

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 HUTT

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

28 Sep. 21

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)
GERTIES 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

1. GOULASH EVERY HAND
2. POINTS WILL BE AWARDED FOR HANDS, FISHING 1 POINT
3. JOKERS (LOOSIES) WILL BE USED
4. 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 PLAYER NEEDING TILE TO GO MAHJONG MAY CLAIM IT, THEREBY ROBBING THE KONG.
5. 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 4th 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)
6. ONE EXTRA POINT AWARDED IF THE HAND HAS NO JOKER (LOOSIES)
7. 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.
8. PLAYERS CANNOT REMAIN EAST WIND FOR MORE THAN THREE CONSECUTIVE TURNS
9. ONE POINT GIVEN IMMEDIATELY FOR A BOUQUET
10. UNLESS STATED LAST TILE CAN BE TAKEN FROM THE DISCARD
11. 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
12. NO PUNGS FROM THE TABLE IN RUNNING HANDS. KONGS ALLOWED EXCEPT WHERE STATED.
13. CHOWS ARE CONCEALED. LAST TILE CAN BE TAKEN FROM THE DISCARD
14. A TILE IS DEEMED DISCARDED AS SOON AS TILE TOUCHES THE TABLE (WHETHER IT HAS BEEN UNSEEN OR HAND IS STILL ON SAID TILE)
15. FALSE MAH JONG. PLAY CAN CONTINUE IF OTHER PLAYERS HAVE NOT EXPOSED THEIR HAND
16. NO PLAYER SHOULD THROW IN OR EXPOSE THEIR HAND UNTIL THE WINNERS HAND HAS BEEN SCRUTINISED BY ALL PLAYERS AT TABLE
17. ALL TILES TO BE TURNED OVER BEFORE THE WALL IS BUILT
18. PLAY CONSISTS OF 16 HANDS FOR SESSIONS 1, 2 & 3 AND 12 HANDS FOR SESSIONS 4,5 & 6
19. PLAYERS CAN NOT GO MAHJONG BEFORE OR DURING A GOULASH

I. 2022 DISPUTES COMMITTEE (DECISION IS FINAL)	
Saturday	Sunday
9.00am Registration & morning tea	8.30am Doors open
9.30am Welcome notices	9.00 – 10.30am Session Four
9.45 – 11.45 am Session One	10.30 – 11.00am MORNING TEA
11.45 – 12.30 pm LUNCH	11.00-12.30pm Session Five
12.30 – 2.30 pm Session Two	12.30 – 1.30pm LUNCH
2.30 – 3.00 pm AFTERNOON TEA	1.30 – 3.00pm Session 6
3.00 – 5.00 pm Session Three	Afternoon Tea – Prize Giving & Farewell