

## **Scoring**

### **Scoring for the Winner**

1. Value of hand on NMJL card when thrown by another player
2. Twice value of hand on card when picking own Mah Jongg tile
3. Four times value of hand on card when jokerless and picking your own except single & pairs hands
4. Player declaring Mah Jongg of a single & pairs hand receives double value of hand on card when picking own Mah Jongg tile

### **Penalties for the person who throws the Mah Jongg tile**

1. Minus 10 pts for hands with 0, 1, or 2 exposures
2. Minus 20 pts for hand with 3 exposures

### **Scoring for a Wall Game**

10 pts for each player

### **Incomplete Game (over time limit)**

"0" points for each player

### **Dead Hand Declared**

"0" points for player whose hand is dead even if there is a wall game.

### **Mah Jongg in Error**

1. "0" points to player in error
2. "0" points to all if the 3 other players expose their hand
3. 25 points to sole player whose hand remains intact
4. If 2 or more players do not expose their hand then game continues

### **Naming Tile In Error**

1. If player names tile in error and no one declares Mah Jongg, name of tile is corrected and play continues
2. If player names tile in error and another player declares Mah Jongg, they receive 4 times the value of the hand and the Declarer scores "-40 points" and the hand is over.

**If a question arises during play, one player at the table will raise their hand and someone from the Rules Committee will come over and rule on the dispute. The decision of the committee member will be final**