

MAHJONG SCORING COMPENDIUM

A comprehensive cross-format reference handbook for tournament play.

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CHINESE SIMPLIFIED MAHJONG – SCORING REFERENCE SHEET

COLOR & PATTERN KEY

1-9 (Red): Craks

1-9 (Green): Bams

1-9 (Blue): Dots

E / S / W / N (Purple):
Winds

G / R / B: Green / Red /
White Dragons

1-4 (Orange): Flowers &
Seasons

STRUCTURE

+4 All Sequences

123 456 234 789 + Pair

A hand consisting entirely of four chows and a pair, containing no pungs or kongs.

+6 All Triplets

111 555 999 EEE + Pair

A hand constructed entirely of four pungs or kongs and a pair, containing no chows.

+2 All Simple

234 444 567 888 22

A hand consisting entirely of simple tiles (2 through 8), containing no terminal tiles (1's and 9's), Wind, or Dragon tiles.

+4 Half Flush

123 456 789 NNN + Pair

A hand consisting of tiles from only one numeric suit, combined with Wind or Dragon tiles.

+8 Full Flush

123 456 777 999 55

A hand consisting entirely of a single numeric suit, containing no Wind or Dragon tiles.

WINDS & DRAGONS

+2 Dragon Pung or Kong

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

+2 Seat Wind Pung or Kong

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

+2 Round Wind Pung or Kong

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

FLOWERS & SEASONS

+1 No Flowers or Seasons

A hand containing a pung or kong of Dragon tiles.

+1 Flower or Season

F

A bonus flower or season tile.

+2 Seat Flower or Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile matching the player's seat number.

WIN CONDITIONS

+1 Concealed Hand

A hand completed entirely without declaring any open melds from opponent discards.

+2 Replacement Tile Win

Winning by self-drawing a replacement tile from the dead wall after declaring a kong.

+2 Last Tile Win

Winning by claiming the final tile drawn from the live wall.

+2 Last Discard Win

Winning by claiming the final discarded tile.

+1 Self Draw

(Zì Mō)

Winning by self-drawing the final matching tile directly from the live wall.

CHINESE CLASSICAL MAHJONG – SCORING REFERENCE SHEET

COLOR & PATTERN KEY

1-9 (Red): Craks

E / S / W / N (Purple):
Winds

1-9 (Green): Bams

G / R / B: Green / Red /
White Dragons

1-9 (Blue): Dots

1-4 (Orange): Flowers &
Seasons

THE SCORING PROCESS

1. After a player wins, each player totals their **Point Total**.

2. Each player counts the sum of their **Doubles**.

3. Each player counts their **Mini Points**.

4. The winner also counts their **Bonus Mini Points**.

5a. Point Total = Mini Points × Doubles Factor.

5b. Point Total = Limit Points + Mini Points

6a. Point Limit: 500 for Non-East.

6b. Point Limit: 1000 for East.

7. And then the Payout occurs.

STEP 1A: THE DOUBLES TABLE

1 Dragon Pung or Kong

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

1 Seat Wind Pung or Kong

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

1 Round Wind Pung or Kong

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

1 **Seat Flower and Season**

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower and season tile matching the player's seat number.

1 **Half Flush**

123 456 789 NNN + Pair

A hand consisting of tiles from only one numeric suit, combined with Wind or Dragon tiles.

3 **Pure Flush**

123 456 777 999 55

A hand consisting entirely of a single numeric suit, containing no Wind or Dragon tiles.

3 **All Honors**

EEE SSS NNN GGG RR

A hand built exclusively out of Wind and Dragon tiles, containing no numeric suit tiles.

3 **All Four Flowers**

A complete set of all 4 seasonal flower tiles.

3 **All Four Seasons**

A complete set of all 4 quarterly season tiles.

STEP 1B: LIMIT HANDS

150 **Blessing of Earth**

Winning when a non-dealer player claims the very first tile discarded by the dealer.

300 **Blessing of Heaven**

Winning when the dealer declares a completed hand immediately upon the initial 14-tile deal. This win may occur after the initial flower replacement phase.

300 **Three Big Dragons**

GGG RRR BBB + 1 Set + Pair

A hand containing three completed pung or kong of Dragon tiles, capturing all three dragon types.

300 **Thirteen Orphans**

19 19 19 ESWN GRB + Any Duplicate

A fully concealed hand containing exactly one copy of each terminal tile (1's and 9's), Wind, and Dragon tile, plus one additional matching tile to form a pair. The final winning tile may be called from an opponent's discard.

300 **Four Big Winds**

EEE SSS WWW NNN + Pair

A hand containing four completed pung or kong, capturing all four wind directions.

300 **Nine Gates**

111 2345678 999 + Any Duplicate

A fully concealed hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 in a single suit, waiting exclusively on any tile of that same suit to win.

STEP 2A: MINI POINTS – ALL PLAYERS'

2 / 4 **Pung of Simple**

333 / 555 / 222

A pung of simple tiles (2 through 8). Awarded 2 points if exposed, 4 points if concealed.

8 / 16 Kong of Simples

5555 / 2222

A kong of simple tiles (2 through 8). Awarded 8 points if exposed, 16 points if concealed.

4 / 8 Pung of Terminals

111 / 999

A pung of terminal tiles (1 or 9). Awarded 4 points if exposed, 8 points if concealed.

16 / 32 Kong of Terminals

1111 / 9999

A kong of terminal tiles (1 or 9). Awarded 16 points if exposed, 32 points if concealed.

4 / 8 Pung of Dragons

GGG / RRR / BBB

A pung of Dragon tiles. Awarded 4 points if exposed, 8 points if concealed.

16 / 32 Kong of Dragons

GGGG / RRRR / BBBB

A kong of Dragon tiles. Awarded 16 points if exposed, 32 points if concealed.

4 / 8 Pung of Seat or Round Winds

EEE / SSS / WWW / NNN

A pung matching the player's seat wind or the prevalent round wind. Awarded 4 points if exposed, 8 points if concealed.

16 / 32 Kong of Seat or Round Winds

EEEE / SSSS / WWWW / NNNN

A kong matching the player's seat wind or the prevalent round wind. Awarded 16 points if exposed, 32 points if concealed.

2 Pair of Seat or Round Winds

EE / SS / WW / NN

A pair matching the player's seat wind or the prevalent round wind.

2 Pair of Dragons

GG / RR / BB

A pair of Dragon tiles.

2 Each Seat Flower or Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile matching the player's seat number.

STEP 2B: MINI POINTS – WINNER ONLY

20 Base Win

Base points for completing a valid winning hand.

10 Pinghu

234 567 789 456 99

A hand consisting of four chows and a non-scoring pair, won by waiting exclusively on a multiple wait. Example: [4]56[7]

10 All Pungs

111 555 999 EEE + Pair

A hand constructed entirely of four pungs or kongs and one valid pair, containing no chows.

10 Replacement Tile Win

Winning by self-drawing a replacement tile from the dead wall after declaring a kong.

10 Last Tile Win

Winning by self-drawing the final tile remaining in the live wall.

2 Self-Drawn Win

(Zì Mō)

Winning by self-drawing the final matching tile directly from the live wall.

2 Eyes Wait

Winning by waiting exclusively on a single matching tile to complete the final required pair.

2 Closed Wait

4 [5] 6

Winning by waiting exclusively on the middle tile to complete a chow.

