

# **A GUIDE TO MAHJONG**

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## **Chinese / Official International Rules**

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If you find any errors in this document, think that something needs to be rephrased or have anything to contribute please let us know by using the form on [http://www.mahjonged.com/contact\\_us.php](http://www.mahjonged.com/contact_us.php). By doing we can make this rulebook as complete and useful as possible.

# INTRODUCTION TO MAHJONG

Mahjong is a four player game of skill, originating in China. It is similar to Western Gin Rummy in concept.

There are many versions of Mahjong, but the main 4 are

- Chinese
- Hong Kong
- American
- Japanese.

This e-book will focus on Chinese Mahjong rules. The Chinese Official rules are also referred to as the Official International Rules and these gained recognition in January 1998 when the State Sports Commission of China recognised Mahjong as the 255<sup>th</sup> sport!

In China in particular there are many regional variations of the game, but whichever version is being played, game play is broadly similar. However, the game pieces (called tiles), and the scoring system varies slightly between regions.

The overall concept in Mahjong is to build sets of tiles, and get the highest point value.

# UNDERSTANDING THE MAHJONG SET

A Mahjong set is rather like a standard deck of cards. The tile set is split into:

- The 3 suits
- The 4 directional tiles
- The 3 cardinal tiles
- The 8 optional Flower and Season tiles.

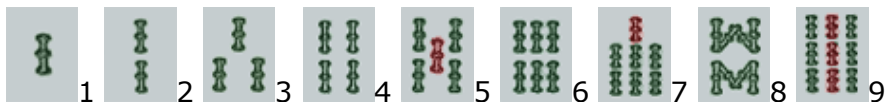
## THE 3 SUITS

Instead of 4 suits in a deck of playing cards, you have 3 suits, running from 1 to 9 rather than 1 to 10. The suits are:

- Bamboos
- Characters
- Dots

The Mahjong set contains 4 of each of these tiles. Tiles 1 and 9 of each suit are called Terminals. Tiles 2 to 8 are Simple.

### BAMBOOS



### CHARACTERS



### DOTS



## **THE 4 DIRECTIONAL TILES**

There are 4 directional tiles, also referred to as the 4 Winds or Feng. These are East, South, West and North. The Mahjong set also contains 4 of each of these tiles. These are Honor Tiles. Note that the Winds are reversed – they are counted counter-clockwise (ESWN) as this is the way the Chinese traditionally list their compass directions.



## **THE 3 CARDINAL TILES**

There are also 3 Cardinal tiles, also referred to as the three Dragons or Special Honor Pieces. These are Red Dragon, Green Dragon and White Dragon. The Mahjong set also contains 4 of each of these tiles. These are Honor Tiles.



## **THE 8 OPTIONAL FLOWER AND SEASON TILES**

The Mahjong set also contains 8 optional tiles – 4 Flowers and 4 Seasons. There are only one of each of these tiles, not 4 as with all other tiles in the set.















= The Flowers



= The Seasons

There is no need to remember the names of these tiles, as their only purpose is for scoring. If and when a Flower or Season is drawn, they are immediately declared and a substitute tile is drawn. They score additional bonus points, and these points are further increased if they correspond to the player in question's own Wind.



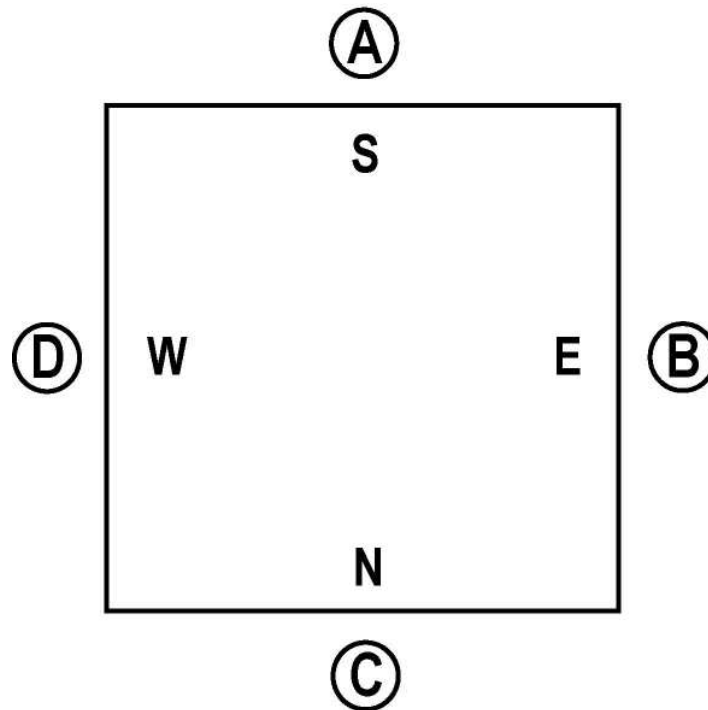
Number	Flower	Season	Corresponding Wind
1	 Plum	 Spring/Fisher	 East
2	 Orchid (Lily)	 Summer/ Woodcutter	 South
3	 Chrysanthemum	 Autumn/Farmer	 West
4	 Bamboo	 Winter/Scholar	 North

