Knitte	ed	Po	oints			
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 (1,2, 3, 4, 5, 6, 9 Dots; 2, 4, 5, 6, 8, 9 Bams; White Dragon); 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 where each set has terminals of horiors Four pungs or chows and a pair completely self-drawn; exclude Self-Draw	4			
62	Concealed Hand	Four pungs or chows and a pair completely self-drawn, exclude Self-Draw Four pungs or chows and a pair all self-drawn then winning by a discarded tile	2			
64	Tile Hog	1 0 1	2			
68	All Simples	Four pungs or chows and a pair including a single tile in separate sets (no kong) 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	NO HOHOIS	Four puries of Criows and a pair without winds and Dragons				
4	Nine Gates	Pungs of 1's & 9's with sequence of 2-8 in same suit plus any tile paired; exclude	88			
3	All Groop	Full Flush and Pung of Terminals or Pung of Honors; exclude Concealed Hand	00			
	All Green	Four pungs or chows and a pair of 2, 3, 4, 6, 8 Bams or Green Dragons	88			
50 50	Full Flush Half Flush	Four pungs or chows and a pair in one suit; exclude No Honors Four pungs or chows and a pair in one suit and honors	24 6			
75	One Voided Suit	Four pungs or chows and a pair in one suit and nonors Four pungs or chows and a pair with only two suits represented	1			
Pairs	One volueu Suit	Trour purige of chows and a pair with only two suits represented				
6	Seven Shifted Pairs	Seven pairs in a sequence in one suit (self-drawn combine with Fully Concealed);	88			
10	Coven Daire	exclude Seven Pairs, Full Flush, Concealed Hand and Single Wait	24			
19	Seven Pairs	Seven unique pairs; exclude Concealed Hand, Single Wait	24			
Speci 81	Flower Tile	Flower tile; for win on a replacement tile, the point for Self-Draw can be added	1			
ΟŢ	Hower the	but not the point for Out with a Replacement Tile. Exclude from 8-point minimum	1			

All Kongs Four kongs and a pair, may be concealed or exposed; exclude Melded Kongs, All Concealed Kongs, Three Mongs, Single Walt Pungs, Pungs Pung	Pungs	and Kongs	Po	oints			
Four Pungs, self-drawn (if self-drawn can be combined with Fully Concealed) exclude All Pungs, Three Concealed Pungs, Two Concealed Pungs, Concealed Rong, Two Concealed Rongs Concealed Rong, Two Concealed Rongs, Two Concealed Rongs, Two Concealed Rongs, Two Concealed Rongs, Concealed Rongs, Two Concealed Rongs, Two Concealed Rongs, Concealed Rongs, Two Concealed Rongs, Concealed Rongs, Two Concealed Rongs,			Concealed Kong, Two Melded Kongs, Two Concealed Kongs, Three Kongs, All	88			
exclude All Pungs, Three Concealed Pungs, Two Concealed Pungs, Concealed Hand Four Pure Shifted Pungs							
Four Pure Shifted Pungs Four pungs (or kongs) in the same suit, each shifted one up from the last; exclude All triplets All Even Pungs	12	Four Concealed Pungs	exclude All Pungs, Three Concealed Pungs, Two Concealed Pungs, Concealed	64			
Three Kongs	15	Four Pure Shifted Pungs	Four pungs (or kongs) in the same suit, each shifted one up from the last;	48			
All Even Pungs Four pungs and a pair of 2's, 4's, 6's and/or 8's; exclude All Pungs and All Simples Al	17	Three Kongs		32			
24 Pure Shifted Pungs Three pungs or kongs in one suit, each shifted one up from the last 24 32 Triple Pung Three concealed pungs 16 42 Mixed Shifted Pungs Three concealed pungs or kongs 16 42 Mixed Shifted Pungs Three concealed kongs 16 42 Mixed Shifted Pungs Three concealed kongs; rockings on in each suit each shifted up one from the last 8 48 Two Concealed Kongs Two concealed kongs; exclude Two Concealed Pungs 8 57 Two Melded Kongs Two kongs exposed 4 65 Double Pungs Two kongs exposed 4 67 Concealed Kong Declared, self-drawn kong 2 67 Concealed Rungs Two concealed pungs 2 68 Two Concealed Pungs Two concealed pungs 2 7 Melded Kong Exposed kong 1 1 Terminals and Honors 1 1 1 Big Four Winds Pungs or Kongs of all three Pungs of kongs of all three Pungs of thonors 8 2 Big Three D	21	All Even Pungs	Four pungs and a pair of 2's, 4's, 6's and/or 8's; exclude All Pungs and	24			
Triple Pung Triple Pung Three pungs or kongs of the same number each in a different suit 16 Mixed Shifted Pungs Three concealed pungs or kongs, one in each suit each shifted up one from the last 8 Mixed Shifted Pungs Three pungs or kongs, one in each suit each shifted up one from the last 8 Mixed Shifted Pungs Two concealed kongs; exclude Two Concealed Pungs 8 Mixed Shifted Up one from the last 8 Mixed Shifted Pungs Two pungs or kongs and a pair 6 Mixed Shifted Up one from the last 8 Mixed Shifted Pungs Two pungs or kongs and a pair 6 Mixed Shifted Up one from the last 8 Mixed Shifted Pungs Two pungs for kongs of the same number in two suits 2 Mixed Shifted Pungs Two pungs for kongs of the same number in two suits 2 Mixed Pungs Two concealed Pungs 7 Mixed Shifted Pungs 7 Mixed Shifted Pungs 7 Mixed Shifted Pungs 9 Mixed Pungs 9 Mi	24	Pure Shifted Pungs		24			
