



Mah Jongg Tournament Rules

The Game Begins - East will be determined by a roll of the dice-highest number is East. We will not be breaking the wall. We are allotting 60 minutes per round of 4 games.

Verifying scores – After every game, have the person opposite you verify your score and initial.

Charleston – The Charleston will be played in the usual manner. Remember if you steal a tile on a blind pass, you cannot look at it. If you are at a table of 3, there will be no Charleston.

Picking and Racking Tiles – Your turn begins when you pick a tile. A player must be called “Dead” if she picks ahead or out of turn. If a player picks a tile from the wrong end of the wall, they are declared dead. So please remember to put a marker or turn the tiles so it is evident which end is which. It is not required to “Pick and Rack”. If you do pick and rack, please do not be overly quick about it. Give the others at your table ample time to decide if they want a discarded tile. Remember a tile is “racked when it is placed WITHIN the rack”.

Jokers – Prior to exchanging an exposed Joker on another player’s rack, you must pick a tile from the wall to start your turn; or have picked up a claimed tile and displayed your exposure. Exposed Jokers from a “dead” hand may be exchanged, provided the exposure was a correct exposure made prior to the player being declared “dead”.

Important – If a player discovers there is a Joker that can be exchanged for the tile, they are about to discard they may do so if the tile has not touched the table and they have not uttered the full name of the tile.

Mah Jongg in Error – There is no penalty for *claiming* Mah Jongg in error. However, if a player exposes any of the tiles in their hand showing the error, then the player is dead. If the only tiles that are exposed are a legitimate exposure for a partial hand, they are not “dead” and can continue playing.

Displaying Your Mah Jongg Hand – When declaring Mah Jongg your hand should be displayed as it appears on the Mah Jongg card.

Scoring – With one exception, we have adopted the scoring from Mah Jongg Master Points. They are an organization that officially sanctions Mah Jongg tournaments. You will find this scoring on the back of your score sheets. The exception to this scoring is that we have added **Incomplete Game**. For any game(s) not completed in the allotted 60 minutes, each player receives a zero. Note: There is an extra 10 points if your Mah Jongg is self-picked. If a player exchanges a tile from within their hand for a Joker in an opponent’s exposure and declares Mah Jongg then that Mah Jongg is self-picked.

Submitting Score Cards – At the end of the tournament (3rd round) submit your tallied score sheets to Scarlett. She will verify the math and declare our top 3 winners.