# STARTING A GAME

## THE ORDER OF PLAY

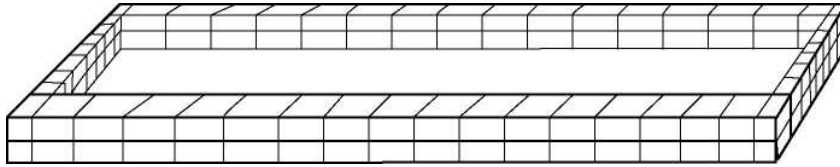
To start play, the players each draw one of the 4 Winds. The player who draws the East Wind will take the East side of the table – in the below example:

- Player A has drawn the South Wind
- Player B has drawn the East Wind
- Player C has drawn the North Wind
- Player D has drawn the West Wind.



## MAKING THE WALL

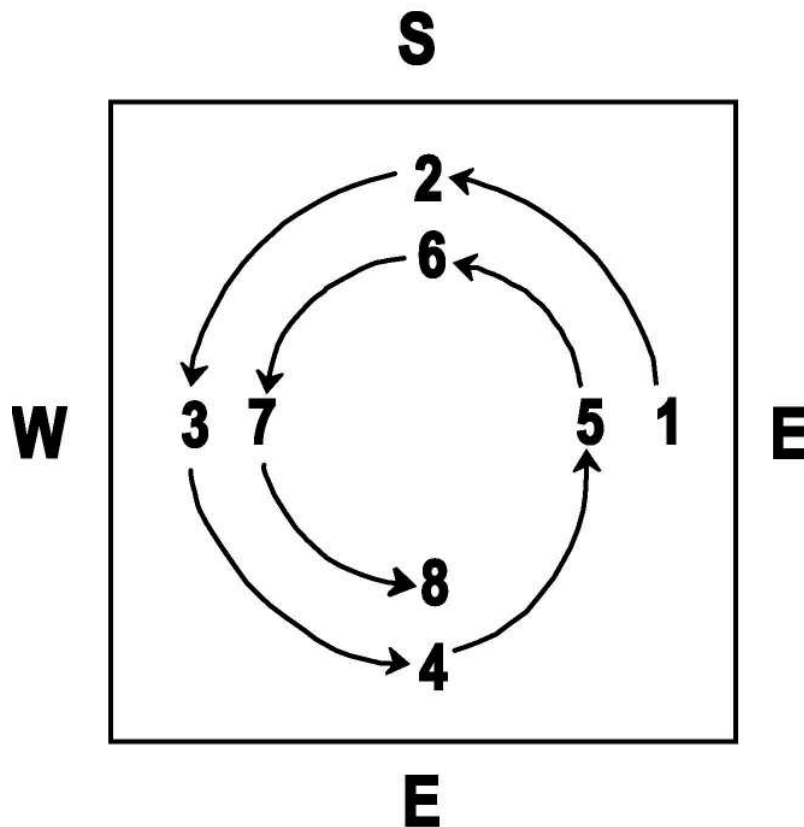
All 144 pieces are mixed up and placed face down on the table. They are moved randomly, as in shuffling a deck of cards. Each player then selects 36 tiles each and arranges them two tiles high in a long line. These 4 lines are then joined to make a square called the "Wall".



If playing without Flowers and Seasons, the players select 24 tiles each.

## **BREAKING THE WALL**

To determine where to "Break the Wall" or where to start drawing tiles from, the player who is in the East Wind position throws two dice and adds the total together. So if he throws 4 and 3 he totals this to seven and counts seven counter clockwise around the Wall sides, counting his own part of the wall as 1, South's as 2, West's as 3 etc. So 7 takes him to West's part of the Wall.

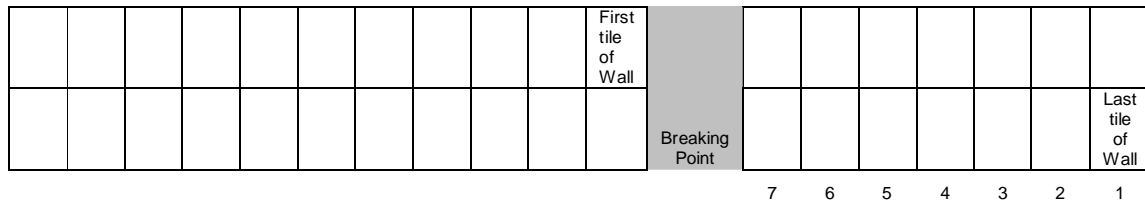


Then that player (in this case West) also throws the dice, and adds the numbers together. Starting at the right hand end of his part of the Wall, he counts the thrown total along, and when he comes to the last 2 tiles, he breaks the wall with a gap at this point by pushing the left hand tiles slightly further to the left to make a gap. This is now the breaking point, where tiles will be drawn from.

## **THE DEAD WALL**

Counting from the breaking point of the Wall, to the right is the Dead Wall (also known as the Kong Box) and to the left is the Live Wall.

The Dead Wall tiles are reserved to be used as replacements to be drawn if a player draws a Flower or Season tile, if these are used, or if a player makes a Kong (which requires him to draw a replacement tile).



