

Upper Hutt Cossie Club Gathering Rules: April 2021

General

1. Do not leave the room during a session without a Supervisor being called.
2. Start play only when directed. You may, however, 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. **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 scoring. 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 score sheet the name of the winning hand and the score.
6. 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.
7. The same rule applies for a player claiming a bouquet i.e. enter a "B" with a score of 2.
8. EAST always passes to the next player regardless of outcome.
9. With the agreement of all players at a table, tiles can be called at the request of a visually impaired person.

Game Rules

10. Hands to be played only as they are written. Remember: **there are no Kongs.**
11. Goulash every hand.
12. Chows in exposed hands may **NOT** be taken from the left.
13. A player may **NOT** claim consecutive Mahjongs with the same hand. Fishing is permitted.
14. 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.
15. 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/Jokers

16. Loosies/jokers are included in all games.

Discarding

17. When discarding, tiles must be placed (**not thrown**), face up, in clear sight of all players.
18. A discarded tile remains active until the next player's tile touches the table.
19. Unless stated otherwise, the last tile for a Mahjong may be taken from a discard.

Fishing

20. Fishing may be claimed at any time, but **MUST** be declared before claiming a Mahjong.
21. Fishing will be scored even if there is a dead game.
22. You may still Fish even if all four of the tiles you require are discarded.