

Knitted			Points
20	Greater Honors & Knitted Tiles	Seven Odd Honors with knitted tiles (1-4-7, 2-5-8, 3-6-9); each suit represented; exclude All Types, Concealed Hand, Single Wait	24
34	Lesser Honors & Knitted Tiles	Odd Honors with knitted tiles (1-4-7, 2-5-8, 3-6-9); each suit represented; exclude All Types, Concealed Hand, Single Wait	12
35	Knitted Straight	Three full knitted sequences (1-4-7, 2-5-8, 3-6-9); each set in a different suit	12
Chows			
13	Pure Terminal Chows	Two each of the lower and upper terminal chows in one suit with a pair of 5's; exclude Full Flush, All Chows	64
14	Quadruple Chow	Four chows of the same sequence in one suit; exclude Tile Hog	48
16	Four Pure Shifted Chows	Four chows in the same suit, each shifted one or two up from the last; exclude Short Straight, Two Terminal Chows	32
23	Pure Triple Chow	Three chows of the same sequence in one suit	24
28	Pure Straight	Sequence of 1-9 in one suit with any other meld plus a pair	16
29	Three Suited Terminal Chows	1-2-3-7-8-9 in one suit, 1-2-3-7-8-9 in second suit plus a pair of 5's in third suit; exclude All Chows	16
30	Pure Shifted Chows	Three chows in one suit, each shifted one or two numbers up from the last	16
39	Mixed Straight	1-2-3 in one suit, 4-5-6 in second suit, 7-8-9 in third suit with any set and a pair	8
41	Mixed Triple Chow	Three chows of the same sequence in different suits; exclude Mixed Double Chow	8
51	Mixed Shifted Chows	Three chows, one of each suit, each shifted up one from the last	6
63	All Chows	All chows; no Winds and Dragons	2
69	Pure Double Chow	Two chows of the same sequence in the same suit	1
70	Mixed Double Chow	Two chows of the same sequence in different suits	1
71	Short Straight	Two chows running consecutively making a six-tile straight in one suit	1
72	Two Terminal Chows	Chows of 1-2-3 & 7-8-9 in one suit	1
Pung-Chow			
25	Upper Tiles	Four pungs or chows and a pair using 7's, 8's and 9's	24
26	Middle Tiles	Four pungs or chows and a pair using 4's, 5's and 6's	24
27	Lower Tiles	Four pungs or chows and a pair using 1's, 2's and 3's; exclude Lower Four	24
31	All Fives	Four pungs or chows and a pair each with the number 5; exclude All Simples	16
36	Upper Four	Four pungs or chows and a pair using tiles 6-9; exclude No Honors	12
37	Lower Four	Four pungs or chows and a pair using tiles 1-4; exclude No Honors	12
40	Reversible Tiles	Four pungs or chows and a pair of all tiles that are vertically symmetrical; exclude One Voided Suit	8
43	Chicken Hand	Four pungs or chows and a pair that have a score of 0 Points	8
53	Melded Hand	Four pungs or chows and a pair where each set is exposed; exclude Single Wait	6
52	All Types	Four pungs or chows and a pair where each set represents a different type of tile (Characters, Bamboos, Dots, Winds, and Dragons)	6
55	Outside Hand	Four pungs or chows and a pair where each set has terminals or honors	4
56	Fully Concealed Hand	Four pungs or chows and a pair completely self-drawn; exclude Self-Draw	4
62	Concealed Hand	Four pungs or chows and a pair all self-drawn then winning by a discarded tile	2
64	Tile Hog	Four pungs or chows and a pair including a single tile in separate sets (no kong)	2
68	All Simples	Four pungs or chows and a pair of tiles 2 through 8 (no Terminals or Honors); exclude No Honors	2
76	No Honors	Four pungs or chows and a pair without Winds and Dragons	1
Suits			
4	Nine Gates	Pungs of 1's & 9's with sequence of 2-8 in same suit plus any tile paired; exclude Full Flush and Pung of Terminals or Pung of Honors	88
3	All Green	Four pungs or chows and a pair of 2, 3, 4, 6, 8 Bams or Green Dragons	88
22	Full Flush	Four pungs or chows and a pair in one suit; exclude No Honors	24
50	Half Flush	Four pungs or chows and a pair in one suit and honors	6
75	One Voided Suit	Four pungs or chows and a pair with only two suits represented	1
Pairs			
6	Seven Shifted Pairs	Seven pairs in a sequence in one suit (self-drawn combine with Fully Concealed); exclude Seven Pairs, Full Flush, Concealed Hand and Single Wait	88
19	Seven Pairs	Seven unique pairs; exclude Concealed Hand, Single Wait	24
Special			
81	Flower Tile	Flower tile; for win on a replacement tile, the point for Self-Draw can be added but not the point for Out with a Replacement Tile. Exclude from 8-point minimum	1