DEAD WALL

The Dead Wall is always 14 tiles, so although replacement tiles are taken from the left end of the Dead Wall, it always remains counted off as 14 tiles.

## **DEALING THE TILES**

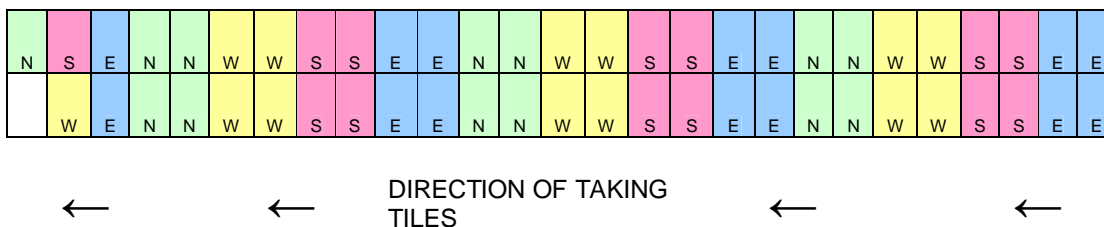
East always goes first. They take the first four tiles from the live wall, then South does the same, followed by West and North. Tiles are taken like this until everyone has 12 tiles.

Then East takes a final 2 tiles, and everyone else takes 1.

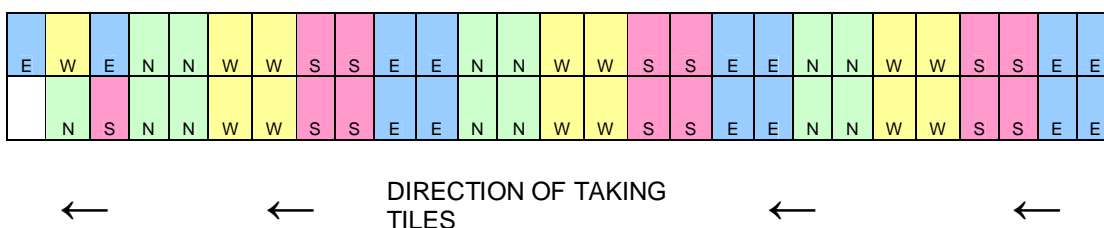
- East takes 4 tiles
- South takes 4 tiles
- West takes 4 tiles
- North takes 4 tiles
- East takes 4 tiles
- South takes 4 tiles
- West takes 4 tiles
- North takes 4 tiles
- East takes 4 tiles
- South takes 4 tiles
- West takes 4 tiles
- North takes 4 tiles
- East takes 2 tiles
- South takes 1
- West takes 1
- North takes 1

There are 2 variants of this – both regarding how east selects his final 2 tiles.

1. East takes a stack of two tiles together then everyone else takes 1.



2. East takes the top tile and the next but one top tile together, then everyone else takes 1. This is called chan-chan representing the sound made when East clicks the last two tiles onto one another to pick them up!



This leaves East (the dealer) with 14 tiles, and the other players with 13 each.

## **REPLACEMENTS**

If any Flower or Season tiles have been drawn, the players in turn (starting with East) place them face up to the side of the board and drawn replacements from the Dead Wall. If a Flower or Season tile is drawn from the Dead Wall it is immediately declared and replaced. Also, if any player has a concealed Kong in his hand, he can declare it and draw a replacement tile.

## **DRAWING TILES**

Now each player will take new tiles from the Wall, starting where the original deal ended.

- East (Dealer) has an extra tile in his hand, and so starts by discarding a tile of his choice face up in the centre of the table – in the middle of the square surrounded by the Wall.

- Then, unless the tile is claimed, each player in turn will draw a tile and then make a discard, moving round the table East -> South -> West -> North.
- When a tile is claimed, the player claiming the tile then discards and play continues from there – thus breaking the sequence of play.

# GAME PLAY

## CLAIMING A TILE

Whenever a discard is made, any player can use the discard to make a set with tiles in his hand. Then they reveal the set they have made to the other players, giving away some data on his developing hand. There are rules governing when a tile may be claimed, which depend on the type of set being made:

### **CHOW**

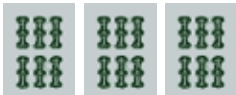
A Chow is a "run" or sequence of 3 tiles in the same suit.



To make a Chow the player declares out loud "Chow" and takes the discarded tile. A CHOW CAN ONLY BE MADE FROM THE DISCARDS OF THE PLAYER TO YOUR LEFT, NOT FROM OTHER PLAYERS.

### **PUNG**

A Pung is a set of 3 identical tiles. The player says "Pung" out loud and takes a discard to make a Pung. They then show the created set and discards a tile. The next player then takes their turn.



### **KONG**

A Kong is a set of 4 identical tiles. If formed from a discarded tile, the player declares "Kong" out loud and exposes the set. If drawn from the wall the player may retain it as concealed. The advantage in concealing a Kong is that the player can later split it and use one of the tiles to make a Chow if they wish.



If the player draws from the wall and makes a Kong, he still needs a replacement tile. So he places the 4 tiles on the table with the outside ones face up and the inside 2 face down, indicating it is a concealed Kong. Then he may draw a replacement.