2 Edge Wait

12 [3] / [7] 89

Winning by waiting exclusively on a 3 or 7 to complete a terminal boundary chow.

STEP 3: MULTIPLIER GRID

GENERAL PAYOUT RULES

Total Score = Mini Points × Points Factor

Total Score = Limit Points + Mini Points

Total Score Limit: 500 Non-East, 1000 East

DOUBLES	POINTS FACTOR
1 Double	2
2 Doubles	4
3 Doubles	8
4 Doubles	16
5 Doubles	32
6 Doubles	64
7 Doubles	128
8 Doubles	256
9 Doubles	512
10 Doubles	1024

PAYOUT EXAMPLES

GENERAL PAYOUT RULES

- The winner never pays.
- East pays (when they lose) and receives double (when they win).

EXAMPLE 1: SOUTH WON (E: 4 pts, S: 30 pts, W: 8 pts, N: 4 pts)

I AM... ↓	...PAYING EAST	...PAYING SOUTH	...PAYING WEST	...PAYING NORTH	NET RESULT
EAST	X	30x2	(8-4) x2	(4-4) x2	-68
SOUTH	0	X	0	0	+120
WEST	0 (4-8)	30	X	0 (4-8)	-18
NORTH	0 (4-4)	30	4 (8-4)	X	-34

EXAMPLE 2: EAST WON (E: 30 pts, S: 4 pts, W: 8 pts, N: 4 pts)

I AM... ↓	...PAYING EAST	...PAYING SOUTH	...PAYING WEST	...PAYING NORTH	NET RESULT
EAST	X	0	0	0	+180
SOUTH	30x2	X	4 (8-4)	0 (4-4)	-64
WEST	30x2	0 (4-8)	X	0 (4-4)	-60
NORTH	30x2	0 (4-4)	4 (8-4)	X	-64

HOUSE PAYOUT RULES

- The winner never pays.
- Flat payout, no east doubling.
- Flat payout, no east doubling, discarder pays double.

HOUSE RULE OPTION: FLAT PAYOUT

(E: 4 pts, S: 30 pts [Winner], W: 8 pts, N: 4 pts)

I AM... ↓	...PAYING EAST	...PAYING SOUTH	...PAYING WEST	...PAYING NORTH	NET RESULT
EAST	X	30	4 (8-4)	0 (4-4)	-34
SOUTH	0	X	0	0	+90
WEST	0 (8-4)	30	X	0 (8-4)	-22
NORTH	0 (4-4)	30	4 (8-4)	X	-34

HOUSE RULE OPTION: FLAT PAYOUT, DISCARDER PAYS DOUBLE

(E: 4 pts, S: 30 pts [Winner], W: 8 pts [Discarder], N: 4 pts)

I AM... ↓	...PAYING EAST	...PAYING SOUTH	...PAYING WEST	...PAYING NORTH	NET RESULT
EAST	X	30	4 (8-4)	0 (4-4)	-34
SOUTH	0	X	0	0	+120
WEST	0 (4-8)	30x2	X	0 (4-8)	-52
NORTH	0 (4-4)	30	4 (8-4)	X	-34

HONG KONG OLD STYLE MAHJONG – SCORING REFERENCE SHEET

COLOR & PATTERN KEY

1-9 (Red): Craks

1-9 (Green): Bams

1-9 (Blue): Dots

E / S / W / N (Purple):
Winds

G / R / B: Green / Red /
White Dragons

1-4 (Orange): Flowers &
Seasons

SCORING LIMIT

This format is played with a limit of either 10 or 13 faan. Any score over the limit is capped. Any hand marked with a value of 10 or 13 is a limit hand.

SPECIAL HANDS

13 Nine Gates

111 2345678 999 + Any Duplicate

A fully concealed hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 in a single suit, waiting exclusively on any tile of that same suit to win.

Excludes: Clean One Suit, Concealed Hand

13 Thirteen Orphans

19 19 19 ESWN GRB + Any Duplicate

A fully concealed hand containing exactly one copy of each terminal tile (1's and 9's), Wind, and Dragon tile, plus one additional matching tile to form a pair. The final winning tile may be called from an opponent's discard.

Excludes: Concealed Hand

13 Heavenly Hand

Winning when the dealer declares a completed hand immediately upon the initial 14-tile deal. This win may occur after the initial flower replacement phase.

13 Earthly Hand

Winning when a non-dealer player claims the very first tile discarded by the dealer.

STRUCTURE HANDS

+0 Chicken Hand

123 567 456 888 RR

A basic winning hand that fails to qualify for any other structural scoring patterns or points.

+1 Common Hand

123 456 234 789 + Pair

A hand consisting entirely of four chows and a pair, containing no pung or kongs.

+3 All Triplets

111 555 999 EEE + Pair

A hand constructed entirely of four pung or kong and one valid pair, containing no chows.

+8 All Concealed Triplets

222 444 777 WWW + 2[2]

A hand containing four concealed pung or kong, won by waiting exclusively on a single tile to complete the final pair.

Excludes: All Triplets, Concealed Hand

13 All Quadruplets Hand

2222 5555 8888 9999 + Pair

A hand consisting of four kong and a pair.

Excludes: All Triplets

+3 Mixed One Suit

123 456 789 NNN + Pair

A hand consisting of tiles from only one numeric suit, combined with Wind or Dragon tiles.

+7 Clean One Suit

123 456 777 999 55

A hand consisting entirely of a single numeric suit, containing no Wind or Dragon tiles.

Excludes: Mixed One Suit

+4 Mixed Terminals

111 999 EEE SSS GG

A hand consisting entirely of terminal tiles (1's and 9's), Wind, and Dragon tiles arranged in pungs or kongs, and a pair.

Excludes: All Triplets

13 All Terminals

111 999 999 111 99

A hand consisting solely of terminal tiles (1's and 9's) arranged in pungs or kongs, and a pair, containing no chows or simple tiles.

Excludes: All Triplets

WINDS & DRAGONS

+1 Seat Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

+1 Prevalent Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

+6 Small Four Winds

EEE SSS WWW + 1 Set + NN

A hand containing three pung or kong of Wind tiles and a pair of Wind tiles, capturing all four wind directions.

Excludes: Seat Wind, Prevalent Wind

13 Big Four Winds

EEE SSS WWW NNN + Pair

A hand containing four completed pung or kong, capturing all four wind directions.

Excludes: Small Four Winds, Seat Wind, Prevalent Wind

+1 Dragon Triplets

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

+5 Small Three Dragons

GGG RRR + 2 Sets + BB

A hand containing two pung or kong of Dragon tiles and a pair of Dragon tiles, capturing all three dragon types.

Excludes: Dragon Triplets

+8 Big Three Dragons

GGG RRR BBB + 1 Set + Pair

A hand containing three completed pung or kong of Dragon tiles, capturing all three dragon types.

Excludes: Small Three, Dragon Triplets

10 All Honors

EEE SSS WWW GGG RR

A hand built exclusively out of Wind and Dragon tiles, containing no numeric suit tiles. This hand pattern stacks with Dragon Triplets, Seat Wind, and Prevalent Wind.

Excludes: All Triplets

FLOWERS & SEASONS

+1 No Flowers

A hand completed without drawing or exposing any flower or season tiles.

+1 Seat Flower or Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile matching the player's seat number. Earns double points if both of your matching seat flowers are held.

