



# Chinese Official Mahjong

## A Summary of Scoring with Examples



1 Point Hands		
Pure double chow		(1)
Mixed double chow		(2)
Short straight		(3)
Two terminal chows		(4)
Pung of terminals or honors		(5)
Melded kong		(6)
One voided suit		(7)
No honors		(8)
Edge wait	Wait for 3 or 7 holding 1-2 or 8-9	(9)
Closed wait	Out on closed wait ( e.g. hold 2-4)	(10)
Single wait	Out on single wait (finishing head)	(11)
Self-drawn	Out with a tile drawn from the wall	(12)
Flower tiles	@1	(13)
2 Point Hands		
Dragon pung		(14)
Prevalent wind	东 (table wind)	(15)
Seat wind	南 (seat wind)	(16)
Concealed hand	Out off discard with no melded	(17)
All chows		(18)
Tile hog		(19)
Double pung		(20)
Two concealed pungs		(21)
Concealed kong		(22)
All simples		(23)
4 Point Hands		
Outside hand		(24)
Fully concealed hand	Out off self-draw with no melds	(25)
Two melded kongs		(26)
Last tile	Out off last tile of its kind	(27)
6 Point Hands		
All pungs		(28)
Half flush		(29)
Mixed shifted chows		(30)
All types		(31)
Melded hand	All melds completed with discards	(32)
Two concealed kongs		(33)
Two dragons		(34)
8 Point Hands		
Mixed straight		(35)
Reversible tiles		(36)
Mixed triple chow		(37)
Mixed shifted pungs		(38)
Chicken hand		(39)
Last tile draw	Out on a draw of the very last tile	(40)
Last tile claim	Out off the discard of the last tile	(41)
Out with replacement tile	Out on replacement tile after kong	(42)
Robbing the kong	Win off tile from melded kong	(43)

12 Point Hands		
Lesser honors, knitted tiles		(44)
Knitted straight		(45)
Upper four		(46)
Lower four		(47)
Big three winds		(48)
16 Point Hands		
Pure straight		(49)
Three suited terminal chows		(50)
Pure shifted chows		(51)
All fives		(52)
Triple pung		(53)
Three concealed pungs		(54)
24 Point Hands		
Seven pairs		(55)
Greater honors, knitted tiles		(56)
All even		(57)
Full flush		(58)
Pure triple chow		(59)
Pure shifted pungs		(60)
Upper tiles		(61)
Middle tiles		(62)
Lower tiles		(63)
32 Point Hands		
Four shifted chows		(64)
Three kongs		(65)
All terminals and honors		(66)
48 Point Hands		
Quadruple chow		(67)
Four pure shifted pungs		(68)
64 Point Hands		
All terminals		(69)
Little four winds		(70)
Little three dragons		(71)
All honors		(72)
Four concealed pungs		(73)
Pure terminal chows		(74)
88 Point Hands		
Big four winds		(75)
Big three dragons		(76)
All green		(77)
Nine gates		(78)
Four kongs		(79)
Seven shifted pairs		(80)
Thirteen orphans		(81)

Adapted from:  
China competition mahjong compilation party. (1998).  
*Competition mahjong: Official international rulebook.*  
Takeshobo, Japan: Mahjong Museum.

# Chinese Official Mahjong: Scoring Examples

## Honor Tile Based

Dragon pung	2	中中中	(14)
Prevalent wind	2	東	(15)
Seat wind	2	南	(16)
Two dragons	6	發發發 中中中	(34)
Big three winds	12	東東東 南南南 西西西	(48)
Little four winds	64	東東東 南南南 北北北 西西西	(70)
Little three dragons	64	中中中 發發發 □□	(71)
All honors	64	中中中 □□□ 東東東 南南南 北北北	(72)
Big four winds	88	東東東 南南南 西西西 北北北	(75)
Big three dragons	88	中中中 發發發 □□□	(76)

## Chow Based

Pure double chow	1	發發發 發發發	(1)
Mixed double chow	1	發發發 發發發	(2)
Short straight	1	發發發 發發發	(3)
Two terminal chows	1	發發發 發發發	(4)
All chows	2	發發發 發發發 發發發 發發發	(18)
Mixed shifted chows	6	發發發 發發發 發發發 發發發	(30)
Mixed straight	8	發發發 發發發 發發發 發發發	(35)
Mixed triple chow	8	發發發 發發發 發發發 發發發	(37)
Knitted straight	12	發發發 發發發 發發發 發發發	(45)
Pure straight	16	發發發 發發發 發發發 發發發	(49)
Three suit terminal chows	16	發發發 發發發 發發發 發發發	(50)
Pure shifted chows	16	發發發 發發發 發發發 發發發	(51)
Pure triple chow	24	發發發 發發發 發發發 發發發	(59)
Four shifted chows	32	發發發 發發發 發發發 發發發	(64)
Quadruple chow	48	發發發 發發發 發發發 發發發	(67)
Pure terminal chows	64	發發發 發發發 發發發 發發發	(74)