The player then draws a replacement tile from the dead wall and discards as usual.

You are not permitted to use a discarded tile to make a declared Pung into a Kong, but you can draw a tile from the wall and use it to make a Kong from a declared Pung you have already placed on the table.

### **PAIR**

An Eye or Pair is 2 identical tiles. You cannot make a Pair from a discard unless it is to go out and declare Mahjong. Only one pair is allowed in a hand.



### **TWO PLAYERS CLAIMING A DISCARD**

If 2 players try to claim the same discard, the priority is as follows:

1. Going out (declaring Mahjong).
2. Kong or Pung
3. Chow
4. Where 2 players claim the same tile for Mahjong, the player to the right of the thrower wins.

### **FLOWER TILES**

Whenever a Flower tile is drawn, it should immediately be exposed and a replacement drawn from the dead wall. Some game variations allow for the idea that if a player holds all Flower tiles he automatically wins the game.

### **WAITING TO WIN**

When a player only needs one more tile to make Mahjong, he has a "ready hand". This is called "Waiting".

### **WINNING**

When a player creates a hand of complete sets and a pair, this is Mahjong, and he declares this out loud. A winning hand is four sets of Pungs, Chows, or Kongs and a Pair.



## **ROTATION AND ROUNDS**

After each hand, the Wind or seating position rotates counter clockwise. This also happens in the event of a dead hand (where nobody wins).

There are 4 rounds:

- East
- South
- West
- North

In each round, the seating position changes so a player plays each seat in each round. This means if a player starts as East in the east round, he will play as follows:

	<b>Round</b>	<b>Hand</b>	<b>Seating position</b>
1	East	1	East
		2	South
		3	West
		4	North
2	South	5	East
		6	South
		7	West
		8	North
3	West	9	East
		10	South
		11	West
		12	North
4	North	13	East
		14	South
		15	West
		16	North

## **BASIC SCORING**

<b>Hand containing:</b>	<b>Score:</b>
4 Chows	2 points
4 Pungs or Kongs	6 points
1 Dragon Pung or Kong	2 points
A pair of Dragon Pung	6 points
Pung/Kong of Winds that matches the round or seat	2 points
Flowers/Seasons tile	1 point each
Win by self-drawn	1 point

# SCORING HANDS IN MAHJONG

There are 81 scoring hands, or ways to end a game in Mahjong. These are as follows:

- 13 hands score 1 point
- 10 hands score 2 points
- 4 hands score 4 points
- 7 hands score 6 points
- 9 hands score 8 points
- 5 hands score 12 points
- 6 hands score 16 points
- 9 hands score 24 points
- 3 hands score 32 points
- 2 hands score 48 points
- 6 hands score 64 points
- 7 hands score 88 points

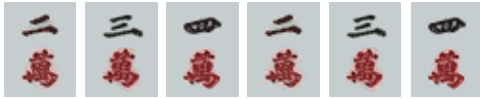
These hands can also be classified by type – there are:

- 10 Honor tile based scoring hands
- 16 Chow based scoring hands
- 19 Pung based scoring hands (including 5 concealed hands)
- 2 seven Pairs scoring hands
- 7 Suit based scoring hands
- 8 Terminal based scoring hands
- 2 Knitted tiles scoring hands
- 12 Types of Wait scoring hands (including 2 concealed hands)
- 5 Special hands

# THE 13 HANDS THAT SCORE 1 POINT

## 1. PURE DOUBLE CHOW – CHOW BASED

Two Chows (runs) of the same suit and numerical sequence.



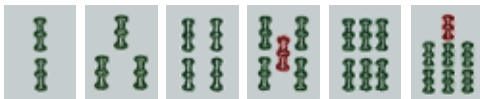
## 2. MIXED DOUBLE CHOW

Two Chows (runs) of the same numerical sequence but in two different suits.



## 3. SHORT STRAIGHT

Two consecutive Chows in the same suit



## 4. TWO TERMINAL CHOWS

Two Terminal Chows in the same suit. A Terminal Chow is three consecutive tiles that include either a 1 or a 9.



## 5. PUNG OF TERMINALS OR HONORS

Each Pung of terminals (1's or 9's) or Honors scores 1 point



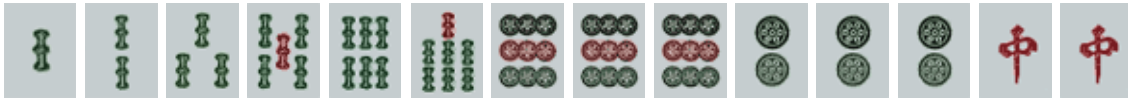
## 6. MELDED KONG

A Kong claimed from another player or promoted from a melded Pung.



## 7. ONE VOIDED SUIT

A hand that is missing one suit entirely, so has either no Characters, no Dots or no Bamboos.



## 8. NO HONORS

A hand entirely made up of suit tiles, with no Honor tiles (but can contain Terminals).