+2 All Flowers or Seasons

A complete set of all 4 matching seasonal or flower tiles.

Excludes: Seat Flower or Season

+3 Seven Flowers

A set of 7 out of the 8 total flower and season tiles. This allows the player to optionally declare an immediate win.

Excludes: All Flowers or Seasons, Seat Flower or Season

+8 Eight Flowers

A complete set of all 8 flower and season tiles. This allows the player to optionally declare an immediate win.

Excludes: Seven Flowers, All Flowers or Seasons, Seat Flower or Season

WIN CONDITIONS

+1 Concealed Hand

A hand completed entirely without declaring any open melds from opponent discards.

+1 Self Draw

(Zì Mō)

Winning by self-drawing the final matching tile directly from the live wall.

+1 Kong Replacement

Winning by self-drawing a replacement tile from the dead wall after declaring a kong.

Excludes: Self Draw

+8 Multiple Kong Replacements

Winning by self-drawing a replacement tile after declaring successive kongs.

Excludes: Kong Replacement, Self Draw

+1 Robbing the Kong

Winning by claiming a tile an opponent adds to a melded pung to form a kong.

+1 Win off of the Last Tile

Winning by claiming the final tile drawn from the live wall.

+1 Win off of the Last Discard

Winning by claiming the final discarded tile.

LOCAL VARIANTS

+4 Seven Pairs

11 44 77 33 99 EE RR

A fully concealed hand consisting entirely of seven unique pairs with no kongs. This hand pattern stacks with All Honors, Mixed One Suit, and Clean One Suit.

10 Jade Dragon

GGG 123 444 567 99

A hand containing a pung or kong of Green Dragons and chows, pungs or kongs in Bams.

10 Ruby Dragon

RRR 123 444 567 99

A hand containing a pung or kong of Red Dragons and chows, pungs or kongs in Craks.

10 Pearl Dragon

WWW 123 444 567 99

A hand containing a pung or kong of White Dragons and chows, pungs or kongs in Dots.

10 Imperial Jade Dragon

GGG 234 888 222 66

A hand containing a pung or kong of Green Dragons and chows, pungs or kongs in Bams. You may only use 2, 3, 4, 6, 8 Bams.

10 Imperial Ruby Dragon

RRR 111 555 777 99

A hand containing a pung or kong of Red Dragons and pungs or kongs in Bams. You may only use 1, 5, 7, 9 Bams.

SCORING & PAYOUT TABLES

GENERAL PAYOUT RULES

- The winner never pays.
- Win on Self Draw: Everyone pays.
- Win on Discard: Discarder pays all.
- **Total Faan = Structure Hand + Honors + Flowers + Win Condition**
- **Total Faan = Special Hand + Win Condition**

FAAN	FORMULA - FULL SPICY	POINTS	FORMULA - HALF SPICY	POINTS
0	2^0	1	2^0	1
1	2^1	2	2^1	2
2	2^2	4	2^2	4
3	2^3	8	2^3	8
4	2^4	16	2^4	16
5	2^5	32	1.5×2^4	24
6	2^6	64	2^5	32
7	2^7	128	1.5×2^5	48
8	2^8	256	2^6	64
9	2^9	512	1.5×2^6	96
10	2^{10}	1,024	2^7	128
11	2^{11}	2,048	1.5×2^7	192
12	2^{12}	4,096	2^8	256
13	2^{13}	8,192	1.5×2^8	384

SINGAPOREAN MAHJONG – SCORING REFERENCE SHEET

COLOR & PATTERN KEY

1-9 (Red): Craks

1-9 (Green): Bams

1-9 (Blue): Dots

E / S / W / N (Purple):
Winds

G / R / B: Green / Red /
White Dragons

1-4 (Orange): Flowers &
Seasons

Animals: Cat / Mouse, Rooster / Centipede

1 TAI HANDS & BONUSSES

1 Dragon Pung

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

2 Seat Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

3 Prevalent Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

4 Seat Flower / Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile matching the player's seat number.

5 Animal Tile

A bonus animal tile.

6 Little Ping Hu

123 456 234 789 55

A hand consisting entirely of four chows and a non-scoring pair, which may include exposed flower or animal tiles, won by waiting on a multiple wait (Example: [4]56[7]) if claiming a discard. A single wait is permitted if self-drawn.

Exception: Cannot consist of four open chows

7 Fully Concealed Hand

A hand completed entirely without declaring any open melds from opponent discards, won by self-drawing the final matching tile directly from the live wall.

8 Replacement Tile Win

Winning by self-drawing a replacement tile after declaring a kong, or after exposing a flower or animal tile.

9 Robbing the Kong

Winning by claiming a tile an opponent adds to a melded pung to form a kong.

10 Last Tile Draw

Winning by self-drawing the final remaining structural tile from the live wall.

2 TAI HANDS & BONUSES

11 All Pungs

111 555 999 EEE RR

A hand constructed entirely of four pungs or kongs and one valid pair, containing no chows.

12 Half Flush

123 456 789 111 NN

A hand consisting of tiles from only one numeric suit, combined with Wind or Dragon tiles.

13 Flower Set

A complete set of all 4 matching seasonal flower tiles or all 4 quarterly season tiles.

3 TAI HANDS

14 Three Lesser Scholars

GGG RRR + 2 Sets + BB

A hand containing two pung or kong of Dragon tiles and a pair of Dragon tiles, capturing all three dragon types.

4 TAI HANDS

15 Full Flush

123 456 777 999 55

A hand consisting entirely of a single numeric suit, containing no Wind or Dragon tiles.

16 Big Ping Hu

123 456 234 789 55

A hand consisting entirely of four chows and a non-scoring pair, with no exposed flower, season, or animal tiles, won by waiting on a multiple wait (Example: [4]56[7]) if claiming a discard; a single wait is permitted if self-drawn.

Exception: Cannot consist of four open chows

17 All Terminals or Honors

111 999 EEE SSS GG

A hand consisting entirely of terminal tiles (1's and 9's), Wind, and Dragon tiles arranged in pungs or kongs, and a pair.

18 Four Lesser Blessings

EEE SSS WWW + 1 Set + NN

A hand containing three pungs or kongs of Wind tiles and a pair of Wind tiles, capturing all four wind directions.

5 TAI LIMIT HANDS & BONUSES

19 Animal Set

A complete set of all four animal tiles (Cat, Mouse, Rooster, Centipede).

20 7 Flowers / Seasons

A set of 7 out of the 8 total flower and season tiles. This allows the player to optionally declare an immediate win.

21 All 8 Flowers / Seasons

A complete set of all 8 flower and season tiles. This allows the player to optionally declare an immediate win.

22 All Honors

EEE SSS WWW GGG RR

A hand built exclusively out of Wind and Dragon tiles, containing no numeric suit tiles.

23 All Terminals

111 999 111 999 11

A hand consisting solely of terminal tiles (1's and 9's) arranged in pungs or kongs, and a pair, containing no chows or simple tiles.

24 Hidden Treasure

111 444 777 NNN + Pair

A hand consisting of four pungs or kongs completed entirely without melding from discards, successfully completed via self-draw.

25 Thirteen Orphans

19 19 19 ESWN GRB + Any Duplicate

A fully concealed hand containing exactly one copy of each terminal tile (1's and 9's), Wind, and Dragon tile, plus one additional matching tile to form a pair. The final winning tile may be called from an opponent's discard.

