



## Calling

As players pick and discard (or throw out) their tile, any player may interrupt the game and Call a tile. Calling is claiming a discarded tile from the table that's needed for the hand.

1. You can call only on hands that have an X. This symbol is located to the right of the hand right before the value.
2. It must be done immediately before the next player racks her tile. If the next person has picked but the tile is not in the rack, tile is put back in the wall. In the rack means tile is next to all the other tiles. If the tile is resting on top of the rack (where exposures go) it is not considered "Racked".  
*Strategy note: when you pick a tile from the wall, automatically put it right in your rack. Don't look at it, hold it, just get it right in your rack. This is a strategy, not a rule. You will see its value as you become a seasoned player.*
3. Call only for a Pung, Kong, or Quint exposure (never for a pair).
4. When you call, the tile from the table is put on TOP of your rack first and then tiles from your hand are added to complete the combo; remember you can use jokers. It MUST go on top of your rack, never in it. If you put this in your rack, it will immediately disqualify you and you would have to cease playing. Once the tile is picked up from the table, it has to be taken. If you are not sure if you want to call, say "wait" not touching it and then decide. That way you are not obligated to take the tile.
5. Caller then discards a tile from her hand.
6. Once the discard is made, the exposure can not be changed. Up until then, you can change the number of tiles. This would happen if you put up three tiles and meant to put up four or vice versa.

## Declaring Mah Jongg - Acquiring the 14<sup>th</sup> Tile

1. It can be picked from the wall on your turn.
2. It can be called from another player's discard. This includes calling for a Single tile or a pair. Also this 14<sup>th</sup> tile can be called even if you are playing a "C" or closed hand.
3. Exchanging a tile for Joker from any player's exposure, including your own and then using it to as your 14<sup>th</sup> tile to declare Mah Jongg. (Note can't be used for a single or pair; remember the Joker rule).
4. Player must expose the entire hand on top of her rack.  
*Other players don't throw in their hands/tiles until declared Mah Jongg is verified. If there is a mistake, the player calling and exposing her Mah Jongg is declared dead (disqualified) and is out of the game. The game continues with the remaining players. If another player did expose or throw in any part or parts of her hand, she too is dead and is out of the game as well.*

Bonus is given for hand made without Jokers (except Singles and Pairs hand.)

Bonus is given if you pick your 14<sup>th</sup> tile yourself.

*Special Note: When you call a discard for Mah Jongg while it is not a rule, it's best to put it on top of your rack (just as if you were calling for an exposure) not in your rack. It's not a rule, just a good habit.*