

FOUR BLESSINGS - Pung of each of the winds and a Pair of anything (5)
SCHOLARS - Pung each of red, white & green dragons and a Pung and a Pair of any suit or a Pung and a Pair of winds (4)
REPRESENTATIVE - Pung of winds, Pung of dragons, Pung of 1's in 1st suit, Pung 9's in 2nd suit, Pair 1's or 9's in 3rd suit (4)
UNIQUE WONDER - 1 each of wind (NEWS) & dragons and 1's & 9's and any tile Paired (4)
WINDS & DRAGONS - 4 Pungs and a Pair of winds & dragons (4)
HEADS & TAILS - 4 Pungs & a Pair 1's & 9's (4)
HONOUR PAIRS - 7 pairs of honours (winds or dragons, 1's & 9's) (2)

BAMBOO HANDS

SPARROW'S SANCTUARY - 2 Pairs of 1's of bamboo and a Pair of each of the (2,3,4,6,8) green bamboo (5)
EMERALD TWINS - 7 Pairs green bamboo (2,3,4,6,8) (5)
SCARLET PIMPERNEL - Pung of red & white dragons, 2 Pungs and a Pair of red bamboo (1,5,7,9) (3)
LILY OF THE VALLEY - Pungs of green & white dragons, 2 Pungs and a Pair of green bamboo (2,3,4,6,8's) (3)
RUBY JADE - Pung of red & green dragons, pung red & green bamboo & a Pair bamboo (3)
ROYAL RUBY - Pung of red dragons, 3 Pungs and a Pair of red bamboo (1,5,7,9) (3)
IMPERIAL JADE - Pung of green dragons, 3 Pungs & Pair green bamboo (2,3,4,6,8) (2)
SNOWDROP - Pung of white dragons, 3 Pungs and a Pair of green bamboo (2,3,4,6,8) (2)
WINDRUSH - 6 Pairs bamboo & Pair green dragons (2)

CLUBS NZ MAY 2022

UPPER HUTI

CHARACTER HANDS

DRIFTING CLOUD - Pung of white dragons, 3 Pungs and Pair of consecutive characters, Pair may be either end (4)
STRAWBERRY CREAM - Pung of red & white dragons, 2 pungs & a Pair even characters (3)
GREEN ICE - Pung of green & white dragons, Pung of odd & even characters & a Pair (3)
EMERALD DAGGER - Pung green dragons, 3 Pungs & a Pair of (1,5,7,9's) of characters (3)
SCARLET POPPY - Pung of red dragons, 3 Pungs & a Pair of even characters (3)
DRIVEN SNOW - Pung of white dragons, 3 Pungs & a Pair of odd characters (2)
HITLER'S BUNKER - Pung red dragons, 3 Pungs & a Pair odd characters (1,3,5,7,9) (2)

CIRCLE HANDS

EASTERN SEABOARD - Pung of green dragons, Pung East Wind, Pung and a Pair of blue circles (2,4,8) plus one each of NSW winds (5)
VICTORY - Pung red & white dragons, 2 Pungs and a Pair of blue circles (2,4,8) (5)
TRAFFIC LIGHTS-Pung red & green dragons, Pung of odd & even circles & Pair of circles (3)
WHITE ELEPHANT - Pung of white dragons, 3 Pungs & a Pair even circles (3)
DRAGON'S BLOOD - Pung of red dragons, 3 Pungs & a Pair of red circles (1,3,5,6,7,9) (2)
GREEN HORNET - Pung of green dragons, 3 Pungs and a Pair of odd circles (2)

SUIT HANDS

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GATES OF HEAVEN - Pungs of 1's & 9's, a Run of 2-8 and one tile Paired in run, AOS (4)
CONFUSED GATES - Pung of 1's in 1st suit, Pung of 9's in 2nd suit, Run of 2-8 plus one Paired in 3rd suit (4)
RUN PUNG & A PAIR - Run, Pung & a Pair all in one suit (3)
WRIGGLY SNAKE - Run 1-9 in suit, 1 each of the winds & any wind Paired (2)
GRAND SEQUENCE - Run of 1-9 in 1 suit, a Pair of suit, Pung of winds / dragons (2)
GERTIE'S GARTER - Run 1-7 in 2 suits (2)
GRETA'S GARDEN - Run 1-7 in 1 suit, 1 each of the winds (NEWS) & dragons (2)
HITLER'S BLUNDER - Run 1-7 in 1 suit, Pung dragons, (no Kong) & 1 of each wind (2)
HACHI BAN - Run 1-8 or 2-9, 3 Pairs winds or 3 Pairs dragons (2)

CONCEALED PUNGS - 4 Pungs & a Pair Mixed in 1 suit with winds &/or dragons and a Pair, No Kongs (2)
 Pure - 1 suit only, No Kongs (2)