26 All Green

234 234 666 GGG 88

A hand consisting entirely of green tiles: Bams 2, 3, 4, 6, 8, and Green Dragons.

27 Nine Gates

111 2345678 999 + Any Duplicate

A fully concealed hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 in a single suit, waiting exclusively on any tile of that same suit to win.

28 Eighteen Arhats / Four Kongs

1111 9999 5555 EEEE + Pair

A hand consisting of four kongs and a pair.

29 Kong on Kong

Winning by self-drawing a replacement tile after declaring two or more consecutive kongs.

30 Heavenly Hand

Winning when the dealer declares a completed hand immediately upon the initial 14-tile deal.

31 Earthly Hand

Winning when a non-dealer player claims the very first tile discarded by the dealer.

10 TAI LIMIT HANDS

32 Three Great Scholars

GGG RRR BBB + 1 Set + Pair

A hand containing three completed pungs or kongs of Dragon tiles, capturing all three dragon types.

33 Four Great Blessings

EEE SSS WWW NNN + Pair

A hand containing four completed pungs or kongs, capturing all four wind directions.

SCORING & PAYOUT TABLES

GENERAL PAYOUT RULES

- Hand limits are typically up to 5 Tai, except two 10 Tai hands.
- When a player wins off an opponent's discard, all non-winning players pay. The discarder pays double.
- The Complete Set of Animals payout stacks with the Bittens.

SCENARIO 1: WIN BY DISCARD

TAI SCORED	NON-WINNING PLAYERS EACH PAY	DISCARDING PLAYER PAYS	WINNING PLAYER GAINS
1	1	2	4
2	2	4	8
3	4	8	16
4	8	16	32
5 (Limit)	16	32	64
10 (Limit)	32	64	128

SCENARIO 2: WIN BY SELF-DRAW

TAI SCORED	ALL PLAYERS PAY	WINNING PLAYER GAINS
1	2	6
2	4	12
3	8	24
4	16	48
5 (Limit)	32	96
10 (Limit)	64	192

INSTANT PAYOUTS

INSTANT PAYOUT RULES (OPTIONAL)

- Instant payouts are an optional house rule; players must agree to their inclusion before starting the game.
- The Complete Set of Animals payout is cumulative with the payment of Bittens (e.g., 2 for Cat/Mouse + 2 for Chicken/Centipede + 4 for the Complete Set = 8 total).

HAND	POINTS	DESCRIPTION
Bitten	2 / 4	A matching predator / prey pair of animal tiles (Cat / Mouse, or Chicken / Centipede). Doubled if revealed in the starting hand.
Flower Bitten	2 / 4	A bonus flower and season tile matching the player's seat number. Doubled if revealed in the starting hand.
Four Flowers or Seasons	4	A complete set of all 4 flowers or seasons.
Melded Kong	1	A kong completed by adding a tile to an exposed pung.
Concealed Kong	2	A kong completed via self-draw and declared face-down.
Complete Set of Animals	4	A complete set of all four animal tiles (Cat, Mouse, Chicken, Centipede).

OFFICIAL MAHJONG COMPETITION RULES (MCR) – THE 81 FANS

COLOR & PATTERN KEY

1-9 (Red): Craks

1-9 (Green): Bams

1-9 (Blue): Dots

E / S / W / N (Purple):
Winds

G / R / B: Green / Red /
White Dragons

F (Orange): Flowers &
Seasons

Knitted Sequences: 1-4-7, 2-5-8, 3-6-9

88 POINT HANDS

1 Big Four Winds

EEE SSS WWW NNN + Pair

A hand containing four completed pungs or kongs, capturing all four wind directions.

Excludes: Big Three Winds (38), All Pungs (49), Prevalent Wind (60), Seat Wind (61), Pung of Terminals or Honors (73)

2 Big Three Dragons

GGG RRR BBB + 1 Set + Pair

A hand containing three completed pungs or kongs of Dragon tiles, capturing all three dragon types.

Excludes: Two Dragon Pungs (54), Dragon Pung (59), Pung of Terminals or Honors (73)

3 All Green

234 234 666 GGG 88

A hand consisting entirely of green tiles: Bams 2, 3, 4, 6, 8, and Green Dragons.

Excludes: Full Flush (22), No Honors (76), Single Wait (79)

4 Nine Gates

111 2345678 999 + Any Duplicate

A fully concealed hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 in a single suit, waiting exclusively on any tile of that same suit to win.

Excludes: Full Flush (22), Concealed Hand (62), No Honors (76), One Voided Suit (75), Single Wait (79)

5 Four Kongs

1111 9999 5555 EEEE + G[G]

A hand consisting of four kongs and a pair.

Excludes: Four Concealed Pungs (12), Three Kongs (17), Two Concealed Kongs (48), Two Melded Kongs (57), Melded Kong (74), Concealed Kong (67), All Pungs (49), Single Wait (79)

6 Seven Shifted Pairs

11 22 33 44 55 66 77

A fully concealed hand consisting of seven continuous numerical pairs in a single suit.

Excludes: Seven Pairs (19), Full Flush (22), Concealed Hand (62), No Honors (76), One Voided Suit (75)

7 Thirteen Orphans

19 19 19 ESWN GRB + Any Duplicate

A fully concealed hand containing exactly one copy of each terminal tile (1's and 9's), Wind, and Dragon tile, plus one additional matching tile to form a pair. The final winning tile may be called from an opponent's discard.

Excludes: All Terminals and Honors (18), Outside Hand (55), Concealed Hand (62), Single Wait (79)

64 POINT HANDS

8 All Terminals

111 999 111 999 11

A hand consisting solely of terminal tiles (1's and 9's) arranged in pungs or kongs, and a pair, containing no chows or simple tiles.

Excludes: All Terminals and Honors (18), All Pungs (49), Outside Hand (55), Double Pung (65), No Honors (76), Pung of Terminals or Honors (73)

9 Little Four Winds

EEE SSS WWW + 1 Set + NN

A hand containing three pungs or kongs of Wind tiles and a pair of Wind tiles, capturing all four wind directions.

Excludes: Big Three Winds (38), Pung of Terminals or Honors (73)

10 Little Three Dragons

GGG RRR + 2 Sets + BB

A hand containing two pungs or kongs of Dragon tiles and a pair of Dragon tiles, capturing all three dragon types.

Excludes: Two Dragon Pungs (54), Dragon Pung (59), Pung of Terminals or Honors (73)

11 All Honors

EEE SSS WWW GGG RR

A hand built exclusively out of Wind and Dragon tiles, containing no numeric suit tiles.

Excludes: All Terminals and Honors (18), All Pungs (49), Outside Hand (55), Half Flush (50), One Voided Suit (75)

12 Four Concealed Pungs

111 444 777 NNN + Pair

A hand consisting of four pungs completed entirely without melding from discards, and a pair.

Excludes: Three Concealed Pungs (33), Two Concealed Pungs (66), All Pungs (49), Concealed Hand (62)

13 Pure Terminal Chows

123 123 789 789 55

A hand consisting of two 1-2-3 chows and two 7-8-9 chows in a single suit, and a pair of 5's in the same suit.

Excludes: Pure Double Chow (69), Two Terminal Chows (72), Full Flush (22), All Chows (63), No Honors (76), One Voided Suit (75)

48 POINT HANDS

14 Quadruple Chow

234 234 234 234 + Pair

A hand containing four identical chows in a single suit.

