

NOTE: WHITE DRAGON IS USED AS ZERO “0”. IT MAY BE USED WITH ANY SUIT.
(CRACKS, BAMS, OR DOTS)

2013	VALUES
N EE WWW SSSS 2013	X25
FF 2013 1111 3333 (Any 3 Suits)	X25
FFFF 2222 0000 13	X30
FFFF DDD 2013 DDD (Any 2 Dragons, 2 or 3 Suits)	C35

2468	
22 444 DDDD 666 88	X25
22 44 66 8888 8888 (Any 3 Suits)	X30
FF 2222 44 66 8888 (Any 2 Suits)	X30
222 4444 666 8888 (Any 2 Suits)	X25
22 444 44 666 8888 (Any 3 Suits, Kong 8s)	X25
FF 222 444 666 888	C30

LIKE NUMBERS	
FF 1111 1111 1111 (Any Like No.)	X25
11 DD 111 DDD 1111 (Any Like No., Matching Dragon)	C 30

SEVEN HANDS	
FFFF 1111 +66 = 7777 or FFFF 1111 +66 = 7777 (Any 3 Suits)	X25
FFFF 2222 +55 = 7777 or FFFF 2222 +55 = 7777 (Any 3 Suits)	X25
FFFF 3333 +44 = 7777 or FFFF 3333 +44 = 7777 (Any 3 Suits)	X25

QUINTS	VALUES
1223 22222 22222 (Any 3 Consec. Nos., Pr. Any No. in Run; Pr. & Quints Match)	X40
NNNNN DDDD 11111 (Quint Any Wind & Any No. in Any Suit; Kong Any Dragon)	X45
FFFF 11111 22222 (Any 2 Suits, Any 2 Consec. Nos.)	X40
11111 2222 33333 (Any 3 Consec. Nos.; Kong Middle No. Only)	X45

CONSECUTIVE RUN	
11 222 3333 444 55 or 55 666 7777 888 99	X25
111 2222 333 4444 (Any 2 Suits, Any 4 Consec. Nos.)	X25
FFFF 1111 2222 DD (Any 2 Consec. Nos.)	X25
1111 22 22 22 3333 (Any 3 Consec. Nos. Like Pairs Middle No. Only)	X30
FF 1111 2222 3333 (Any 3 Suits, Any 3 Consecutive Nos.)	X25
111 222 111 222 DD (Any 3 Suits, Any 2 Consec. Nos., Pair Dr. 3 rd Suit)	C30

13579	
11 333 5555 777 99	X25
111 3333 333 5555 or 555 7777 777 9999 (Any 2 Suits)	X25
FFFF 1111 33 5555 or FFFF 5555 77 9999	X25
11 333 DDDD 333 55 or 55 777 DDDD 777 99 (Any 3 Suits)	X25
1111 33 55 77 9999 (Any 2 Suits)	X30
11 33 11 33 55 1111 (Any 3 Suits, Kong 1, 3 or 5)	C30
55 77 55 77 99 5555 (Any 3 Suits, Kong 5, 7 or 9)	C30
111 3 555 111 3 555 or 555 7 999 555 7 999 (Any 2 Suits)	C30

WINDS – DRAGONS

VALUES

NNNN EEEE WWWW SS	X25
FF DDDD NEWS DDDD (Any 2 Dragons)	X25
NNNN SSSS 111 111 (Pung Any Like Odd No. in One Suit Only)	X30
EEEE WWWW 222 222 (Pung Any Like Even No. in One Suit Only)	X30
FF NNNN EE WW SSSS	X30
FFFF DDDD DD DDDD (Any 3 Suits)	X30

369

FF 333 66 999 DDDD	X25
333 6666 666 9999 (Any 2 Suits)	X25
333 666 9999 9999 (Any 3 Suits)	X25
FF 3333 6666 9999 or FF 3333 6666 9999 (Any 3 Suits)	X25
33 666 33 666 9999 (Any 3 Suits, Kong 9s)	X25
33 66 33 66 99 3333 (Any 3 Suits, Kong 3, 6, or 9)	C30

SINGLES AND PAIRS

NN EE WW SS 11 22 33 (Any 3 Consec. Nos.)	C50
FF 11 22 33 44 55 DD (Any 5 Consec. Nos.)	C50
11 33 55 77 99 11 11 (Any Like Odd No. in Other 2 Suits)	C50
FF 22 44 66 88 22 22 (Any Like Even No. in Other 2 Suits)	C50
FF 11 22 11 22 11 22 (Any 2 Consec. Nos. in 3 Suits)	C50
998 99887 998877 (Any 3 Suits, These Nos. Only)	C50
FF 2013 2013 2013 (3 Suits)	C75



PLAYERS SHOULD NOT THROW IN HANDS UNTIL MAH JONGG IS VERIFIED.

