



## Upper Hutt Cossie Club Mah Jong Tournament 16-17 March 2024

### Tournament Rules

1. Start play only when directed. You may however, determine EAST and the number to break the wall before commencement. EAST becomes the scorer.
2. Play must start and finish at the designated times. Finish the game you are on when the bell rings 10 minutes prior to the end of the session. Do not start another game.
3. All players are responsible for checking that their scores have been entered correctly and initialled **before** starting the next session.
4. The scorer will record on the score sheet the name of the winning hand and the score. Scores for each hand are noted on the hands list.
5. Extra points: Bouquets = 1 point; East Wind wins = double their hand score, then add additional points if achieved; Mah Jong achieved using no loosies/jokers = 1 point.
6. Fishing may only be claimed when it is your turn to play. Players claiming fishing will have their result checked by other players, and an 'F' with a score of 1 noted on the score sheet. If no one wins (ie a dead game) a line is drawn through all players names. Fishing and bouquet points will be scored even if there is a dead game. This keeps track of the number of games played.
7. East always passes to the next player regardless of outcome.
8. Goulash every hand, as loosies/jokers are included in every game.
9. A player may not claim consecutive Mah Jongs with the same hand.
11. If you find you have an incorrect number of tiles, you cannot correct this, even with the permission of other players. You may continue to play but you cannot call Fish or Mah Jong.
11. No player should throw in, or expose their hand until the winner's hand, and any Fishing hands, have been scrutinised by players at the table. In the case of a false Mah Jong, play may continue but only for players who have not thrown in their hands.

12. When discarding, tiles must be placed face up, in clear sight of all players. Tiles may be called out on request of any player having difficulty in seeing tiles.
13. A discarded tile remains active until the next player's discarded tile touches the table.
14. Unless stated otherwise, the last tile for a Mah Jong may be taken from a discard.
15. Robbing your own Kong is permitted.



**Murphy says:**

***'Have fun and Good Luck!!!!!!!'***