

Mah Jongg Tournament - May 5, 2026

Benefiting the Spicewood Community Library

PLAYER NAME _____

Table #	Round	Game 1	Game 2	Game 3	Game 4	TOTAL Points
	ONE					
	TWO					
	THREE					
	FOUR					
	FIVE					

SCORING is the SAME VALUE as the VALUE ON THE CARD.

PLAYER DECLARING MAH JONGG:

- a. Value of hand when tile thrown by another player
- b. Plus 10 points for picking own tile
- c. Plus 10 points for jokerless when tile thrown by another player (excludes singles and pairs)
- d. Plus 20 points for jokerless and self-picked

CIRCLE YOUR COLOR!

- ★ GREEN moves 1 table DOWN
- ★ Red moves 1 table UP
- ★ **YELLOW is PERMANENT EAST**
- ★ Blue move 2 tables UP

EACH PLAYER RECEIVES 10 POINTS FOR A WALL GAME except for player(s) declared DEAD; they receive zero (0) points.

PLAYER GIVING TILE RESULTING IN MAH JONGG:

- a. NO penalty for NO exposures, ONE exposure, or a Concealed Hand
- b. Minus 20 points for two or more exposures
- c. Minus 10 points for looking at a tile you borrow for a blind pass
- d. When a misnamed tile is discarded and another player calls for Mah Jongg, that tile is good for the Mah Jongg as it was named and results in Minus 20 points, regardless of the number of exposures.

TOURNAMENT RULES FOR PLAY

1. Permanent East will start the game.
2. Prior to the START signal, walls may be built, EAST may roll and break the wall.
3. **THE TILES CANNOT BE DEALT UNTIL THE START SIGNAL HAS BEEN GIVEN.**
4. The Charleston may be stopped after the first left. Make it known if you are considering stopping the pass.
5. At the end of the Charleston, if it is discovered that a player has an incorrect number of tiles, the game can be restarted if EAST has not discarded. If EAST has discarded, the hand with the incorrect number of tiles is DEAD and the game continues with the remaining players.
6. No picking ahead. If a wall tile is drawn and racked out of turn, the hand is DEAD.
7. If a tile is drawn from the wrong end of the wall and racked, the hand is DEAD.
8. **If you lift or move a tile from the wall, it belongs to you.** (It is called INTENT)
9. When you name a tile for discard or when the tile touches the table, you must discard the tile.
10. You must verbally call for a tile. When you call for a tile, you can change your mind IF you did not lift or move the tile.
If you lift or move a discard you must take it. (It is called INTENT)
11. A player may call for a discarded tile for Mah Jongg or exposure until the next player racks the picked tile and removes their fingers.
12. If a player calls for a *discarded* tile, **the tile must be placed on top of the rack, not in the rack, even if the tile is for Mah Jongg.** If the called tile is racked, the hand is DEAD. (This does not apply to a tile drawn from the wall).
13. When declaring Mah Jongg, the hand should be displayed as it appears on the card. (This is not required during play.)
14. If Mah Jongg is called in error and the tiles are exposed, the hand is declared DEAD. If other players expose their hands, those hands are also DEAD. The remaining players continue to play. Any jokers that were displayed before the hand was declared dead maybe exchanged by other players.
15. **NEVER REMOVE A JOKER FROM ANOTHER PLAYER'S RACK. ALWAYS HAND THE PLAYER THE TILE AND LET THEM HAND YOU THE JOKER.**
16. Sixty (60) minutes will be allowed for one round of four (4) games. EAST will be the scorekeeper at your table. At the end of each round, players will verify and initial their own scores before score sheets are turned in by WEST.