

MAHJONG HANDS

BASIC HANDS

PURITY HAND
ORDINARY HAND

4 pungs/kongs, plus one pair, 1 chow allowed instead of one pung
ONE suit only (no winds/dragons)
One suit, winds and/or dragons

*PAIR HANDS

		<u>Points</u>
*7 DIRTY PAIRS	7 pairs of anything	½ L
*ALL PAIRS	7 pairs of one suit with winds and/OR dragons	½ L
*HEAVENLY TWINS	7 pairs in one suite only, NO winds or dragons	L
*HONOR PAIRS	7 pairs of honors and/or terminals	L
*KNITTING	7 pairs in two suites only. e.g.: 6 bam with 6 dots is one pair	½ L
*GERTIES' GARTER	1 to 7 in two suites	L
*WINDFALL	5 pairs in one suit plus <i>NEWS</i>	L
*DRAGONS BREATH	5 pairs in one suit plus <u><i>EACH dragon</i></u> , any one dragon paired	L
*DRAGONS NET	3 pairs in one suit plus <i>7 odd honors</i> , any honor paired	L
*TRIPLE KNITTING	4 triples in three suits plus one knit pair: 6 bam, 6 crack, 6 dot = 1 triple	½ L

*RUNS OR SEQUENCE HANDS

*WRIGGLY SNAKE	1-9 run in one suit plus <i>NEWS</i> , any wind or terminal paired	L
*RUN, PUNG, PAIR	1-9 run in one suit, one pung and one pair. All in only one suit	L
*5 ODD HONORS	1-9 run in one suit, plus <i>5 different winds and dragons</i>	½ L
*DRAGONS TAIL	1-9 in one suit, pung of winds & pair of dragons OR 1-9 in one suit, pung of dragons & pair of winds	L
*9 UNITED SONS	2-8 run, pung of 1's & 9's, any of run paired. All one suit.	Lx2
*GRETA'S GARDEN	1-7 in one suit, plus <i>NEWS</i> , plus <u><i>EACH dragon</i></u>	L
*HACHI BAN	1-8 in one suit, 3 pairs of winds OR dragons	L
*CONFUSED GATES	2-8 in one suit, pung of 1's in 2 nd suit, pung of 9's in 3 rd suit, any run tile (2-8) paired	L

HONOR HANDS

	<i>Tiles can be drawn from pond i.e. from discard</i>	
ALL HONOR	Pungs/kongs of 1's &/or 9's in any suit plus pung of winds &/or dragons plus additional pair of any honor	L
HEADS & TAILS	Pungs/kongs of 1's and 9's in any suit plus a pair of 1's or 9's	L
3 GREAT SCHOLARS	Pungs/kongs of EACH dragon plus pung/kong/chow in one suit plus a pair in the same suit OR pair of winds	L
4 BLESSINGS	Pungs/kongs of all 4 winds (<i>NEWS</i> X3) plus a pair of anything	L
GONE WITH THE WIND	Pungs/kongs of all 4 winds (<i>NEWS</i> X3) plus a pair of dragons	Lx2
WINDY DRAGONS	2 pungs of dragons, pair of EACH wind. (<i>NEWS</i> x 2)	L
ALL WINDS & DRAGONS	Pungs/kongs of winds & dragons only, plus a pair of winds or dragons	L

*MIXED SUIT HANDS

*CHOP SUEY	1, 2, 3 in each suit plus <i>NEWS</i> and any wind paired	L
*CHOW MEIN	7, 8, 9 in each suit plus <i>NEWS</i> , and any wind paired	L
*WINDY CHOWS	One chow in each suit, plus <i>NEWS</i> , and any wind paired	½ L
*DRAGONFLY	One of <u><i>EACH dragon</i></u> , pung/kong in each suit plus a pair in any suit. Last tile (mahjong) also from the wall	L
*MIXED PUNGS	4 pungs and one pair in any suit. May include winds and dragons. Last tile (mahjong) also from the wall	L
*UNIQUE WONDER	<i>NEWS</i> , <u><i>EACH dragon</i></u> , 1's and 9's from each suit, any tile paired	Lx2

* Means all tiles must be drawn from wall, except final tile (unless indicated otherwise)

MAHJONG SCORING

SPECIAL TILES:

These tiles must be exposed to count.

Flowers or Seasons 4
Animals (Optional tiles) 4

SCORING (POINTS):

Put out (expose) immediately and draw replacement tile.
If still in hand after someone mahjongs, hand counts "0."
After tile is put out (exposed), draw replacement tile.

PUNGS: (3 OF A KIND in SAME SUIT)

Pungs of 2, 3, 4, 5, 6, 7 or 8
Pungs of 1's or 9's
Pungs of Winds or Dragons

EXPOSED

2
4
4

CONCEALED (in hand or face down)

4
8
8

KONGS: (4 OF A KIND in the SAME SUIT)

Kongs of 2, 3, 4, 5, 6, 7 or 8
Kongs of 1's or 9's
Kongs of winds or dragons

8
16
16

16
32
32

NOTE: It is IMPOSSIBLE to mahjong with a kong still in hand. A kong that is self-drawn or already in hand should be put out face down in order to draw a replacement tile, but is still considered "concealed"

GOING MAHJONG:

20

MONEY/CHIPS

EXTRA POINTS:

Pair of Terminals (1's or 9's) 2
Pair of Honors (winds or dragons) 2
Using first East Wind discard 2

YELLOW100
WHITE500
GREEN or BLUE.....1000
RED2000

ROUND BASE SCORE UP TO NEAREST 10: example 34 points goes to 40

DOUBLING:

Pure hand – one suit OR all honors 3 doubles
Clean hand – one suit plus honors 1 double
Animals (Optional tiles) 1 double
Flower of Round 1 double
Personal Flower 1 double
Pung/Kong any Dragons 1 double
Pung/Kong of Own Wind 1 double
Pung/Kong Wind of Round 1 double
Concealed Mahjong 1 double
Mahjong from GARDEN wall 1 double

BOUQUET & ZOO

Zoo: If player picks up all 4 animals (not from other players), there is an immediate payment from each of the other players of 1000 in chip and the animal tiles are not counted at the end of play for points or chips.

Bouquet: If player gets either all 4 RED or BLACK flower tiles, there is an immediate payment from each of the other players of 1000 in chips and the flower tiles are not counted at the end of play for points or chips.

Limit hand: 1000 EAST WIND limit hand 2000

Half limit: 500 EAST WIND half limit 1000

Double Dice: FOR ALL PLAYERS: Double limits, scores, payments (i.e. 1000 goes to 2000 and 2000 goes to 4000)

DOUBLING TABLE										
	10 points	20 pts	30 pts	40 pts	50 pts	60 pts	70 pts	80 pts	90 pts	100 pts
1 double	20	40	60	80	100	120	140	160	180	200
2 doubles	40	80	120	160	200	240	280	320	360	400
3 doubles	80	160	240	320	400	480	560	640	720	800
4 doubles	160	320	480	640	800	960	1120	1280	1440	1600
5 doubles	320	640	960	1280	1600	1920	2240	2560	2880	3200
6 doubles	640	1280	1920	2560	3200	3840	4480	5120	5760	6400
7 doubles	1280	2560	3840	5120	6400	7680	8960	10240	11520	12800
8 doubles	2560	5120	7680	10240	12800	15360	17920	20480	23040	25600
9 doubles	5120	10240	15360	20480	25600	30720	35840	40960	46080	51200
10 doubles	10240	20480	30720	40960	51200	61440	71680	81920	92160	102400