## Clubs NZ Mah Jong Tournament Hands 2023

## 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, 4, 6, 8).
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, \& 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 $1^{\text {st }}$ Suit. Pung 9's
2nd Suit, \& a run 2-8 in $3^{\text {rd }}$ 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 's or 9's)
Razza: Pair Red Dragons 1939 in $1^{\text {st }}$ Suit, 1918 in $2^{\text {nd }}$ Suit, 1955 in $3^{\text {rd }}$ Suit

## 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, 4, 6, 8).
Strawberry Cream: Pung of Red \& White Dragons, 2 Pungs \& Pair of even Characters (2,4,6,8)
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.

## 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 $(1,3,5,6,7,9)$

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[^0]:    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.

