

Upper Hutt Cossie Club Gathering Rules: March 2020

General

1. Please do not leave the room during a session without a Supervisor being called.
2. Do not start playing until directed. You may determine EAST and the number to break the wall. The finishing time is when you have completed the required number of hands on the score sheet, including dead games.
3. Shuffle tiles quietly to avoid chipping. Turn all tiles face down before building walls.
4. The first player who is EAST will be designated SCORER to check and initial the score sheet. The player who is SOUTH will initial EAST's score. All players are responsible for checking their scores have been entered correctly and initialled BEFORE starting the next game.
5. The SCORER will record on the table's score sheet the name of the winning hand and the score. Players claiming fishing will have their result checked by other players and a "F" with a score of 1 noted on the score sheet. If no one wins (i.e. a dead game) a line is drawn through all players names. This keeps track of the number of games played.
6. EAST always passes to the next player regardless of outcome.
7. With the agreement of all players at a table, tiles can be called at the request of visually impaired person.

Game Rules

8. Hands to be played only as they are written. There are no Kongs.
9. A player may NOT Mahjong consecutively with the same hand. Fishing is permitted.
10. Chows in exposed hands may NOT be taken from the left.
11. If you find you have an incorrect number of tiles you cannot correct this, even with the permission of the other players. You can continue to play but you cannot Fish or Mahjong.
12. No player should throw in or expose their hand until the winner's hand, and any fishing hands, have been scrutinised by players at the table. In the case of a false Mahjong play may continue but only for players who have not thrown in their hands.

Loosies

13. Loosies are included in all games. For Sessions 1,3 & 5 there is no goulashing unless there is a dead hand. For Sessions 2, 4 & 6 goulash every hand.

Discarding

14. When discarding, tiles must be placed face up in clear sight of all players.
15. A tile is deemed discarded as soon as it touches the table (whether or not it has been seen or a hand is still on the tile).
16. Any player can claim a discarded tile from the time it touches the table until the next player has picked up and discarded the next tile.
17. Unless stated otherwise, the last tile for a Mahjong may be taken from a discard.

Fishing

18. Fishing MUST be declared in all the sessions when only one tile is required for Mahjong.
19. Fishing will be scored even if there is a dead game.
20. You may still Fish when all four of the tiles are discarded.