Pungs and Kongs			Points
5	All Kongs	Four kongs and a pair, may be concealed or exposed; exclude Melded Kong, Concealed Kong, Two Melded Kongs, Two Concealed Kongs, Three Kongs, All Pungs, Single Wait	88
12	Four Concealed Pungs	Four pungs, self-drawn (if self-drawn can be combined with Fully Concealed); exclude All Pungs, Three Concealed Pungs, Two Concealed Pungs, Concealed Hand	64
15	Four Pure Shifted Pungs	Four pungs (or kongs) in the same suit, each shifted one up from the last; exclude All triplets	48
17	Three Kongs	Three kongs, exposed or concealed; exclude Melded Kong, Concealed Kong, Two Melded Kongs, Two Concealed Kongs	32
21	All Even Pungs	Four pungs and a pair of 2's, 4's, 6's and/or 8's in one suit; exclude All Pungs, All Simples	24
24	Pure Shifted Pungs	Three pungs or kongs in one suit, each shifted one up from the last	24
32	Triple Pung	Three pungs or kongs of the same number each in a different suit	16
33	Three Concealed Pungs	Three concealed pungs or kongs	16
42	Mixed Shifted Pungs	Three pungs or kongs, one in each suit each shifted up one from the last	8
48	Two Concealed Kongs	Two concealed kongs; exclude Two Concealed Pungs	8
49	All Pungs	Four pungs or kongs and a pair	6
57	Two Melded Kongs	Two kongs exposed	4
65	Double Pungs	Two pungs (or kongs) of the same number in two suits	2
67	Concealed Kong	Declared, self-drawn kong	2
66	Two Concealed Pungs	Two concealed pungs	2
74	Melded Kong	Exposed kong	1
Terminals and Honors			
1	Big Four Winds	Pungs of Kongs of all four Winds; exclude Big Three Winds, Seat Wind, Prevalent Wind, Pung of Terminals, Pung of Honors	88
2	Big Three Dragons	Pungs or Kongs of all three Dragons; exclude Dragon Pung and Two Dragon Pungs	88
7	Thirteen Orphans	One of each Wind and Dragon, 1 and 9 of each suit plus any tile paired; exclude All Types, Concealed Hand, Single Wait	88
8	All Terminals	Four pungs plus a pair of all 1's and 9's; exclude No Honors, Pung of Terminals or Honors and All Pungs	64
9	Little Four Winds	Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds and Pung of Terminals or Honors	64
10	Little Three Dragons	Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung	64
11	All Honors	Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors	64
18	All Terminals and Honors	Four pungs plus a pair of all 1's, 9's and/or Honors; exclude Pung of Terminals or Honors, All Pungs	32
38	Big Three Winds	Pung of three Winds, plus any set and a pair	12
54	Two Dragon Pungs	Two pungs of Dragons; exclude Dragon Pung	6
59	Dragon Pung	Pung or kong of Dragons	2
60	Prevalent Wind	Pung or kong of the Wind corresponding to the round	2
61	Seat Wind	Pung or kong of the Wind corresponding to the player's seat at the table	2
73	Pung of Terminals or Honors	Pungs of 1's, 9's or Non-Point Winds	1
Waits			
77	Edge Wait	Waiting solely for a tile to complete the beginning or end of a chow	1
78	Closed Wait	Waiting solely for a tile to complete the middle of a chow	1
79	Single Wait	Waiting solely for a tile to form a pair; not valid if waiting for more than one tile (i.e., 2-3-3-3 because could win on 2, 1, or 4); Exclude from both all pair hands	1
Win			
44	Last Tile Drawn	Winning by picking the last tile of the wall; exclude Self-Pick	8
45	Last Tile Claimed	Winning by claiming the last discarded tile of the game	8
46	Out with Supplement Tile	Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick	8
47	Robbing a Kong	Winning by picking a tile from a melded pung; exclude Last Tile	8
58	Last Tile	Winning on a tile that is the last of its kind	4
80	Self-Pick	Winning by picking a tile from the wall	1

