

Hi All,

Thanks for your participation in our first Charity Game Day. Here's an overview of what to expect:

1. What to bring: a card table and supplies for your game (mahjong tile set, playing cards, etc.) Card tables may be dropped off starting at 10:30am. Be sure to put your name on yours.
2. Check in at Registration Desk between 12:30 and 12:50 pm with Tess Judge, Event Chair, and Mary Moynahan, Event Coordinator. Pick up your free raffle tickets, and buy extras! Raffle tickets are for door prizes and the 50/50 raffle. Grab a snack/drink and head to your game's room.
3. Game Captains will be there to review information, and to answer questions as they arise. Bridge: Arline Arnold. Mahjong: Jo Hurd and Janice Adams. Hand and Foot: Sally Meyers.
4. Playing sessions, or rounds, will be 75 minutes, followed by a 15 minute break. (Play 1:00 to 2:15, break 2:15-2:30, play 2:30 to 3:45, break 3:45-4:00, play 4:00 to 5:15.)
5. At 5:15 we will tally the scores, and announce grand prize winners in each game. We will also announce the winner of the 50/50 raffle. Door prizes will be announced at each break.
6. Scoring and game rules are attached. Since this is not a tournament, but a relaxed afternoon of fun for charity, you are encouraged to use whatever house rules you are used to using. Just make sure everyone at your table agrees! Check with your Game Captains for any clarifications.

We look forward to seeing you on June 6.

If you have any questions, call me at (252) 267-3993.

Mary Moynahan

Event Coordinator

Hand and Foot Card Game

The Deal

Four decks of playing cards are used.

The four players are dealt two stacks of cards containing 13 cards each.

If the dealer deals the exact number of cards, they earn an extra 100 points for their team.

Each player should now have two stacks of cards in front of them. Each player then chooses one stack for their Hand; the other pile is placed face down and becomes the foot. In order to choose the Hand, look at the top card in each stack. The card having the highest value is the Hand. The Foot cannot be picked up until all cards in the Hand are used first.

Card Values

Aces20 points

Deuces (wild).....20 points

Jokers (wild).....50 points

7 and below.....5 points

8 thru King.....10 points

3's are used for discard only (Black 3's = 5 pts.) Red 3's = 300 pts.)

Game Object

The object of the game is to get the most points. The first team with a score over 10,000 wins. There are several rounds in the Game depending on the scores of each team. Each team's required meld is determined by the total score at the beginning of the round.

0-1500 points.....50

1501-3000 points.....90

3001-5000 points.....120

5001-7000 points.....150

7001-10000points.....200

In each round, players try to get rid of all their cards while putting all the points they can on the table.

Other Point's

Dealing exactly 52 cards during the deal, 100 points for "Going out", 100 points

Clean Canastas (Red) 500 points

Dirty Canastas (Black) 300 points

Wild Card Canasta 1500 points

Playing the Cards

With 4 players at a table (2 teams of 2 each), play begins with the starting player taking one card from the discard pile or the extra card pile. The player determines if one can make the required meld. The player may lay down three of a kind or two of a kind with a wild card. The initial play must meet the meld. The player then discards. Play goes around the table with each player picking up one card and also discarding one. Each set of players keeps their cards on just one side of the table. (Only one of the team members needs to make the meld.)

To "go out," the team must make two clean canastas (containing no wild cards), and two dirty canastas (containing wild cards-there must always be more natural cards in a wild card than wild cards). Additional cards, except wild cards, can be added to completed clean or dirty canastas. However, additional wild cards may be added to a completed wild card canasta.

Picking Up the Foot

When a player gets rid of all the cards in their Hand, they can then pick up Their Foot. There are two ways to "get into your Foot". One is to put down all of your cards except one card, which you discard to end your turn. You can then pick up your Foot and begin using it on your next turn. The other way to get into your Foot is to lay down all of the cards in your Hand as points on the Table. If you can put down all your cards without discarding, then you can immediately pick up your Foot and begin using the cards during the same Turn. If someone "goes out" before a player gets into his Foot, all the points in their Foot, as well as any left in the Hand, count against them (including any red 3's). By convention, once a Book or canasta reaches seven cards, they are pulled together into a neat stack, and either a red or black card from the pile is moved to the Top of the pile. A red card on top signifies that the pile is a Clean Red Canasta. A black card on top signifies a Dirty Black Canasta.

Going Out

You may not ask your partner if they want to go out. To go out, you must get rid of all of the cards in your Hand and your Foot and have at least two Clean Red Canastas and two Dirty Black Canastas. A Wild card canasta does not count as one of the required canastas to “go out”. You can have more than that, but you must have at least 2 red (clean) and 2 black (dirty). In addition, you do not need to have a card to discard.

Once a player “goes out”, play ends for that round. Players get points for clean or dirty Books, even if they are not the team that goes out.

Tallying the Score

Follow these four simple steps to get the score calculated for each player.

First: The Wild Card canasta is added to your score sheet..... 1500 points

Second: The Red Canastas and Black Canastas are added to your score sheet.....500 points for each red / 300 points for each black/ 100 points for the team “going out”.

