



Jokers

1. **Jokers** can be used as a wildcard to complete any **Pung, Kong, Quint** only. A **Pung, Kong, or Kong or Quint** may be composed of all **Jokers**! Thus it can't be used as single tile or to complete a pair.
2. **Jokers** cannot be passed during The **Charleston**.
3. A **Joker** can be discarded during the game and is called as the same tile of the previous discard.
4. If a player exposed a **Pung, Kong, or Quint**, with a **Joker** and you have the tile that the player needs, you may exchange the **Joker** with your tile during your turn (whether you just picked the tile from the wall or already in your hand, you can exchange it during your turn.
For example: If East exposes a kong composed of three of one dot and a **joker** and you have a one dot in your hand or just picked a one dot from the wall, you may do the following:
 - a. pick a tile during your turn (if the one dot is in your hand),
 - b. take the one dot and exchange it with the exposed **Joker**,
 - c. put the **Joker** in your hand,
 - d. discard a tile.
5. When a tile has already been discarded, you can't take it back and exchange it for a **Joker**. Discarded is defined as named or when it touches the table.
6. If a **Joker** has been exchanged for a tile and there are no other **Jokers** remaining in the hand, the hand is considered a **No Joker** hand.
7. A symbol/tile can be exchanged for a **Joker**, but a **Joker** can't be exchanged for a symbol tile.
8. A symbol/tile cannot be exchanged for a **Joker** for the purpose of claiming the last discard for an exposure or **Mahjong**.
9. Only a properly exposed **Joker** can be exchanged. A **Joker** that is going back to the rack due to a dead hand cannot be exchanged.
10. Any **Joker** that was properly exposed prior to a dead hand stays in the game and can be exchanged even after the hand is declared dead.

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