Excludes: Pure Triple Chow (23), Pure Double Chow (69), Tile Hog (64)

15 Four Pure Shifted Pungs

222 333 444 555 + Pair

A hand containing four pungs in a single suit shifting up by one step.

Excludes: Pure Shifted Pungs (24), Triple Pung (32), Double Pung (65), All Pungs (49)

32 POINT HANDS

16 Four Pure Shifted Chows

123 234 345 456 + Pair /

123 345 567 789 + Pair

A hand containing four chows in a single suit shifting up sequentially by one or two steps.

Excludes: Pure Shifted Chows (30), Pure Double Chow (69), Short Straight (71)

17 Three Kongs

1111 4444 7777 + 1 Set + Pair

A hand containing three kongs, one additional set, and a pair.

Excludes: Two Melded Kongs (57), Two Concealed Kongs (48), Melded Kong (74), Concealed Kong (67)

18 All Terminals & Honors

111 999 EEE SSS WW

A hand consisting entirely of terminal tiles (1's and 9's), Wind, and Dragon tiles arranged in pungs or kongs, and a pair.

Excludes: All Pungs (49), Outside Hand (55), Pung of Terminals or Honors (73)

24 POINT HANDS

19 Seven Pairs

11 44 77 33 99 EE RR

A fully concealed hand consisting entirely of seven unique pairs with no kongs.

Excludes: Concealed Hand (62), Single Wait (79)

20 Greater Honors & Knitted

ESWN GRB 17 25 369

A fully concealed hand consisting of seven unique Wind and Dragon tiles paired with seven knitted tiles (1-4-7, 2-5-8, 3-6-9).

Excludes: Lesser Honors and Knitted Tiles (34), All Types (52), Concealed Hand (62)

21 All Even Pungs

222 888 444 666 44

A hand consisting entirely of even-numbered tiles (2, 4, 6, 8) arranged in pungs or kongs, and a pair.

Excludes: All Pungs (49), All Simplets (68), No Honors (76)

22 Full Flush

123 456 777 999 55

A hand consisting entirely of a single numeric suit, containing no Wind or Dragon tiles.

Excludes: Half Flush (50), No Honors (76), One Voided Suit (75)

23 Pure Triple Chow

345 345 345 + 1 Set + Pair

A hand containing three identical chows in a single suit.

Excludes: Pure Double Chow (69)

24 Pure Shifted Pungs

444 555 666 + 1 Set + Pair

A hand containing three pungs in a single suit shifting up by one step.

25 Upper Tiles

789 777 999 888 77

A hand consisting entirely of numbers 7, 8, and 9.

Excludes: No Honors (76), Upper Four (36)

26 Middle Tiles

456 555 666 444 55

A hand consisting entirely of numbers 4, 5, and 6.

Excludes: All Simples (68), No Honors (76)

27 Lower Tiles

123 111 222 333 22

A hand consisting entirely of numbers 1, 2, and 3.

Excludes: No Honors (76), Lower Four (37)

16 POINT HANDS

28 Pure Straight

123 456 789 + 1 Set + Pair

A hand containing three chows forming a continuous 1–9 sequence in a single suit.

Excludes: Short Straight (71), Two Terminal Chows (72)

29 Three-Suited Terminal Chows

123 789 123 789 55

A hand containing two sets of 1-2-3 chows and 7-8-9 chows in two different suits, plus a pair of 5's in the remaining third suit.

Excludes: Two Terminal Chows (72), Mixed Double Chow (70), All Chows (63), No Honors (76)

30 Pure Shifted Chows

123 234 345 + 1 Set + Pair /
123 345 567 + 1 Set + Pair

A hand containing three chows in a single suit shifting up sequentially by one or two steps.

31 All Fives

555 456 567 345 55

A hand where every chow, pung or kong, and pair contains at least one number 5 tile.

Excludes: All Simples (68)

32 Triple Pung

888 888 888 + 1 Set + Pair

A hand containing three pungs of identical numerical value across all three suits.

Excludes: Double Pung (65)

33 Three Concealed Pungs

444 444 444 + 1 Set + Pair

A hand containing three pungs completed entirely without melding from discards.

Excludes: Two Concealed Pungs (66)

12 POINT HANDS

34 Lesser Honors & Knitted

ESWN GR 147 258 36

A fully concealed hand consisting of five unique Wind and Dragon tiles paired with knitted tiles (1-4-7, 2-5-8, 3-6-9).

Excludes: All Types (52), Concealed Hand (62)

35 Knitted Straight

147 258 369 + 1 Set + Pair

A hand containing a special 1–9 straight sequence woven across all three suits using knitted tiles (1-4-7, 2-5-8, 3-6-9).

36 Upper Four

678 789 888 999 77

A hand consisting entirely of numbers 6, 7, 8, and 9.

Excludes: No Honors (76)

37 Lower Four

123 234 111 444 22

A hand consisting entirely of numbers 1, 2, 3, and 4.

Excludes: No Honors (76)

38 Big Three Winds

EEE SSS WWW + 1 Set + Pair

A hand containing three pungs or kongs of Wind tiles.

Excludes: Pung of Terminals or Honors (73)

8 POINT HANDS

39 Mixed Straight

123 456 789 + 1 Set + Pair

A hand containing three chows forming a continuous 1–9 sequence split across all three suits.

40 Reversible Tiles

111 222 555 BBB 88

A hand consisting entirely of symmetric tiles: Dots (1, 2, 3, 4, 5, 8, 9), Bams (2, 4, 5, 6, 8, 9), and White Dragons.

Excludes: One Voided Suit (75)

41 Mixed Triple Chow

345 345 345 + 1 Set + Pair

A hand containing three chows of identical numerical value across all three suits.

Excludes: Mixed Double Chow (70)

42 Mixed Shifted Pungs

111 222 333 + 1 Set + Pair

A hand containing three pungs shifting up by one step across all three suits.

43 Chicken Hand

234 666 777 34[5] RR

A basic winning hand that fails to qualify for any other structural scoring patterns or points.

Excludes: Cannot combine with any other scoring element, except Flower Tiles

44 Last Tile Draw

Winning by self-drawing the final remaining structural tile.

Excludes: Self-Drawn (80)

45 Last Tile Claim

Winning by claiming the final tile discarded on the last turn.

46 Out with Replacement Tile

Winning by self-drawing a replacement tile after declaring a kong.

Excludes: Self-Drawn (80)

47 Robbing the Kong

Winning by claiming a tile an opponent adds to a melded pung to form a kong.

Excludes: Last Tile Claim (45)

48 Two Concealed Kongs

1111 9999 + 2 Sets + Pair

A hand containing two concealed kongs.

Excludes: Two Concealed Pungs (66), Concealed Kong (67)

6 POINT HANDS

49 All Pungs

111 555 999 EEE RR

A hand constructed entirely of four pungs or kongs and one valid pair, containing no chows.

50 Half Flush

123 456 789 111 NN

A hand consisting of tiles from only one numeric suit, combined with Wind or Dragon tiles.

Excludes: One Voided Suit (75)

51 Mixed Shifted Chows

123 234 345 + 1 Set + Pair

A hand containing three chows shifting up sequentially by one step across all three suits.

52 All Types

123 111 789 SSS GG

A hand containing at least one element from Craks, Bams, Dots, Winds, and Dragons.

