wall unless you are sure you don't want the previously discarded tile
10. After you draw a tile, another player may call for the previously discarded tile until you have placed your tile on your rack and have released it from your fingers
11. If a player calls for a tile, places it on their rack, but has not exposed any tiles, the player may return it to the table if they decide they don't want it
12. When you call a discarded tile, it must be placed on top of the rack even if the tile is for Mah Jongg
13. When you call for Mah Jongg, please display your hand as it appears on the card
14. When Mah Jongg is called in error and the tiles are exposed, the hand is declared DEAD. If other players have exposed their hands, they are also DEAD. The remaining players continue to play. Any jokers that were exposed before the hand was called dead may be exchanged by other players
15. Never remove a joker from a player's rack. Hand the player the tile and let them hand you the joker
16. You have 1 hour to play 4 games. You will be given a warning after 45 minutes and again after 55 minutes
17. At the end of 4 games, East tallies the scores. Each player initials their final score. East will verify the final scores in ink and bring the score sheet to the score keeper
18. Ten minutes will be allowed between each round of four games

### SCORING IS THE SAME AS THE VALUE ON THE CARD

#### Player declaring Mah Jongg

- Single value of hand when tile is thrown by another player
- Double value for picking your own tile
- Three times value for jokerless when tile thrown by another player
- Four times value for jokerless when self-picked
- Double value for singles/pairs when self-picked



#### Player giving tile resulting in Mah Jongg

- No points deducted for 0-1 exposures
- 20 point deduction for 2 or more exposures

Players receive 20 points for a wall game except players declared dead receive 0

If a discarded tile is misnamed and called for Mah Jongg, that tile is good for Mah Jongg as it was named and results in a 20 point deduction to the discarding player regardless of number of exposures

Players initial their final score. East records the final scores in ink and brings the score card to the scorekeeper