## 9. EDGE WAIT

A hand waiting for an Edge – only one tile possible to complete the hand. So waiting for a 3 to complete 1-2-3 or a 7 to complete 7-8-9. This scoring hand is invalid if there are any other waits. It is acceptable to have combinations that do not add to the variety of tiles required, e.g. 7-7-8-9 which is a combination of Edge Wait and Single Wait, but only the 7 can actually complete the hand

## 10. CLOSED WAIT

A hand that goes out on a closed wait – e.g. 4-6 waiting for the 5. If combined with other waits the hand is invalid (e.g. 3-5-5-5 does not count for Single Wait or Closed Wait). It is acceptable, however, to have combinations that do not add to the variety of tiles required, e.g. 1-2-2-3-4, which is a Closed Wait and Edge Wait but only the 3 can complete the hand.

## 11. SINGLE WAIT

Going out on a Single Wait is known as Finishing a Head. Any type of combination wait invalidates the hand. It is acceptable, however, to have combinations that do not add to the variety of tiles required, e.g. 5-6-6-7, which is a Closed Wait and Single Wait but only the 6 can complete the hand.

## 12. SELF-DRAWN

Going out with a tile drawn from the Wall.

## 13. FLOWER TILES

When a player goes out with the replacement tile drawn for a Flower tile, Self Drawn (one point) is added to the point total for the hand.

## **THE TEN HANDS THAT SCORE 2 POINTS**

### **14. DRAGON PUNG**

One Pung of Dragon tiles, that can be melded or concealed.



### **15. PUNG OF PREVALENT WIND**

A Pung of the Prevalent or Table Wind corresponding to the round of play in progress. May be concealed or melded.



### **16. PUNG OF SEAT WIND**

A Pung of the player's Seat Win – concealed or melded.

### **17. CONCEALED HAND**

A player that goes out off another player's discarded tile and has a concealed hand with no melded sets.

### **18. ALL CHOWS**

A hand consisting of all Chows and no honor tiles as the pair.



### **19. TILE HOG**

Using all 4 of a number in a single suit, but without declaring them as a Kong. You cannot count a Concealed Kong or Melded Kong as Tile Hog.



### **20. DOUBLE PUNG**

Two Pungs of the same number



### 21. TWO CONCEALED PUNGS

Two concealed Pungs (Pungs made without claiming tiles from another player).



### 23. CONCEALED KONG

A Kong made from tiles all drawn from the wall, not claimed from another player.

### 24. ALL SIMPLES

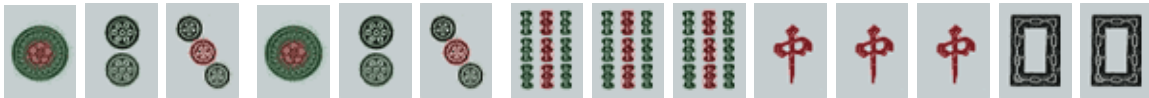
A hand made up of no Honor tiles, and no Terminals.



## THE 4 HANDS THAT SCORE 4 POINTS

### 25. OUTSIDE HAND

A hand with a Terminal or Honor in each element of it, including the pair/head.



It may be combined with:

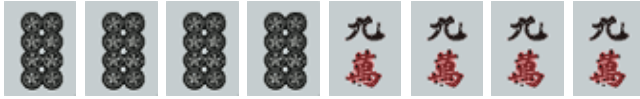
- Pure Double Chow
- Lower Three
- Tile Hog
- Double Pung
- Pung of Terminals or Honors
- Mixed Double Chow
- Two Terminal Chows
- One Voided Suit.

### 25. FULLY CONCEALED HAND

A hand completed without making any melds, and that draws from the Wall to finish.

### 26. TWO MELDED KONGS

A finished hand that contains two claimed Kongs.



### 27. LAST TILE

Going out with a tile that is the last of its kind. To claim this hand, the tile must be known to all players to be the last of its kind, which means that the other 3 tiles need to be in discard piles or used in claimed sets. You cannot add points for Robbing the Kong.

## THE 7 HANDS THAT SCORE 6 POINTS

### 28. ALL PUNGS

A hand consisting of all Pungs (or Kongs) and no Chows.



### 29. HALF FLUSH

A hand formed from any of the suits and Honors only.



### 30. MIXED SHIFTED CHOWS

Three runs of Chows, one in each of the three suits, and each one increasing one in number from the start point of the previous Chow.





### 31. ALL TYPES

A hand where each of the 5 elements is formed by using a different tile type:

Characters

Dots

Bamboos

Winds

Dragons



### 32. MELDED HAND

A hand where every element is completed with discarded tiles, so all 4 sets are claimed, and the player goes out off another player on a single wait.

### 33. TWO DRAGONS

A hand containing 2 Pungs or Kongs of Dragons.



## THE 9 HANDS THAT SCORE 8 POINTS

### 34. MIXED STRAIGHT

A straight (tiles 1-9) formed by Chows from all 3 suits.



### 35. REVERSIBLE TILES

A hand composed completely of tiles that are vertically symmetrical! These tiles are:

Bamboos – 1234589

Dots – 245689

Dragons – White

The hand thus has one voided suit and scores a point for that also.



### 36. MIXED TRIPLE CHOW

Three Chows of the same numbers – one in each suit.



### 37. MIXED SHIFTED PUNGS

Three Pungs, one in each suit, and each one being one number higher than the previous Pung.