Basic Game-Play

Find your seat (one of many variations)

- Place one of each of the Wind tiles plus the White Dragon face down in the center of the table; each player will pick a tile and reveal it in turn; if a player picks the White dragon, they pick a second tile
- The White dragon represents the temporary East seat so the player who picked the East Wind tile sits in that seat then the other players seat themselves in order (ESWN)
- East rolls the dice and counts players, starting with the East seat, the number on the dice then that player rolls the dice and counts in the same way thus identifying the first dealer

Deal the Tiles

- The dealer rolls two dice then counts the sum from their wall counterclockwise to identify the which wall will be broken; the player at that wall rolls the dice and adds the results to the first roll then counts from right to left the total number and creates a divide in the wall
- The dealer takes two stacks of tiles (four tiles total) to the left of the divide, the player on the right takes the next two stacks and so on until each player has 12 tiles
- The dealer takes the top 1 and 3 tiles then each player takes one more

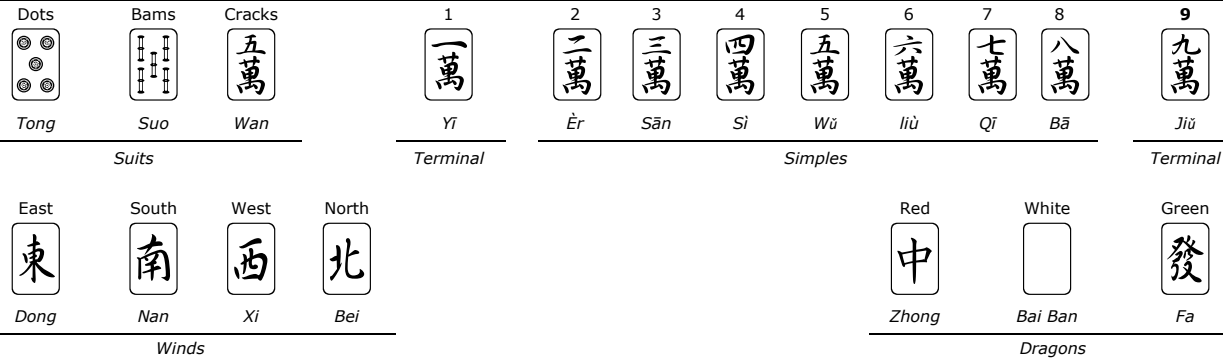
Play

- The dealer starts by discarding a tile; any player can claim discarded tiles but must have the required tiles in their hand to complete the meld of 3 or 4 tiles
- If nobody claims the discard, the player to the right of the discarder picks the next tile; play continues until someone completes a valid hand
- Discards can be claimed in three ways:
 - Chow: Three in a sequence claimed from discards from player on the left
 - Pung: Three of a kind claimed from any discard
 - Kong: Four of a kind claimed from any discard; replacement tile needed
- A player must have a minimum of 8 Point to qualify to win.
- Exposures are placed to the players' right with the claimed tile rotated relative to the discarder's seat
- There are four rounds, one for each wind starting with East; each player takes the East position once per round regardless of a win or loss; when the dice get back to the original East the next round begins

Payment for the winning hand

- Component definitions
 - Extra Points: 8 Point paid by opponents to the winning player
 - Basic Points: Total Point for the winning hand
- Formulas
 - Win by self-draw: Extra Points + Basic Points x3 (paid by each player)
 - Win by discard: Extra Points x3 (paid by each player) + Basic Points x 1 (discarder pays)

Most player use a scoresheet to keep track of score.



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Quick Reference

Mahjong Competition Rules (MCR)

