

CLUBS NZ 2025 NATIONAL MAH-JONG TOURNAMENT HANDS



5 POINT HANDS

Four Blessings: Pung of each of the Winds & Pair of anything.

Sparrows Sanctuary: 2 Pairs of 1 Bamboo (Sparrows) & a Pair of each Green Bamboo (2, 3,

Victory: Pung of Red & White Dragons, 2 Pungs & Pair of blue Circles (2, 4, 8).

Emerald Twins: 7 Pairs of Green Bamboos. Eastern Seaboard: Pungs Green Dragons, Pung East Wind, One each South, West, North Wind, & Pung and a Pair Blue Circles (2, 4, 8).

4 POINT HANDS

Unique Wonder: 1 each Dragons, I each NEWS & 1's & 9's in each Suit & any tile Paired.

Three Great Scholars: Pung of each of Red, White, Green Dragons & a Pung & Pair of Suit or wind.

Heads & Tails: 4 Pungs & Pair of 1's & 9's. Gates of Heaven: Pungs of 1's & 9's run 2-8 & one tile Paired to the run. One Suit only.

Confused Gates: Pung of 1's in 1st Suit. Pung 9's 2nd Suit, & a run 2-8 in 3rd Suit with 1 tile Paired. Winds & Dragons: 4 Pungs & Pair of Winds or

Dragons.

Drifting Cloud: Pung of White Dragons, 3 Pungs & a Pair of consecutive Characters. (Pair must come at either end).

Representatives: Pung Winds, Pung Dragons. Pung 1's in one Suit, Pung of 9's second Suit, & Pair of 1's or 9's in third Suit.

Numbers Parallel: Pung & a Pair of Winds or Dragons, & a Pung of the same number in each Suit (no 1's or 9's).

3 POINT HANDS

Traffic Lights: Pung Green Dragons, Pung Red Dragons, Pung of even & odd Circles & Pair of Circles.

Green Ice: Pungs of Green & White Dragons, a Pung & a Pair of odd & even Characters. Scarlet Pimpernel: Pung of Red & White Dragons, 2 Pungs & Pair of Red Bamboo (1, 5, 7, 9).

Ruby Jade: Pung Red & Green Dragons, Pung Red Bamboo, (1, 5, 7, 9), Pung Green Bamboo (2, 3, 4, 6, 8) & Pair of Bamboo.

Lily of the Valley: Pung of Green & White Dragons, 2 Pungs & Pair of Green Bamboos (2, 3,

Strawberry Cream: Pung of Red & White Dragons, 2 Pungs & Pair of even Characters (2, 4,

Royal Ruby: Pung of Red Dragons, 3 Pungs & Pair of Red Bamboo's (1, 5, 7, 9).

Emerald Dagger: Pung of Green Dragons, 3 Pungs & Pair of 1, 5, 7, 9, characters.

Wentworth: Pung Green Dragons Pair East

Winds 3 Consecutive Pungs 1 Suit.

3 POINT HANDS

Scarlet Poppy: Pung Red Dragon, 3 Pungs & a Pair of Even Characters. (2, 4, 6, 8).

White Elephant: Pung of White Dragons, 3 Pungs & Pair of Even Circles (2, 4, 6, 8).

Run Pung & a Pair: Run 1-9 a Pung & a Pair in any Suit.

Double Numbers: 2 Pungs 1 Suit, 2 Pungs same numbers second Suit, & Pair Winds/Dragons. **Chinese Odds:** 4 Pungs of the odd numbers & a Pair. (1, 3, 5, 7, 9) in any one suit.

2 POINT HANDS

Wriggly Snake: Run of 1-9 in Suit, one each of the Winds & Wind Paired.

Windfall: 1 of each Wind (NEWS) & 5 Pairs of one Suit. No 1's or 9's allowed.

Hitler's Blunder: Run 1-7 in Suit, a Pung of Dragons one of each Wind. (NEWS).

Hachi Ban: Run 1-8 or 2-9, 3 Pairs of Winds or 3 Pairs of Dragons.

Honour Pairs: Seven Pairs of honours (Winds, Dragons, 1's & 9's)

Greta's Garden: Run 1-7 in one Suit, one each of the Winds & Dragons.

Gerties Garter: Run 1-7 in two Suits. Concealed. Mixed Pungs: One Suit with Winds &/or Dragons & a Pair. Concealed.

Concealed Pungs: (Purity): One Suit only. No Kongs.

Grand Sequence: Run 1-9 in Suit & Pair in Suit, Pung of Winds or Dragons.

Heavenly Twins: Seven Pairs in one Suit. **Sky Ladder:** 4 Consecutive Pungs & a Pair in 3 different Suits. No 2 same Suits next to each other. Pair can be anywhere.

2 POINT BAMBOO HANDS

Imperial Jade: Pung of Green Dragons & 3 Pungs & Pair of Green Bamboo (2, 3, 4, 6, 8).

Snow Drop: Pung of White Dragons, 3 Pungs & Pair of Green Bamboo (2, 3, 4, 6, 8).

2 POINT CHARACTER HANDS

Driven Snow: Pung of White Dragons, 3 Pungs & Pair of odd characters. (1, 3, 5, 7, 9).

Hitlers Bunker: Pung of Red Dragons, 3 Pungs & Pair of odd characters (1, 3, 5, 7, 9).

2 POINT CIRCLE HANDS

Green Hornet: Pung Green Dragons, 3 Pungs & Pair of odd Circles (1, 3, 5, 7, 9).

Dragons Blood: Pung Red Dragons, 3 Pungs & Pair of Red Circles (1, 3, 5, 6, 7, 9).

Beginning of each Session once seated you may throw the dice to see who starts & break the wall BUT you must not deal until the bell is rung.