### 38. CHICKEN HAND

This is a hand that should earn zero points, if it were not a special scoring hand. Flower and Season tiles do not count towards this hand; they are added as a bonus to the 8 points scored.



### 39. LAST TILE DRAW

A hand that goes out from the very last draw of the game. This scoring hand is not added to Self-Drawn.

### 40. TILE CLAIM

A hand that goes out off the very last discard in the game.

### 41. OUT WITH REPLACEMENT TILE

A hand that goes out off the replacement tile drawn for a Kong. It does not apply to replacement tiles drawn for Flower or season tiles, only Kongs.

### 42. Two Concealed Kongs

A hand that includes 2 concealed Kongs.

### 43. ROBBING THE KONG

Going out by claiming the tile that another player adds to a melded Pung to create a Kong. This is not combined with a Fully Concealed Hand.

## THE 5 HANDS THAT SCORE 12 POINTS

### 44. LESSER HONORS AND KNITTED TILES

A hand made out of singles of these tiles only:

- Any Honor tile
- Suit tiles that belong to different Knitted sequences – e.g. 1-4-7 of Characters, 2-5-8 of Bamboos, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in the order above.

When finished with 7 Honor tiles, the hand becomes a Greater Honors and Knitted Tiles hand. If the player goes out off his own draw, he can combine Fully Concealed. Points for All Types are not added.



### 45. KNITTED STRAIGHT

This is a special Straight not formed by standard Chows, but by 3 different Knitted sequences, e.g. 147 Dots, 258 Characters, 369 Bamboos (not necessarily in this order).



### 46. UPPER FOUR

A hand composed entirely of the upper 4 numbers (6 to 9). The hand implies a point for No Honors.



#### 47. LOWER FOUR

Similar to the above but created entirely from tiles in the lower 4 numbers (1 to 4). Again, the point for No Honors is implied.



#### 48. BIG THREE WINDS

A hand that includes a Pung or Kong of each Wind.



### THE 6 HANDS THAT SCORE 16 POINTS

#### 49. PURE STRAIGHT

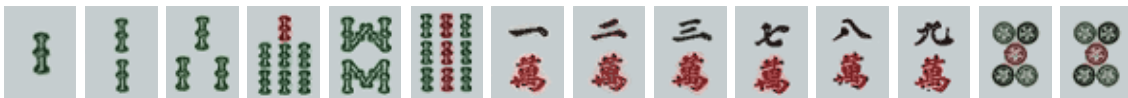
A hand formed of tiles 1-9 of any suit in three consecutive Chows.



#### 50. THREE-SUITED TERMINAL CHOWS

A hand made up of:

- 2 Terminal Chows (123 and 789) in one suit.
- The same in another suit
- A head of 5's in the remaining suit.



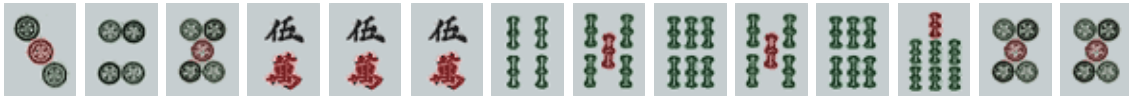
#### 51. PURE SHIFTED CHOWS

This hand is made up of 3 Chows all of one suit, and each one either sifted one number up from the previous, or two up – but not both.



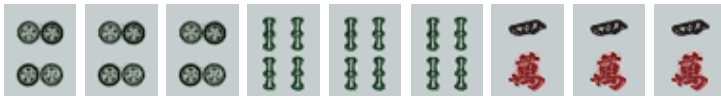
## 52. ALL FIVES

A hand that involves a number 5 tile in each element



## 53. TRIPLE PUNG

Three Pungs of the same number, one of each suit.



## 54. THREE CONCEALED PUNGS

Three Pungs but concealed, not declared.

# THE 9 HANDS THAT SCORE 24 POINTS

## 55. SEVEN PAIRS

A hand made up of seven pairs. This hand will always end with a single wait, and cannot be combined with a Concealed Hand or Single Wait.



## 56. GREATER HONORS AND KNITTED TILES

This is a hand composed of 7 single Honors, plus singles belonging to separate Knitted sequences (e.g. 1-4-7 Bamboos, 2-5-8 Characters and 3-6-9 Dots) You cannot combine this hand with All Types, Concealed Hand or Single Wait.



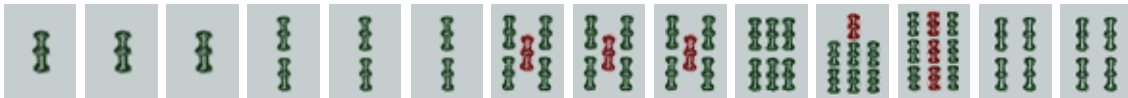
**57. ALL EVEN**

This is a hand composed of Pungs of even numbers (2-4-6-8) and a head of the same. It implies points scored for All Pungs and All Simples



**58. FULL FLUSH**

This is a hand composed entirely of a single suit, and implies a point for No Honors.



**59. PURE TRIPLE CHOW**

This is a hand formed of three runs of the same numerical sequence in the same suit. It cannot be combined with Pure Shifted Pungs.