53 Melded Hand

111 567 678 444 5[5]

A hand where all four sets are completed openly via discards, won by claiming an opponent's discard on a single wait.

54 Two Dragon Pungs

GGG RRR + 2 Sets + Pair

A hand containing two pungs or kongs of Dragon tiles.

Excludes: Dragon Pung (59)

4 POINT HANDS

55 Outside Hand

123 789 111 EEE SS

A hand where every chow, pung or kong, and pair contains at least one terminal tile (1's and 9's), Wind, or Dragon tile.

56 Fully Concealed Hand

A fully concealed hand successfully completed via self-draw.

Excludes: Concealed Hand (62), Self-Drawn (80)

57 Two Melded Kongs

1111 4444 + 2 Sets + Pair

A hand containing two kongs completed openly via discards.

Excludes: Melded Kong (74)

58 Last Tile

Winning on a tile where the other three copies are already fully visible.

2 POINT HANDS

59 Dragon Pung

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

Excludes: Pung of Terminals or Honors (73)

60 Prevalent Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

Excludes: Pung of Terminals or Honors (73)

61 Seat Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

Excludes: Pung of Terminals or Honors (73)

62 Concealed Hand

A hand completed entirely without declaring any open melds from opponent discards, won by claiming an opponent's discard.

63 All Chows

123 567 234 789 55

A hand consisting entirely of four chows and a numeric suit pair, containing no Wind or Dragon tiles.

Excludes: No Honors (76)

64 Tile Hog

111 123 + 2 Sets + Pair

A hand containing all four copies of a matching tile split dynamically across sets without declaring a kong.

65 Double Pung

888 888 + 2 Sets + Pair

A hand containing two pungs of identical numerical value across two different suits.

66 Two Concealed Pungs

222 888 + 2 Sets + Pair

A hand containing two pungs completed entirely without melding from discards.

67 Concealed Kong

5555 + 3 Sets + Pair

A hand containing a kong completed entirely via self-draw and declared face-down.

Excludes: Melded Kong (74)

68 All Simple

234 444 567 888 22

A hand consisting entirely of simple tiles (2 through 8), containing no terminal tiles (1's and 9's), Wind, or Dragon tiles.

Excludes: No Honors (76)

1 POINT HANDS

69 Pure Double Chow

123 123 + 2 Sets + Pair

A hand containing two identical chows in a single suit.

70 Mixed Double Chow

123 123 + 2 Sets + Pair

A hand containing two identical chows across two different suits.

71 Short Straight

234 567 + 2 Sets + Pair

A hand containing two sequential, connecting chows in a single suit.

72 Two Terminal Chows

123 789 + 2 Sets + Pair

A hand containing one 1-2-3 chow and one 7-8-9 chow in a single suit.

73 Pung of Terminals or Honors

111 / 999 / RRR / EEE

A hand containing a pung or kong of terminal tiles (1's and 9's), or Wind tiles that do not match the player's seat or prevalent round wind.

74 Melded Kong

6666 + 3 Sets + Pair

A hand containing a kong completed openly via an opponent's discard.

75 One Voided Suit

123 789 222 RRR WW

A hand completely missing tiles from one of the three numeric suits.

76 No Honors

123 789 222 888 33

A hand consisting entirely of numeric suit tiles, containing no Wind or Dragon tiles.

77 Edge Wait

12[3] / [7]89

Winning by waiting exclusively on a 3 or 7 to complete a terminal boundary chow.

Excludes: Closed Wait (78), Single Wait (79)

78 Closed Wait

4 [5] 6

Winning by waiting exclusively on the middle tile to complete a chow.

Excludes: Edge Wait (77), Single Wait (79)

79 Single Wait

Winning by waiting exclusively on a single matching tile to complete the final required pair.

Excludes: Edge Wait (77), Closed Wait (78)

80 Self-Drawn

(Ẓì Mō)

Winning by self-drawing the final matching tile directly from the live wall.

81 Flower Tile

F

A bonus point awarded per exposed flower or season tile.

Does not count toward the 8-point minimum to win

INTERACTIVE ONLINE MCR CALCULATOR

Scan the QR code or click the link below to access the interactive scoring tool and verify your hand values online.



Open Calculator

MahjongSoft.com

ZUNG JUNG MAHJONG – SCORING REFERENCE SHEET

COLOR & PATTERN KEY

1-9 (Red): Craks

1-9 (Green): Bams

1-9 (Blue): Dots

E / S / W / N (Purple):
Winds

G / R / B: Green / Red /
White Dragons

1-4 (Orange): Flowers &
Seasons

TRIVIAL PATTERNS

5 All Sequences

123 456 234 789 + Pair

A hand consisting entirely of four chows and a valid pair, containing no pungs or kongs.

5 Concealed Hand

A hand completed entirely without declaring any open melds from opponent discards.

5 No Terminals

234 567 345 678 22

A hand consisting strictly of simple tiles (2 through 8), containing no Wind, Dragon, or terminal tiles (1's and 9's).

ONE-SUIT PATTERNS

40 Mixed One-Suit

123 456 789 WWW + Pair

A hand consisting entirely of tiles from a single numeric suit, combined with Wind or Dragon tiles.

80 Pure One-Suit

123 456 777 888 99

A hand consisting entirely of tiles from a single numeric suit, containing no Wind or Dragon tiles.

480 Nine Gates

111 2345678 999 + Any Duplicate

A fully concealed hand consisting of 1-1-1-2-3-4-5-6-7-8-9-9-9 in a single suit, waiting exclusively on any tile of that same suit to win.

HONORS

10 Seat Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the player's seat wind.

10 Dragon Triplet

GGG / RRR / BBB

A hand containing a pung or kong of Dragon tiles.

40 Small Three Dragons

GGG RRR + 2 Sets + BB

A hand containing two pungs or kongs of Dragon tiles and a pair of Dragon tiles, capturing all three dragon types.

130 Big Three Dragons

GGG RRR BBB + 1 Set + Pair

A hand containing three completed pungs or kongs of Dragon tiles, capturing all three dragon types.

30 Small Three Winds

EEE SSS + 2 Sets + WW

A hand containing two pungs or kongs of Wind tiles and a pair of Wind tiles.

120 Big Three Winds

EEE SSS WWW + 1 Set + Pair

A hand containing three pungs or kongs of Wind tiles.

320 Small Four Winds

EEE SSS WWW + 1 Set + NN

A hand containing three pungs or kongs of Wind tiles and a pair of Wind tiles, capturing all four wind directions.

400 Big Four Winds

EEE SSS WWW NNN + Pair

A hand containing four completed pungs or kongs, capturing all four wind directions.

320 All Honors

EEE SSS WWW GGG RR

A hand built exclusively out of Wind and Dragon tiles, containing no numeric suit tiles.

BASIC SETS

30 All Triplets

333 555 222 NNN + Pair

A hand constructed entirely of four pungs or kongs and one valid pair, containing no chows.

5 Two Concealed Triplets

222 444 + 2 Sets + Pair

A hand containing two concealed pungs or kongs.

30 Three Concealed Triplets

222 444 777 + 1 Set + Pair

A hand containing three concealed pungs or kongs.

125 Four Concealed Triplets

111 555 999 SSS + Pair

A hand containing four concealed pungs or kongs.

5 One Kong

8888 + 3 Sets + Pair

A hand containing one open or concealed kong.

