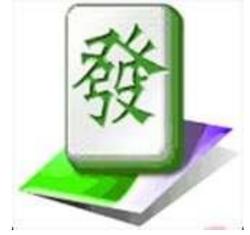


Mah Jongg



Location: Freedom Square
7800 Liberty Lane
Seminole

**Continental Breakfast and
Lunch will be provided**

Event Director: Walt Deal 441- 9463

Format:

1. The tables and seats will be numbered consecutively to match your selected seat cards.
2. Four players will sit at each table starting with table one. If we are one player short, one table will play with a dummy hand; two players short, two tables will have a dummy hand; with three players short, three tables will play with a dummy hand. Each round starts with all players rolling one die; the highest number becomes the East position, which will rotate clockwise each game. At a three-player table the high roll will be East both first and last. East will then roll a single die to determine wall break.
3. Players will rotate after each round according to the master schedule provided and the new dummy table/s, if necessary, will be determined accordingly.
4. First Charleston is compulsory; second is performed only if all four players desire.
5. A dummy table will do the Charllestons as usual except there will be no optional round. Tiles fed to the dummy hand enter from the dummy's left end and exit from the right end.
6. You may steal one, two or three tiles without looking at it (10 point penalty for looking) during the first left and second right. One, two or three tiles may be exchanged cross-table after the Charllestons are completed, if desired, except on any table with a dummy hand, where there will be no optional pass after the Charllestons.
7. Any questions concerning rules should be directed to the Event Director.
8. No Hot or Cold Wall. No picking or looking ahead.
9. Tiles called for exposure must be called before next player racks the next tile.

Scoring:

1. Game winner picking own tile receives the listed point value.
2. Joker-free hand receives a 20-point bonus. This does not include Singles or Pairs.
3. Player discarding Mah Jongg tile with no or one exposure shown receives minus 10 points for the game.
4. Player discarding Mah Jongg tile with two exposures shown receives minus 20 points for the game.
5. Each player receives 10 points for a wall game except a dead hand receives zero points.

Recording Scores:

1. A player's hand is "dead" and the player stops playing in the event of calling Mah Jongg or exposing in error. Jokers may be redeemed by any player during their turn from exposures laid out prior to the error, but may not exchange for jokers exposed after the error. For clarity, return the exposed tiles made in error (dead tiles) to the upright rack and leave only the playable tiles exposed on top of the rack.
 2. Each player will have an individual score sheet that he/she carries throughout the event. Record your score after each game is played and have the opposite player verify and initial the score card.