Mah Jongg Fun L.A.

www.mahjonggfunla.com

Does every table have dice? Does everyone have their Mah Jongg card? Turn off Cell Phones. Use of phones -25 points

DIRECTIONS FOR INDIVIDUAL MOVEMENT AFTER EACH ROUND

EAST --	East will remain stationary
WEST --	Moves up 2 tables (to higher #'s)
NORTH --	Moves up 1 table (to higher #'s)
SOUTH --	Moves down 1 table (to lower #'s)

A round consists of four (4) games. You will play four games at each table before moving to the next table. One hour is allowed for each round, therefore, each game should take approximately 15 minutes. If you find that you are falling behind, try to catch up, After time limit all players at that table are given a "0". After each round East will bring the scorecard to the scorekeepers table. Make sure everyone initials their score. Everyone has a personal score sheet to keep track of their own score. Please fill in the table numbers of all the tables you will be rotating to today. This is your own score sheet and does not get turned in.

INSTRUCTIONS FOR EAST

1. East make sure you put the person's # on the line of the score card. Not their name.
2. Please fill in the entire card, place zero's in the blank spaces. Place a "t" for person who threw Mahj.
3. Make sure that everyone initials their scores, including East and have someone initial to verify East. (once score cards are turned in there will be no corrections)
4. East, if you have any questions, please raise your hand and Judi or I will come over and help you.
5. East please make sure that you put your table #'s back on the table after each round.
6. Please make sure that everyone at your table knows what a 1 bam, flower & Joker look like.

INSTRUCTIONS FOR SCORING

1. We use the face value on the National Mah Jongg League Card for scoring
2. If a player picks their own Mah Jongg add **10 points**
3. If a player makes a **JOKERLESS** hand add **10 points**. Except SINGLES & PAIRS
4. WALL GAME everyone gets **10 points**
5. Anyone giving Mah Jongg to someone with two exposures **-10 points**
6. Anyone giving Mah Jongg to someone with three or more exposures **-25 points**
7. Please put an **"X"** on the card for any dead hand - dead hands do not receive wall game points. No other penalty for dead hand.

ALL RULES ARE TAKEN FROM THE NATIONAL MAH JONGG LEAGUE

1. If you steal a tile during the Charleston, you may NOT look at it or your hand is dead.
2. Your turn begins when you pick a tile from the wall. If you touch it, the tile is yours.
3. No picking or looking ahead or your hand is dead.
4. Your turn ends when you completely name a tile or the tile touches the table.
5. You cannot call for the previous tile once a picked tile is racked. "Click in the rack"
6. Miscalled Tile - Must be correctly named by anyone at the table - no take-backs - no penalty
7. Miscalled Tile for Mah Jongg - Call Directors over
8. A player who calls for a tile is not required to take that tile until an exposure is made. Once any tiles are exposed it is mandatory to take the called tile.
9. A player may make any changes to their exposure until they discard a tile.
10. If a player challenges (calls dead) another player and they are not dead, challenger is dead.
11. If you discard a tile before you pick, your hand is dead.
12. Make sure you verify Mah Jongg before you throw in your hand. Thrown in hands are dead.
13. You must pick a tile before you exchange for a joker or your hand is dead.
14. Call Bill or Judi (Directors) over for any questions relating to the rules. Directors decisions are **FINAL**.

ETHICS RULES

1. Please keep your hands on lap side of rack when it is not your turn
2. If you dump any of your tiles onto the table your hand is dead
3. Police your own table
4. You should be **WATCHING** as well as **LISTENING**

IF THERE ARE ANY PROBLEMS OR DISAGREEMENTS DURING A GAME, PLEASE CALL BILL OR JUDI OVER TO ASSIST