Third: Then all of your cards are counted as individual cards and added to the score sheet.

Fourth: For the players that didn’t ” go out” as well as the partner of the player that “went out” all the cards that are left in their Hand and/or Foot are counted against them. Red 3’s are minus 300 points. Incomplete wild card books are minus 1500 points. Subtract them from the teams score.

Move on to the next round!

Collect all of the cards and shuffle them together. You’re ready for the next round.

After all rounds are played the winner is the team that reaches 10,000 points first. In the event both teams are over 10,000 at the completion of the last round the team with the most points is the winner.

Now let’s play!!!!

Mah Jongg

Friendly Competition Guidelines

CARD

All players must use and display the 2026 National Mah Jongg League card during play.

*All rules that are on the back of the card will be followed. Please refer to the card for any questions about rules for general play.

COURTESY

The quality and nature of our competition require players to conduct themselves in a gracious and courteous manner. Any disputes will be resolved by the Mah Jongg Captains. Please remember:

1. Play as quietly as possible as you will be in a room with multiple players.
2. After you finish your 4th game in a round and time has not been called, please quietly leave the room and help yourself to snacks provided, the restroom and/or buy more raffle tickets, so that others may finish their round.
3. The table should agree to refrain from pushing players to play faster, except for the last game of a round, which may be time sensitive. However, there should be enough time allotted for completing 4 games in a round.
4. As this is a friendly competition, not a strict tournament, please be kind to those who may inadvertently pick from the wrong end of a wall or start to drop a tile and change their mind, or if a newer player, making a mistake about “showing” or “calling” or any player misnaming a discarded tile. The table may agree, ahead of time, what constitutes a “dead hand”. *The only exception to this will be a player who calls “mah jongg”, displays hand and it is not a legal hand. This player leaves their tiles on the rack and their hand is declared “dead.” If other players displayed their hands, thinking play was over, the hand is scored as a wall game. If other players have not shown their hands, they may continue play. No jokers on the “dead” hand may be stolen.
5. Finally, please be courteous and do not rush the “Pick and Rack” when it is your turn...make an effort to pause for a second between picking and racking to allow others a fair opportunity to claim a previously discarded tile.

CHARLESTON

1. The First Charleston of 3 passes is required. (RIGHT/ACROSS/LEFT)
2. The Second Charleston then proceeds if ALL players agree (LEFT/ACROSS/RIGHT) ANY player may stop the Second Charleston before the second left pass. The Optional (or Courtesy) pass can then be completed.
3. **There is no Charleston at a table of 3 Players in a competition.
4. If, on the first left pass or last right pass of the Charleston...all 4 players are waiting for the others to pass a third (blind) tile...then EAST (who has the advantage of the 14 th tile must complete the pass first. *Feel free to flag a Mah Jongg Captain if this should happen.
5. In the event of a “HEAVENLY HAND” (EAST has all 14 tiles that make a legal MAH JONGG at any point in the Charleston...), then EAST will stop the Charleston and declare MJ. *EAST does not receive additional points for a self-picked MJ.
6. There is NO “MISH” in competition play. Play begins after the Courtesy Pass.

PLAY

1. Play begins when EAST discards their first tile.
2. Each player’s turn begins when they pick and rack their tile. **A tile is considered “RACKED” when it is placed WITHIN the rack with the other tiles in their hand. Once a player has racked their tile, previously discarded tile cannot be claimed. If a player claims a discarded tile, their turn begins when they pick up and then display on their racks.
3. In the event that 2 players claim a discarded tile at the same time, the player closest in succession to the discarder has first option to take that tile.
4. In the event that 2 players claim a discarded tile at the same time for MAH JONGG, the player closest in succession to the discarder claims the tile.
5. In the event that 2 players claim a discarded tile, and only one can declare MAH JONGG, that player may claim the tile for MJ

6. In the event that a player would like to exchange a tile for a joker on another player's rack, that player MUST first draw a tile and then make the exchange before ending their turn by discarding.

*Please remember to be courteous! This event is for charity and fun!

SCORING

1. There will be 3 rounds of 4 games each.
2. Each round will be 75 minutes. If your table completes 4 games before the allotted time is called, please quietly leave your area and take a break in the snack area, peruse the raffle prizes and otherwise relax until time is called. You may purchase additional raffle tickets for prizes and/or the 50-50 drawing (held at the end of the day.)
3. If your table does not complete all 4 games, incomplete games are scored at -10 points.
4. At the end of each game, players' scores are recorded on the score card for the table. Scores are based on the values found on your official Mah Jongg card.
 - a. Winner of the game earns the points associated with the hand played.
 - b. If the winner draws the winning tile themselves, score is doubled.
 - c. If the winner has a Jokerless hand, score is doubled.
 - d. If the winner draws the winning tile AND the hand is Jokerless, the score is doubled twice.
 - e. A wall game scores 10 points for each player.
 - f. An incomplete game is -10 for all players.
 - g. Scores are recorded each game and the score card for the table is handed to a captain at the end of each round.

**The table is on the honor system for scores.

**For the purpose of this competition, no other penalties apply.

Enjoy! And good luck to you!