

# MAHJ FOR SIGHT - PITTSBURGH MAH JONGG TOURNAMENT

## RULES AND PROCEDURES

- *This is a game. Treat it like a game. Have fun.* Be courteous to everyone – especially to those who may be playing in their first tournament.
- This is played using the CURRENT YEAR National Mah Jongg League Card. Everyone is responsible for bringing their own card!
- We play one round before lunch and two rounds after. Each round is 4 games. Each round must be completed in 1 hour. At the end of each round please be quiet as many will still be playing. You may leave the playing area (you can go outside) and wait to be called back in for the start of the next round. All tables will start each round at the same time.
- East stays at her table for all 3 rounds. Everyone else rotates accordingly: (1) N moves up 1 table, (2) W moves down 1 table, and (3) S moves up 2 tables. [You will be assigned a letter (N E W S) on the day of play.]
- Everyone completes her own score sheet after each game. Please verify and initial the person's score across from you. You take your scorecard with you as you move from table to table.
- If the score for any game is zero, use an "X" on the scorecard.
- If at any time during play you have a disagreement or question on a play - raise your hand and the tournament director will come over.

## SCORING:

When you make MJ you are awarded the number of points indicated on the card

1. + 10 POINTS if you PICK YOUR OWN MJ
2. + 20 extra points if you have MJ with NO JOKERS  
(exception: "Singles and Pairs hands")
3. WALL GAME = + 10 points
4. DEAD HAND gets "0" POINTS even for "wall game"
5. NO PENALTY if you throw MJ to a player with zero or 1 exposure
6. -10 points if you throw MJ to a player with 2 exposures
7. -25 points if you throw MJ to a player with 3 exposures
8. Opposite player MUST VERIFY and initial after each game and each round.

## RULES:

1. If you touch a tile on the wall or touch a tile that was discarded, you must take it; it's too late to change your mind.
2. If you are discarding a tile, and EITHER the tile (a) touches the table or (b) you have said the full name of the tile (ex. two dot), you must discard that tile; it's too late to change your mind.
3. If you want to call a discarded tile, you must say so; if you just take the tile without verbalizing your intention, you can't have the tile.
4. If you call a discarded tile, either for an exposure or for MJ, you must place that tile on top of your rack. If you place the tile on the slanted part of your rack your hand will be called dead.
5. You can claim a discarded tile up until the point that the next player has racked (placed the tile on the slanted part of the rack) their tile.
6. There are no "house rules" today. For example, no "hot wall", no "cold wall", no "mushing" of tiles after the Charleston, etc.

## DEAD HANDS:

Your hand may be called dead for a number of reasons. Players calling your hand dead will do so calmly and politely.

1. If you have too few or too many tiles on your rack at any time
2. You have exposed something that is part of a concealed hand and you discard
3. Your exposures indicate you can only be playing 1 hand – but the tiles you need to complete the hand are all on the table or in other exposures
4. You have picked out of turn or you have picked from the wrong end of the wall

## COURTEOUS PLAY:

- It is courteous to leave a small space between your exposures. Also courteous to show your MJ winning exposures in the order on the card.
- When a player says MJ, do not exposure your hand until everyone agrees she has MJ and the game is over. Let her show you her winning hand. If she makes a mistake, and you have exposed any/all of your tiles, you cannot continue playing.
- Never touch another player's rack or tiles. If you are doing an exchange for a Joker, hand them the tile and say, "exchange please" (or something like that).