HEAVENLY TWINS - 7 Pairs in 1 suit (2)
WINDFALL - NEWS plus 5 Pairs (NT) (2)
CHINESE ODDS - 4 Pungs of the odd numbers and a Pair in 1 suit (1,3,5,7,9) (3)
NUMBERS PARALLEL - Pung & a Pair of winds or dragons, 3 Pungs of same number in each suit NT (4)
DOUBLE NUMBERS-pair of winds or dragons 2 Pungs of same numbers in 2 suits (3)
SKYLADDER - 3 consecutive Pungs in 3 different suits plus 1 other Pung in any suit plus a Pair in suit (not same as extra suit) Pair at either end and no 2 suits together (3)

TOURNAMENT RULES

- GOLASH EVERY HAND
- POINTS WILL BE AWARDED FOR HANDS, FISHING 1 POINT
- JKERS (LOSSES) WILL BE USED
- ROBbing THE KONG: PLAYER MAY BE FISHING AND SEES ANOTHER PLAYER HAS AN EXPOSED PUNG OF THE TILE REQUIRED, IF THIS PLAYER PICKS UP 4TH TILE TO MAKE THE PUNG A KONG, THEN THE PUNG-NEEDING TILE TO GO MAHJONG MAY CLAIM IT, THEREBY ROBBING THE KONG.
- WHEN A PLAYER HAS AN EXPOSED KONG OF TILES IN WHICH IS INCLUDED A LOOSE TILE, SHOULD THEY THEN PICK UP THEMSELVES FROM THE WALL THE APT TILE AND PLACE IT ALONGSIDE THEIR KONG TO MAKE 5 TILES THAT PLAYER HAS THE RIGHT TO WITHDRAW THE LOOSE TILE FROM THIS SET AND PLACE IT BACK INTO THEIR OWN HAND TO BE USED AGAIN (NO SET OF 5 TILES IN MAHJONG)
- ONE EXTRA POINT AWARDED IF THE HAND HAS NO JOKER (LOSSES)
- IF EAST WIND MAHJONGS, DOUBLE THE NUMBER OF POINTS FOR THE HAND ONLY WILL BE AWARDED, PLUS ONE EXTRA POINT IF THE HAND HAS NO JOKERS.
- PLAYERS CANNOT REMAIN EAST WIND FOR MORE THAN THREE CONSECUTIVE TURNS
- ONE POINT GIVEN IMMEDIATELY FOR A BOUQUET
- UNLESS STATED LAST TILE CAN BE TAKEN FROM THE DISCARD
- IF AFTER THE FIRST DISCARD THE FLOWER TILE HAS BEEN FORGOTTEN IT IS TOO LATE AND THE HAND REMAINS A TILE SHORT, SIMILARLY IF A KONG TILE IS FORGOTTEN, THE SAME RULE APPLIES, PLAYER CANNOT MAHJONG
- NO PUNGS FROM THE TABLE IN RUNNING HANDS, KONGS ALLOWED EXCEPT WHERE STATED.
- CHOWS ARE CONCEALED, LAST TILE CAN BE TAKEN FROM THE DISCARD
- A TILE IS DEEMED DISCARDED AS SOON AS TILE TOUCHES THE TABLE (WHETHER IT HAS BEEN UNSEEN OR HAND IS STILL ON SAID TILE)
- FALSK MAH JONG, PLAY CAN CONTINUE IF OTHER PLAYERS HAVE NOT EXPOSED THEIR HAND
- NO PLAYER SHOULD THROW IN OR EXPOSE THEIR HAND UNTIL THE WINNERS HAND HAS BEEN SCRUTINISED BY ALL PLAYERS AT TABLE
- ALL TILES TO BE TURNED OVER BEFORE THE WALL IS BUILT
- PLAY CONSISTS OF 16 HANDS FOR SESSIONS 1, 2 & 3 AND 12 HANDS FOR SESSIONS 4,5 & 6
- PLAYERS CAN NOT GO MAHJONG BEFORE OR DURING A GOLASH

1. 2022 DISPUTES COMMITTEE (DECISION IS FINAL)

Saturday	
9.00am	Registration & morning tea
9.30am	Welcome notices
9.45 – 11.45 am	Session One
11.45 – 12.30 pm	LUNCH
12.30 – 2.30 pm	Session Two
2.30 – 3.00 pm	AFTERNOON TEA
3.00 – 5.00 pm	Session Three
	Afternoon Tea – Prize Giving & Farewell
Sunday	
8.30am	Doors open
9.00 – 10.30am	Session Four
10.30 – 11.00am	MORNING TEA
11.00-12.30pm	Session Five
12.30 – 1.30pm	LUNCH
1.30 – 3.00pm	Session 6