## Pung Based

Pung of terminals or honors	1	九萬九萬 or 南南南	(5)
Melded kong	1	發發發	(6)
Double pung	2	發發發 發發發	(20)
Two concealed pungs	2	發發發 發發發	(21)
Concealed kong	2	發發發 發發發	(22)
Two melded kongs	4	發發發 發發發 發發發 發發發	(26)
All pungs	6	發發發 發發發 發發發 發發發	(28)
Two concealed kongs	6	發發發 發發發 發發發 發發發	(33)
Mixed shifted pungs	8	發發發 發發發 發發發 發發發	(38)
Triple pung	16	發發發 發發發 發發發 發發發	(53)
Three concealed pungs	16	西西西 發發發 發發發	(54)
All even	24	發發發 發發發 發發發 發發發	(57)
Pure shifted pungs	24	發發發 發發發 發發發 發發發	(60)
Three kongs	32	發發發 發發發 發發發 發發發	(65)
All terminals and honors	32	東東東 發發發 發發發 發發發 中中中	(66)
Four pure shifted pungs	48	發發發 發發發 發發發 發發發	(68)
All terminals	64	發發發 發發發 發發發 發發發	(69)
Four concealed pungs	64	發發發 發發發 發發發 發發發	(73)
Four kongs	88	發發發 發發發 發發發 發發發	(79)

## Seven Pairs Hands

Seven pairs	24	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(55)
Seven shifted pairs	88	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(80)

## Suit Based

One voided suit	1	發發發 發發發 發發發 發發發 發發發 發發發 南南	(7)
No honors	1	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(8)
Half flush	6	發發發 發發發 發發發 發發發 發發發 發發發 西西西	(29)
All types	6	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(31)
Full flush	24	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(58)
All green	88	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(77)
Nine gates	88	發發發 發發發 發發發 發發發 發發發 發發發 發發發	(78)

## Terminal Based

All simples	2	發發發 發發發 發發發 發發發 發發發 發發發	(23)
Outside hand	4	發發發 發發發 發發發 發發發 北北北 □□	(24)
Upper four	12	發發發 發發發 發發發 發發發 發發發 發發發	(46)
Lower four	12	發發發 發發發 發發發 發發發 發發發 發發發	(47)
All fives	16	發發發 發發發 發發發 發發發 發發發 發發發	(52)
Upper tiles	24	發發發 發發發 發發發 發發發 發發發 發發發	(61)
Middle tiles	24	發發發 發發發 發發發 發發發 發發發 發發發	(62)
Lower tiles	24	發發發 發發發 發發發 發發發 發發發 發發發	(63)

## Knitted Tiles Based

Lesser honors, knitted tiles	12	發發發 發發發 發發發 發發發 發發發 發發發	(44)
Greater honors, knitted tiles	24	發發發 發發發 發發發 發發發 發發發 發發發	(56)

## Types of Wait

Edge wait	1	Wait for 3 or 7 holding 1-2 or 8-9	(9)
Closed wait	1	Out on closed wait ( e.g. hold 2-4)	(10)
Single wait	1	Out on single wait (finishing head)	(11)
Self-drawn	1	Out with a tile drawn from the wall	(12)
Concealed hand	2	Out off discard with no melded	(17)
Fully concealed hand	4	Out off self-draw with no melds	(25)
Last tile	4	Out off last tile of its kind	(27)
Melded hand	6	All melds completed with discards	(32)
Last tile draw	8	Out on a draw of the very last tile	(40)
Last tile claim	8	Out off the discard of the last tile	(41)
Out w/ replacement tile	8	Out on replacement tile after kong	(42)
Robbing the kong	8	Win off tile from melded kong	(43)

## Special Hands

Flower tiles	@1	發發發	(13)
Tile hog	2	發發發 發發發 發發發	(19)
Reversible tiles	8	發發發 發發發 發發發 發發發	(36)
Chicken hand	8	發發發 發發發 發發發 發發發	(39)
Thirteen orphans	88	發發發 發發發 發發發 發發發 發發發 發發發	(81)

## Rule Summary

- Eighty-one different hands, each assigned a value of 1– 88.
- Minimum 8 points to go out.
- One game consists of 4 rounds (16 hands).
- Use a simple sum to calculate combinations of hands.
- Japanese “Reach” rule is not included.
- Dealer receives no additional payment when winning, nor repeat deal.
- No “sacred discard” rules apply. Players may go out on a tile they previously discarded. Player may claim completed chow/pung and discard the remaining portion of it (e.g., 發發發 + 發發發 → 發發發 發發發 - 發發發).
- All chow hands can finish with any type of wait (single, closed, edge, etc.)
- Players go out by announcing “hu<sup>2</sup>” and revealing their hand.
- No dead tiles are designated; play continues until the last tile is used.

Adapted from: China competition mahjong compilation party. (1998). *Competition mahjong: Official international rulebook*. Takeshobo, Japan: Mahjong Museum.