

Values based on eighteen flowers. Each player takes one flower before building wall. Wall is broken and each player takes twelve tiles. Then East Wind takes one additional tile. Exposed Hands: Kong, Quint, Sextette or Septette may be claimed in any order. All exposed hands may also be played concealed.

RULES

1. All tiles faced down and mixed thoroughly before wall is built.
2. No looking ahead.
3. East is limited to one Mah Jongg in a four or five handed game. East position is retained in wall games.
4. A hand is dead when it contains too few or too many tiles during play or an incorrect number of exposed tiles. Player may continue in the game until opponent discovers error. Then dead hand ceases to pick and discard, pays winner same as other players.

CLAIMING DISCARDS

5. A tile cannot be claimed until correctly announced.
6. A tile once discarded or announced cannot be exchanged.
7. When two players want the same tile: A. For a Kong, Quint, Sextette or Septette: Player nearest in turn to discarder has preference.
B. For Mah Jongg: Player nearest in turn to discarder has preference.
C. Mah Jongg declarer always has preference over any other claimant.
8. When two of same tile are discarded in succession and wanted, second must be taken.
9. A tile may not be claimed for Kong, Quint, Sextette, Septette or Mah Jongg after player next in turn has discarded or declared "Mah Jongg."
10. A flower can never be discarded.

MISCALLING

11. A. Discards should be watched. B. A miscalled tile must be correctly named.
C. If wanted for a Kong, Quint, Sextette or Septette, it cannot be claimed; no penalty.
D. If claimed for Mah Jongg, game ceases. Miscaller pays claimant twice the value of the hand. Other players do not pay.

MAH JONGG IN ERROR

12. A. If a player declares Mah Jongg in error and does not expose the hand and all other hands are intact, play continues without penalty.
B. If a player declares Mah Jongg in error and exposes the hand and all other hands are intact, play proceeds but declarer's hand is dead. DEAD HAND DISCONTINUES PLAYING, DOES NOT PICK OR DISCARD. Pays winner same as other players.
C. If a player declares Mah Jongg in error (exposing or not exposing) and one or more players throw in or expose their hands, the play cannot continue. Erring declarer pays all players whose hands are intact penalty of 30 chips. East pays or receives double.

CHARLESTON

First compulsory—three passes (right, across, left).
Second optional—three passes (left, across, right). No courtesy pass.
Blind pass of 1, 2 or 3 tiles permitted on last pass of either Charleston.

RULES FOR BETTORS

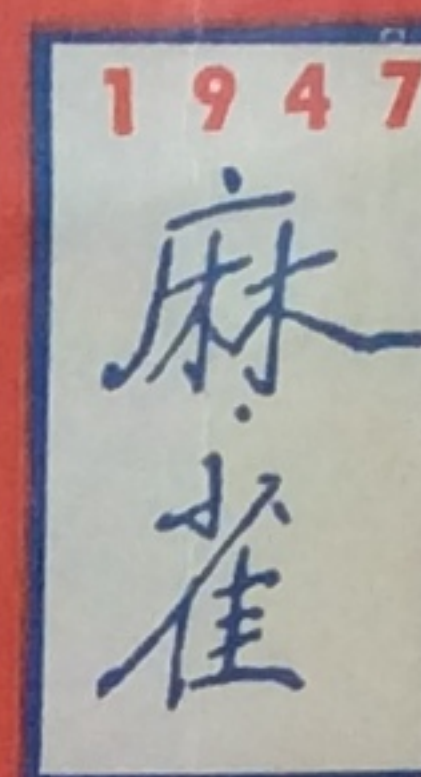
1. Bets must not be disclosed or changed, or any information given during the play. Penalty: bet cancelled.
2. Bettor receives or pays full value of the hand.
3. Bettor pays or receives same penalty as player bet on. (Rule 11D or 12C.)

For membership or other information write the
NATIONAL MAH JONGG LEAGUE, INC.
1819 Broadway, New York 23, N. Y.

Membership Dues, 50¢ per year

Official STANDARD HANDS AND RULES

10c



NATIONAL MAH JONGG LEAGUE, INC.

Proceeds donated to patriotic and charitable causes

1 color—1 suit; 2 colors—2 suits; 3 colors—3 suits. D—Dragon; X—Exposed Hands.

WINDS

NNNNN DDDD SSSSS (Any D) x 50-100
EEEE DDDD WWWW (Any D) x 50-100
NNNNN E W SSSSS (This way only) x 70-140
EEEE N S WWWW (This way only) x 70-140

Septettes

NNNNNN SSSSSS (This way only) x100-200
EEEEEE WWWW (This way only) x100-200

DRAGONS

RRRR WhWhWhWh GGGG NN or SS x 70-140
RRRR WhWhWhWh GGGG (Kong Wh) x100-200

1-3-5-7-9

11111 33 55555 (These Nos. 1 suit only) x 60-120
55555 77 99999 (These Nos. 1 suit only) x 60-120
33333 x 55555 = 15 (Sextette) x 70-140
55555 x 77777 = 35 (Sextette) x 70-140
77777 x 99999 = 63 (Sextette) x 70-140
11111 99999 DDDD (These Nos. only. D 3rd Suit) x 60-120
11111 99999 DD (These Nos. only. D 3rd Suit) x 80-160

2-4-6-8

2 44 666 8888 DDDD (D 3rd suit) x 50-100
2 44 666 8888 DDDD (D to match) x 50-100
2222 88888 DDDD (These Nos. only. D 3rd Suit) x 60-120
22222 88888 DD (These Nos. only. D 3rd Suit) x 80-160

3-6-9

33333 6666 99999 (Quint) x 50-100
33 666 9999 DDDDD x 60-120
33 666 9999 DDDDD (D to match) x 60-120
33 66 99 DDDD DDDD x 60-120
33333 66 99999 (These Nos. 1 suit only) x 60-120
DDDD 33333 DDDD (Sext. 3, 6 or 9—3rd suit) x 70-140

SAME NOS.

11111 DDDD 11111 (Any same Nos. D 3rd suit) x 60-120
222 DDDD 222 DDDD (Any same puns matching D) x 60-120

Quints

55555 6666 77777 (These Nos. only) x 50-100
66666 7777 88888 (These Nos. only) x 50-100
77777 8888 99999 (These Nos. only) x 50-100

CONSECUTIVE ADDITION QUINTS (These Nos. only)

11111 + 22222 = 3333 x 50-100
22222 + 33333 = 5555 x 50-100
33333 + 44444 = 7777 x 50-100
44444 + 55555 = 9999 x 50-100

CONSECUTIVE ADDITION SEXTETTES (These Nos. only)

55555 + 66666 = 11 x 80-160
66666 + 77777 = 13 x 80-160
77777 + 88888 = 15 x 80-160
88888 + 99999 = 17 x 80-160

MULTIPLICATION SAME NO. SEXTETTES (These Nos. only)

44444 x 44444 = 16 x 70-140
55555 x 55555 = 25 x 70-140
66666 x 66666 = 36 x 70-140
77777 x 77777 = 49 x 70-140
88888 x 88888 = 64 x 70-140
99999 x 99999 = 81 x 70-140

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