

"A" stays in the same seat. "B" moves **UP** 1 table, "C" moves **DOWN** 1 table, "D" moves **UP** 2 tables.

Game	Am Round 1 Table	AM Round 2 Table	AM Round 3 Table		PM Round 1 Table	PM Round 2 Table	PM Round 3 Table	
1				AM ROUND TOTAL				PM ROUND TOTAL
2								
3								
4								
Round Totals:								

**SCORING:**

- "A" records the score on the separate individual score sheet and at the end of each round, players verify their score & initial score sheet. Another player verifies A's score.
- Any errors/discrepancies in the scoring **MUST** be resolved before moving to the next table.
- Each player may also keep a record of their own score on this sheet.
- A zero score needs to have a line through it, i.e.  $\ominus$
- Any score that is in the **NEGATIVE**, **MUST** have a minus sign in front of it & circled, -10

**POINTS:**

- Mah Jongg receives the amount on the card.
- Player who PICKS their own Mah Jongg gets PLUS 10 points.**
- Player who THROWS Mah Jongg to a hand with no exposures, one (1) exposure or a concealed hand, scores MINUS 10 points.**
- Player who **THROWS** Mah Jongg to a hand with two (2) exposures, scores **MINUS** 20 points.
- Player who **THROWS** Mah Jongg to a hand with three (3) or more exposures, scores **MINUS** 25 points.
- A winning hand with **NO JOKERS** scores **PLUS** 20 points. **SINGLES & PAIRS** hands do not get the "NO JOKER BONUS".
- ALL players get **PLUS** 10 points for a **WALL GAME**, except for a hand that was declared dead or Mah Jongg in error.

**MAH JONGG CALLED IN ERROR:** Three other players expose their hands, all get **ZERO** points; two players do not expose their hands, game continues with two remaining players; one player does not expose their hand, that player gets **PLUS** 10 points while others get 0 points.

**MISCALLED TILE:** If Mah Jongg is called with an incorrectly named tile, the game ends; the miscaller is penalized the appropriate number of points and the person calling Mah Jongg gets the appropriate hand's points. If not for Mah Jongg, tile is correctly named, and play continues.

**BLIND PASS:** When doing a blind pass, you may not look at that tile. If you do, it is **MINUS** 10 points and play continues with all 4 players.

**RACKING CALLED TILE:** If you call a tile for Mah Jongg or for an exposure, the called tile **MUST** be placed **ON** your rack, not **IN** your rack. If you rack the tile, you will be called dead, and play continues with the remaining 3 players.

**REMINDERS:**

- Play is according to National Mah Jongg League Rules.
- At the start of each game, "A" rolls the dice to break the wall.
- NO PICKING AHEAD**, if you pick ahead, you will be called "dead."
- Player picks before discarding or exchanging Jokers.
- Your turn begins when you pick a tile or call a tile for exposure. Do not place your hand on the next tile until the player before you, has discarded. **IF YOU TOUCH THE TILE**, it is yours!
- A player can call the last discarded tile for Mah Jongg or exposure up until the next player either racks the picked tile or discards.
- If a player calls Mah Jongg in error and the mistake is rectified immediately and **BEFORE** the hand is exposed and **BEFORE** any other players expose or disturb their hands, the game continues without penalty.
- Jokers may be replaced from exposure before the hand went "dead."
- If you think a hand is "dead," declare it. If you declare a dead hand in error, your hand is "dead."
- When declaring Mah Jongg, the hand should be displayed as it appears on the Mah Jongg card if requested.
- A Singles & Pairs hand is not considered a Jokerless hand.