MISCALLED TILE: A tile cannot be claimed until correctly named. Correctly named tile may then be called for an Exposure. HOWEVER, if Mah Jongg is called with the incorrectly named tile, the game ceases. Then, miscaller pays claimant four times the value of the hand. Others do not pay.

A hand is dead when it has too few or too many tiles during play or an incorrect number of exposed tiles. Dead hand ceases to pick and discard, pays winner same as other players.

At no time may a tile be called to complete a pair or a single tile, including flower for anything but Mah Jongg in an Exposed or Concealed Hand.

A discarded Flower may be claimed to complete a Pung, Kong, Quint, or Sextet of Flowers for Exposure or Mah Jongg in an exposed Hand.

A discarded Flower may be claimed to complete the required number of Flowers for Mah Jongg in a Concealed Hand.

Player is permitted to discard a Flower at any time during the game and call it “Flower”.

RULES FOR BETTORS: Bettor pays or receives same as player bet on.

MAH JONGG IN ERROR

1. If a player declares Mah Jongg in error and does not expose the hand and all other hands are intact, play continues without penalty.

2. If a player declares Mah Jongg in error and exposes the hand and all other hands are intact, game continues, but declarer’s hand is dead. The same penalty applies for calling a discard and making an incorrect exposure. DEAD HAND DISCONTINUES PLAYING, DOES NOT PICK OR DISCARD. Pays winner full value of hand.

3. If a player declares Mah Jongg in error and one other player exposes part or all of the hand, the game continues with the two remaining players whose hands are intact. If more than one player, other than erring declarer, exposes part or all of the hand, game cannot continue. Erring declarer pays double the value of the incorrect hand to the one player whose hand is intact.

When writing for any information, please send a stamped self-addressed envelope to:

NATIONAL MAH JONGG LEAUGE, INC., 250 West 57th Street, New York, N.Y. 10107
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When a player Mah Jonggs on a discarded tile, **DISCARDER** pays the winner double value. All other players pay single value. When a player picks OWN Mah Jongg tile, all players pay double value.

BONUS: WHEN A PLAYER DECLARES MAH JONGG AND NO JOKERS ARE PART OF THE HAND, A BONUS IS GIVEN: DOUBLE VALUE. EXCHANGED JOKERS FROM AN EXPOSURE CAN MAKE THE HAND JOKERLESS.
EXCEPTION: SINGLES & PAIRS GROUP – NO BONUS.

STANDARD BASED ON EIGHT FLOWERS AND EIGHT JOKERS

Run – means consecutive numbers. **Pair** – 2 like tiles; **Pung** – 3; **Kong** – 4; **Quint** – 5; **Sextet** – 6. 1 color – any 1 suit; 2 colors – any 2 suits; 3 colors – 3 suits. **F** – Flower; **X** – Exposed; **C** – Concealed; **D** – Dragon; **R** – Red D; **Wh** – White D; **G** – Green D. **Matching Dragons:** Craks with Reds, Dots with Whites, Bams with Greens.

Note: White Dragon is used also as ZERO “0”. It can be USED with any suit (Craks, Bams, or Dots).

ALL TILES FACED DOWN AND MIXED. EAST ROLLS DICE and total number thrown designates where East breaks wall. Each player picks 4 tiles for 3 rounds. East then picks next first and third top tiles and other players one tile each.

CHARLESTON (Flowers May Be Passed During Any Pass Including Courtesy But Jokers May Never Be Passed.)

First Charleston compulsory – three passes (right, across, left).

Blind pass of 1, 2, or 3 tiles permitted on last pass of both Charllestons, without looking at them.

Courtesy pass – optional “0”, 1, 2, or 3 tiles – with player opposite, whether one or two Charllestons are played.

Charleston is completed. East starts play by discarding 14th tile; players on the right of East pick and discard in rotation.

Jokers may be discarded at any time during the game and named the same as previous discard. Jokers may be used to replace any tiles in any Pung, Kong, Quint, or Sextet only. Joker or Jokers may be replaced in any exposure with like tile or tiles by any player, whether picked from wall or in player’s hand, when it is player’s turn. Joker or Jokers can **NEVER** be used for **single** tile, or for a **pair**.

1. NO PICKING OR LOOKING AHEAD.
2. When two players want the same discard, one player for an Exposure and another for Mah Jongg, Mah Jongg declarer always has preference.
3. When two players want the same tile for exposure, player next in turn to discarder has preference.
4. When two players want the same tile for Mah Jongg, player next in turn to discarder has preference.
5. A tile may not be claimed for Exposure or Mah Jongg after player next in turn has picked and racked or discarded a tile.