20 Two Kongs

8888 5555 + 2 Sets + Pair

A hand containing two open or concealed kongs.

120 Three Kongs

8888 5555 2222 + 1 Set + Pair

A hand containing three open or concealed kongs.

480 Four Kongs

8888 5555 2222 EEEE + Pair

A hand containing four open or concealed kongs.

IDENTICAL SETS

10 Two Identical Sequences

123 123 + 2 Sets + Pair

A hand containing two identical chows in a single suit.

60 Two Identical Sequences Twice

123 123 456 456 + Pair

A hand containing two pairs of identical chows.

120 Three Identical Sequences

789 789 789 + 1 Set + Pair

A hand containing three identical chows in a single suit.

480 Four Identical Sequences

234 234 234 234 + Pair

A hand containing four identical chows in a single suit.

SIMILAR SETS

35 Three Similar Sequences

456 456 456 + 1 Set + Pair

A hand containing three chows of identical numerical value across all three suits.

30 Small Three Similar Triplets

555 555 + 2 Sets + 55

A hand containing two pung or kong of identical numerical value across two different suits, and a pair of the same number in the third suit.

120 Three Similar Triplets

555 555 555 + 1 Set + Pair

A hand containing three pungs or kongs of identical numerical value across all three suits.

CONSECUTIVE SETS

40 Nine-Tile Straight

123 456 789 + 1 Set + Pair

A hand containing three chows forming a continuous 1–9 sequence in a single suit.

100 Three Consecutive Triplets

333 444 555 + 1 Set + Pair

A hand containing three pungs or kongs of consecutive numbers in a single suit.

200 Four Consecutive Triplets

666 777 888 999 + Pair

A hand containing four pungs or kongs of consecutive numbers in a single suit.

TERMINALS

40 Mixed Lesser Terminals

123 789 999 EEE RR

A hand where every chow, pung or kong, and pair contains at least one terminal tile (1's and 9's), Wind, or Dragon tile.

50 Pure Lesser Terminals

123 789 123 789 11

A hand where every chow, pung or kong, and pair contains at least one terminal tile (1's and 9's).

100 Mixed Greater Terminals

111 RRR 111 EEE 99 / 11 99 11 99 GG SS RR

An "All Pungs" or "Seven Pairs" hand that consists entirely of terminal tiles (1's and 9's) and honor tiles (Winds and Dragons).

Excludes: Thirteen Terminals

400 Pure Greater Terminals

111 999 111 999 11

A hand consisting solely of terminal tiles (1's and 9's) arranged in pungs or kongs, and a pair, containing no chows or simple tiles.

BONUSES

10 Final Draw

Winning by self-drawing the final tile from the wall.

10 Final Discard

Winning by claiming the final tile discarded on the last turn.

10 Win on Kong

Winning by self-drawing a replacement tile after declaring a kong.

10 Robbing a Kong

Winning by claiming a tile an opponent adds to a melded pung to form a kong.

155 Blessing of Earth

Winning when a non-dealer player claims the very first tile discarded by the dealer.

155 Blessing of Heaven

Winning when the dealer declares a completed hand immediately upon the initial 14-tile deal. This win may occur after the initial flower replacement phase.

IRREGULAR HAND

160 Seven Pairs

11 44 77 33 99 EE RR

A fully concealed hand consisting entirely of seven unique pairs with no kongs.

160 Thirteen Terminals

19 19 19 ESWN GRB + Any Duplicate

A fully concealed hand containing exactly one copy of each terminal tile (1's and 9's), Wind, and Dragon tile, plus one additional matching tile to form a pair. The final winning tile may be called from an opponent's discard.

OPTIONAL HOUSE RULES: PREVALENT WIND

10 Prevalent Wind

EEE / SSS / WWW / NNN

A hand containing a pung or kong matching the prevalent round wind.

OPTIONAL HOUSE RULES: FLOWERS & SEASONS

2 Improper Flower or Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile that does not match the player's seat number.

4 Proper Flower or Season

1 (E) / 2 (S) / 3 (W) / 4 (N)

A bonus flower or season tile matching the player's seat number. Earns double points if both of your matching seat flowers are held.

10 Four Flowers or Seasons

A complete set of all 4 flower or season tiles.

APPENDIX

HAND STRUCTURE DISTRIBUTION

HAND STRUCTURE	NUMBER OF UNIQUE HANDS	% OF ALL WINNING HANDS
0 Sequences, 4 Triplets	3,234,310	0.03%
1 Sequence, 3 Triplets	110,610,612	0.97%
2 Sequences, 2 Triplets	1,257,250,563	11.03%
3 Sequences, 1 Triplet	5,263,332,872	46.16%
4 Sequences, 0 Triplets	4,767,103,774	41.81%
Total	11,401,532,131	100.00%

NATIVE TERMS

RULESET	PUNG (TRIPLET)	KONG (QUAD)	CHOW (SEQUENCE)	WIN	SELF- DRAW
Chinese Classical	Pèng (碰)	Gàng (槓)	Chī (吃)	Hú (和)	Zì Mō (自摸)
Hong Kong Old Style	Pung (碰)	Gong (槓)	Soeng (吃)	Sik Hu (食糊)	Zì Mō (自摸)
Zung Jung	Pong (碰)	Gong (槓)	Chī (吃)	Hú (和)	Zì Mō (自摸)
MCR	Pèng (碰)	Gàng (槓)	Chī (吃)	Hú (和)	Zì Mō (自摸)
Singaporean	Pong (碰)	Gong (槓)	Chiak (食)	Hú (和)	Zì Mō (自摸)
Malaysian	Pong (碰)	Gong (槓)	Chiak (食)	Hú (和)	Zì Mō (自摸)
Vietnamese	Phỗng (擘)	Cóng (杠)	Phình (平)	Ù (拏)	Ù Mo (拏摸)
Japanese Riichi	Pon (ポン)	Kan (カン)	Chii (チー)	Ron (ロン)	Tsumo (ツモ)

WALL SETUP & DEALING PROCESS

CHINESE CLASSICAL

Step 1: First Roll (Locating the Wall)

East (the dealer) begins with two dice, rolls them, and sums the total. Starting with themselves as 1, East counts counter-clockwise around the table to select a player's wall:

5, 9	East's wall
2, 6, 10	South's wall
3, 7, 11	West's wall
4, 8, 12	North's wall

Step 2: Second Roll (Determining the Break)

The player whose wall was selected in Step 1 takes the two dice and rolls them for a second time. This player adds the value of their new roll to East's original roll to get a final combined sum.

Step 3: Breaking the Wall

The player whose wall is chosen looks at their own wall of 18 stacks. Counting from the right-hand corner toward the left, they count out a number of stacks equal to that combined sum and physically push the wall apart at that exact point to create the break.

Step 4: Tile Distribution

The stacks to the right of the break are left intact, while the stacks to the left of the break are the live tiles to be dealt. East takes the first two stacks (4 tiles) to the left of the break. Moving counter-clockwise around the table, South takes the next two stacks, then West, then North. This continues until every player has 12 tiles (three sets of 4).

Moving in the same order, each player takes one final tile to bring their hand to 13. Finally, East takes a 14th tile from the top of the next stack to begin the first turn of the game.