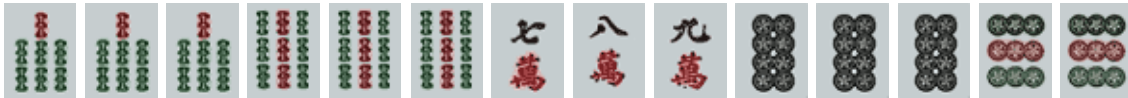
**60. PURE SHIFTED PUNGS**

This is hand made up of three Pungs of the same suit, each one shifted up one number from the previous one. It cannot be combined with Pure Triple Chow.



**61. UPPER TILES**

This is a hand made up only of tiles numbered 7 8 and 9. It implies a point for No Honors.



### 62. MIDDLE TILES

This is a hand made up only of tiles numbered 4 5 and 6. It implies a point for No Honors.



### 63. LOWER TILES

This is a hand made up only of tiles numbered 1 2 and 3. It implies a point for No Honors.



## THE 3 HANDS THAT SCORE 32 POINTS HANDS

### 64. FOUR SHIFTED CHOWS

This hand is made up of four Chows all in one suit. Each one is shifted over either 1 or 2 numbers from the previous Chow, but not a combination of both.



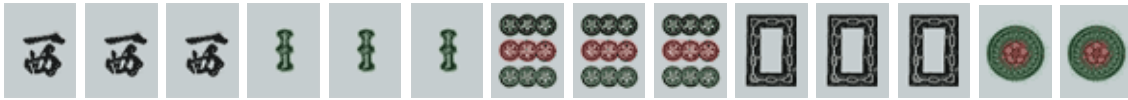
### 65. THREE KONGS

A hand that contains three Kongs, either melded or concealed.



## 66. ALL TERMINALS AND HONORS

A hand that consists entirely of Terminals and honors - 1, 9 and Honor tiles. It implies points for All Pungs and Pung of Terminals or Honors.



## THE 2 HANDS THAT SCORE 48 POINTS

### 67. QUADRUPLE CHOW

This hand is made up of four Chows of the same numerical sequence in the same suit. It therefore implies points for Pure Shifted Pungs, Tile Hog and Pure Double Chow.



### 68. FOUR PURE SHIFTED PUNGS

This is four Pungs of the same suit, each one shifted up one from the previous.



## THE 6 HANDS THAT SCORE 64 POINTS

### 69. ALL TERMINALS

This is a hand composed entirely of Terminals - 1 and 9 tiles. It cannot be combined with Double Pung or No Honors.





### 70. LITTLE FOUR WINDS

This is a hand made up of three Pungs of Winds and a head of the fourth Wind. It implies points for Big Three Winds and can be combined with Prevaent Wind and Seat Wind.



### 71. LITTLE THREE DRAGONS

This is a hand that consists of 2 Dragon Pungs and a head of the third Dragon. Points for individual Dragon Pungs may not be added.



### 72. ALL HONORS

This is a hand made up entirely of Honors. It can be made of Pungs, Kongs, concealed or melded. It can be combines with Dragon Pung and implies points for All Pungs.

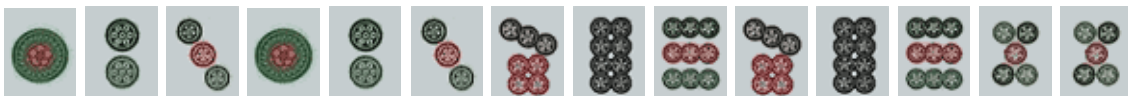


### 73. FOUR CONCEALED PUNGS

This is a hand made up of 4 Pungs, all of which are unmelded. It cannot be combined with Fully Concealed Hand or All Pungs.

### 74. PURE TERMINAL CHOWS

This hand consists of two each of the upper and lower terminal Chows in a single suit, plus a 5 in the same suit.



## THE 7 HANDS THAT SCORE 88 POINTS

### 75. BIG FOUR WINDS

A hand made up of Pungs or Kongs of all four Winds. It cannot be combined with All Pungs.



### 76. BIG THREE DRAGONS

This is a hand made up of Pungs or Kongs of all three Dragons. It cannot be combined with Dragon Pung.



### 77. ALL GREEN

This is a hand composed entirely of green tiles – i.e. 2-3-4-6-8 Bamboos and Green Dragons. It cannot be combined with Half Flush.



### 78. NINE GATES

This is a hand made up of 1-1-1-2-3-4-5-6-7-8-9-9-9 of one suit, making a nine-sided wait for a 1-2-3-4-5-6-7-8 or 9. It cannot be combined with Full Flush or Pung of Terminals or Honors.

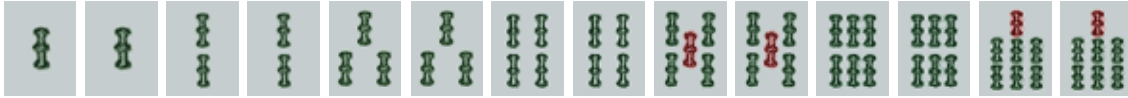


### 79. FOUR KONGS

This is a hand that contains any four Kongs, concealed or melded.