Step 5: The Dead Wall

The final 14 tiles at the very end of the wall (the far right side of the original break) are separated. These 7 stacks form the static dead wall, reserved only for replacement tiles when a player declares a Kong or draws a Flower/Animal.

HONG KONG OLD STYLE

Step 1: Single Roll (Locating and Breaking)

East (the dealer) takes two dice and rolls them a single time. The total sum of this single throw determines both which wall is picked and exactly where it breaks.

Step 2: Find the Wall

Starting with East as 1, count counter-clockwise around the table using the total sum to locate the target wall:

5, 9	East's wall
2, 6, 10	South's wall
3, 7, 11	West's wall
4, 8, 12	North's wall

Step 3: Breaking the Wall

Go to the target wall identified in Step 2. Counting from the right-hand corner toward the left, count out a number of stacks equal to that exact same dice roll. The wall is physically parted immediately after that stack.

Step 4: Tile Distribution

Players draw from the stacks to the left of the break, moving in a clockwise direction around the square wall to deplete it. The players take their tiles in a counter-clockwise seating rotation. East takes 2 stacks (4 tiles), then South takes 2 stacks, followed by West and North. This continues until everyone has 12 tiles.

Each player then takes 1 final tile to make a 13-tile hand, and East draws a 14th tile to initiate the first turn.

Step 5: No Dead Wall

Unlike Chinese Classical, there is no set of 14 tiles locked away at the tail end. Tiles are drawn continuously from the live wall right down to the very last stack. If no one wins on that final tile, the hand is a draw.

SINGAPOREAN

Step 1: Uneven Wall Setup

Because 148 tiles cannot be divided equally into four uniform walls, the walls are built with intentionally different lengths:

- **East and West:** Build walls that are 19 stacks long (38 tiles each).
- **South and North:** Build walls that are 18 stacks long (36 tiles each).

Step 2: Dice Rolling Options

Depending on local preference or house rules, Singaporean mahjong permits two completely distinct methods of rolling to determine how the wall is opened:

- **Method A (Three-Dice System):** East rolls three dice a single time. The higher maximum sum (up to 18) allows a single roll to naturally reach across the longer 19-stack walls.
- **Method B (Two-Dice Wrap System):** East rolls two dice a single time. Because a maximum roll of 12 cannot physically reach the far left end of a 19-stack wall, a mandatory second roll by East is triggered if the initial roll targets East's wall.

Step 3: Find the Wall

Using the total sum of the dice rolled in Step 2, count counter-clockwise, beginning with East as 1, to locate the target wall.

If using the Three-Dice System:

5, 9, 13, 17:	East's wall
6, 10, 14, 18:	South's wall
3, 7, 11, 15:	West's wall
4, 8, 12, 16:	North's wall

If using the Two-Dice System:

5, 9:	East's wall
2, 6, 10:	South's wall
3, 7, 11:	West's wall
4, 8, 12:	North's wall

Step 4: Breaking the Wall

Go to the target wall identified in Step 3. Counting from the right-hand corner toward the left, count out a number of stacks equal to that final dice sum. The wall is physically parted immediately to the left of that stack. Three dice extend the maximum count to 18, making nearly the entire length of any wall mathematically accessible on a single throw.

Step 5: Tile Distribution

Moving clockwise from the break, players take turns drawing tiles in a counter-clockwise seating rotation (East first). Players pull 2 stacks (4 tiles) at a time until everyone holds 12 tiles. East takes 2 final tiles (the 1st and 3rd top tiles of the next stacks) to start with 14, while South, West, and North take 1 tile each to complete their 13-tile starting hands.

Step 6: The Back Tail (Replacement Draws)

Whenever a player draws a Flower, Animal, or Fly tile during the game, they must immediately reveal it and draw a replacement tile. In Singaporean rules, these replacements are strictly drawn from the very end of the wall (the tail end to the right of the original break point), working backward counter-clockwise.

MAHJONG COMPETITION RULES (MCR)

Step 1: Uniform Setup

MCR uses the international standard 144-tile deck (136 suit/honor tiles + 8 Flower/Season tiles). Because 144 divides perfectly into four equal sides, all four players build identical walls exactly 18 stacks long (36 tiles per player).

Step 2: Dice Roll

To keep tournament play fast, standardized, and precise, MCR skips the old-style two-step double roll. East takes exactly two dice and rolls them a single time. This single throw provides a single sum that serves as the precise coordinate for both selecting the wall and finding the cut point.

Step 3: Find the Wall

Using the total sum of the two dice (ranging from 2 to 12), count counter-

clockwise around the table, beginning with East as 1, to locate the target wall:

- 5, 9** East's wall
- 2, 6, 10** South's wall
- 3, 7, 11** West's wall
- 4, 8, 12** North's wall

Step 4: Breaking the Wall

Go directly to the target wall identified in Step 3. Counting from the right-hand corner toward the left, count out a number of stacks equal to the exact sum of the dice roll. The wall is physically parted immediately to the left of that stack.

Step 5: Tile Distribution

Moving clockwise from the break point, players draw tiles in a counter-clockwise seating rotation (East first). Players pull 2 stacks (4 tiles) at a time on their turn until everyone holds exactly 12 tiles. Moving in the same player order, each player takes 1 single tile from the wall to bring their hand to 13. Finally, East draws a 14th tile from the top of the next available stack to begin the first turn of the game.

Step 6: No Dead Wall (100% Live Tiles)

Mechanically, MCR does not cordon off a static 14-tile dead wall. Every single tile in the square is playable. If a player declares a Kong or draws a Flower tile, they simply take their replacement tile from the very next available tile in the normal, clockwise line of play. If the wall is depleted down to the last tile without a winning declaration, the hand is a draw.

ZUNG JUNG

Step 1: Uniform Shorter Setup

Zung Jung emphasizes mathematical skill and clean, structural patterns by completely eliminating all 8 Flower and Season tiles, operating purely with the core 136-tile deck. Because 136 divides perfectly by four, all four players build identical, shorter walls exactly 17 stacks long (34 tiles per player).

Step 2: Dice Roll

Zung Jung utilizes a streamlined, fast-paced approach to initialization, completely discarding the traditional two-step double roll. East takes exactly two dice and rolls them a single time to find both the wall and the break point simultaneously.

Step 3: Find the Wall

Using the total sum of the two dice (ranging from 2 to 12), count counter-clockwise around the table, beginning with East as 1, to locate the target wall:

5, 9	East's wall
2, 6, 10	South's wall
3, 7, 11	West's wall
4, 8, 12	North's wall

Step 4: Breaking the Wall

Go directly to the target wall identified in Step 3. Counting from the right-hand corner toward the left, count out a number of stacks equal to the exact sum of the dice roll. The wall is physically parted immediately to the left of that stack.

Step 5: Tile Distribution

Moving clockwise from the break point, players draw tiles in a counter-clockwise seating rotation (East first). Players take 2 stacks (4 tiles) at a time until everyone holds exactly 12 tiles. Moving in the same player order, each player takes 1 single tile from the wall to bring their hand to 13. Finally, East draws a 14th tile from the top of the next available stack to begin the first turn of the game.

Step 6: No Dead Wall (100% Live Tiles)

Because there are no Flowers or Seasons to substitute, the flow of the wall is perfectly linear. Zung Jung does not cordon off a dead wall. Tiles are drawn continuously from left to right until the wall is completely exhausted. If the last tile is drawn and discarded without a winning declaration, the hand is a draw.