### 80. SEVEN SHIFTED PAIRS

This is a hand made up from seven pairs in the same suit, each one shifted up from the last. It cannot be combined with Full Flush, Fully Concealed Hand or Single Wait.



### 81. THIRTEEN ORPHANS

This is hand entirely made up of singles of any 12 of the terminal (1 and 9) and Honor Tiles, and a pair of the 13<sup>th</sup>. It cannot be combined with All Types, Concealed Hand or Single Wait.



## TABLE OF SCORING HANDS BY TYPE:

Blue denotes concealed hands

	<i>Hand Number</i>	<i>Points Scored</i>
<b>HONOR TILE BASED SCORING HANDS</b>		
Dragon Pung	14	2
Prevalent Wind	15	2
Seat Wind	16	2
Two Dragons	34	6
Big Three Winds	48	12
Little Four Winds	70	64
Little Three Dragons	71	64
All Honors	72	64
Big Four Winds	75	88
Big Three Dragons	76	88
<b>CHOW BASED SCORING HANDS</b>		
Pure Double Chow	1	1
Mixed Double Chow	2	1
Short Straight	3	1
Two Terminal Chows	4	1
All Chows	18	2
Mixed Shifted Chows	30	6
Mixed Straight	35	8
Mixed Triple Chow	37	8
Knitted Straight	45	12
Pure Straight	49	16

Three Suit Terminal Chows	50	16
Pure Shifted Chows	51	16
Pure Triple Chow	59	24
Four Shifted Chows	64	32
Quadruple Chow	67	48
Pure Terminal Chows	74	64
<b>PUNG BASED SCORING HANDS</b>		
Pung of Terminals or Honors	5	1
Melded Kong	6	1
Double Pung	20	2
Two Concealed Pungs	21	2
Concealed Kong	22	2
Two Melded Kongs	26	4
All Pungs	28	6
Two Concealed Kongs	33	6
Mixed Shifted Pungs	38	8
Triple Pung	53	16
Three Concealed Pungs	54	16
All Even	57	24
Pure Shifted Pungs	60	24
Three Kongs	65	32
All Terminals and Honors	66	32
Four Pure Shifted Pungs	68	48
All Terminals	69	64
Four Concealed Pungs	73	64
Four Kongs	79	88
<b>SEVEN PAIRS HANDS</b>		
Seven Pairs	55	24
Seven Shifted Pairs	80	88
<b>SUIT BASED HANDS</b>		
One Voided Suit	7	1
No Honors	8	1
Half Flush	29	6
All Types	31	6
Full Flush	58	24
All Green	77	88
Nine Gates	78	88
<b>TERMINAL BASED HANDS</b>		
All Simples	23	2
Outside Hand	24	4
Upper Four	46	12
Lower Four	47	12

All Fives	52	16
Upper Tiles	61	24
Middle Tiles	62	24
Lower Tiles	63	24
<b>KNITTED TILES BASED HANDS</b>		
Lesser Honors, Knitted Tiles	44	12
Greater Honors, Knitted Tiles	56	24
<b>TYPES OF WAIT</b>		
Edge Wait	9	1
Closed Wait	10	1
Single Wait	11	1
Self-Drawn	12	1
Concealed Hand	17	2
Fully Concealed Hand	25	4
Last Tile	27	4
Melded Hand	32	6
Last Tile Draw	40	8
Last Tile Claim	41	8
Out With Replacement Tile	42	8
Robbing The Kong	43	8
<b>SPECIAL HANDS</b>		
Flower Tiles	13	1
Tile Hog	19	2
Reversible Tiles	36	8
Chicken Hand	39	8
Thirteen Orphans	81	88

The one who declares Mahjong is the only one gets to score points. The points are based on the contents of the winning hand. The points are added together in a simple sum. Then, the flower tiles are counted apart from the 8 point minimum. Finally, depends on the Mahjong by someone's discard or by self-drawn, additional points are added to determine the final score and then translated into payments or point deductions.

In summary, the payments or point deductions are calculated based upon two different ways of declaring Mahjong:

By someone's discard:

The winner receives 8 points or chips from each of the three opponents.

The winner also receives points or chips from the player who discarded the winning tile equal to the points scored by the winning player.

For example: If a player win's by someone discard with the total of 10 points + 2 flower tiles = 12 points, he or she will receive  $8 + 8 + 8 = 24$  points + 12 points from the discarder for a grand total of 36 points or chips.

By self-drawn:

Add 8 points to the value of the winning hand.

The winner receives this amount from each of the three opponents

For example: If a player win's by self-drawn with a total of 10 points + 2 flower tiles = 12 points, he or she will add 8 points to the hand for a revised total of 20 points, and will receive  $20 + 20 + 20 = 60$  points or chips.

As you can see, there is a tremendous advantage to finishing a hand self-drawn!

Warning! Be careful when announcing Mahjong and revealing your hand without the minimum 8 points! This will cost you a penalty of 30 points (10 points to each player).

Once you already had an experience with playing Chinese Official Mahjong, sooner or later you'll get hooked. If you haven't gotten your hands on a set, take a look at some of the beautiful sets on our site. Discover this intriguing and absorbing pastime and enjoy your playing.