Three Concealed Pungs Three concealed pungs or kongs 16 24 Mixed Shifted Pungs Three pungs or kongs, one in 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, one in each suit each shifted up one from the last 8 47 All Pungs Four pungs or kongs and a pair 6 57 Two Melded Kongs Two kongs exposed 4 48 Double Pungs Two kongs exposed 4 56 Double Pungs Two pungs (or kongs) of the same number in two suits 2 57 Concealed Kong Declared, self-drawn kong 2 58 Two Concealed Pungs Two concealed pungs 2 59 Two Concealed Pungs Two concealed pungs 2 50 Two Concealed Pungs Two concealed pungs 2 50 Two Concealed Pungs Two concealed pungs 2 50 Two Unids Pungs of Kongs of all four Winds; exclude Big Three Winds, Seat Wind, Prevalent 8 50 Wind, Pung of Terminals, Pung of Honors 8 50 Big Frour Winds Pungs or Kongs of all three Dragons; exclude Dragon Pung and Two Dragon 8 50 Pungs or Kongs of all three Dragons; exclude Dragon Pung and Two Dragon 8 51 Pungs or Kongs of all three Dragons; exclude Dragon Pung and Two Dragon 8 52 Big Three Dragons Pungs or Kongs of all three Dragons; exclude Nothonors, Pung of Terminals or Honors 8 53 All Terminals Four pungs plus a pair of all 1's and 9's; exclude Nothonors, Pung of Terminals or Honors 9 54 Little Four Winds Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds 64 55 Dragons Pungs Terminals or Honors 10 56 All Terminals and Honors Four pungs plus a pair of Honors 10 57 All Honors Four pungs plus a pair of Winds and/or Dragons; exclude Pung of Terminals or Honors 10 58 All Terminals and Honors Four pungs plus a pair of Winds and/or Dragons; exclude Pung of Terminals or Honors 10 58 All Terminals and Honors Four pungs plus a pair of Winds and/or Dragons; exclude Pung of Terminals or Honors 10 59 Dragon Pung Pung or Kong of the Wind corresponding t							
Mixed Shifted Pungs Three pungs or kongs, one in each suit each shifted up one from the last 8 8 8 8 8 8 9 All Pungs Two concealed kongs; exclude Two Concealed Pungs 8 9 All Pungs Four pungs or kongs and a pair 6 6 6 6 6 6 6 6 6							
Two Concealed Kongs Two concealed Kongs; exclude Two Concealed Pungs Secular Two Concealed Rungs Four pungs or kongs and a pair Secular Rungs Secu							
All Pungs Four pungs or kongs and a pair 6							
Two Melded Kongs Two kongs exposed 4							
Double Pungs Two pungs (or kongs) of the same number in two suits 2				4			
Concealed Kong Declared, self-drawn kong 2							
Two Concealed Pungs Two concealed pungs 2 2 4 Melded Kong Exposed kong 1 1 1 1 1 1 1 1 1				2			
Terminals and Honors							
Big Four Winds							
Big Four Winds			Exposed nong	_			
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 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 Little Four Winds Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds and Pung of Terminals or Honors Little Three Dragons Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung Little Three Dragons Two pungs of Dragons, pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors All Terminals and Honors Four pungs plus a pair of all 1's, 9's and/or Honors; exclude Pung of Terminals or Honors Big Three Winds Pung of three Winds, plus any set and a pair Two Dragon Pung Two pungs of Dragons; exclude Pung of Terminals or Honors, All Pungs Pung or kong of Dragons; exclude Dragon Pung Two pungs of Dragons; exclude Dragon Pung Pung or kong of Dragons Prevalent Wind Pung or kong of the Wind corresponding to the round Pung or kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung or Kong of the Wind corresponding to the player's seat at the table Pung of Terminals or Honors Winting solely for a tile to complete the beginning or end of a chow City of the Wind of the Wind Corresponding to the Player'			Wind, Pung of Terminals, Pung of Honors	88			
All Types, Concealed Hand, Single Wait Four pungs plus a pair of all 1's and 9's; exclude No Honors, Pung of Terminals or Honors and All Pungs Little Four Winds Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds and Pung of Terminals or Honors Little Three Dragons Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors Rour pungs plus a pair of Winds and/or Dragons; exclude Pung of Terminals or Honors, All Pungs Big Three Winds Big Three Winds Pung of three Winds, plus any set and a pair Two Dragon Pung Pung of three Winds, plus any set and a pair Two Dragon Pung Pung or kong of Dragons; exclude Dragon Pung Pung or kong of Dragons; exclude Dragon Pung Pung or kong of Dragons; exclude Dragon Pung Pung or kong of the Wind corresponding to the round Pung or kong of the Wind corresponding to the player's seat at the table Pung of Vang or Nong of the Wind corresponding to the player's seat at the table Pung of I's, 9's or Non-Point Winds Waits Waiting solely for a tile to complete the beginning or end of a chow 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 Winning by picking the last tile of the wall; exclude Self-Pick Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick Winning by picking a tile from a melded pung; exclude Last Tile Winning by picking a tile from a melded pung; exclude Last Tile Winning by picking a tile from a melded pung; exclude Last Tile Winning by picking a tile from a melded pung; exclude Last Tile	2	Big Three Dragons		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 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 10 Little Three Dragons Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung 11 All Honors Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors 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 18 Big Three Winds Pung of three Winds, plus any set and a pair or Honors, All Pungs 19 Dragon Pung Pung or Kong of Dragons; exclude Dragon Pung 6 10 Prevalent Wind Pung or kong of the Wind corresponding to the round 10 Pung or kong of the Wind corresponding to the player's seat at the table 10 Pung or kong of 1's, 9's or Non-Point Winds 10 Pung or Maits 10 Pung or Kong of 1's, 9's or Non-Point Winds 11 Waiting Solely for a tile to complete the middle of a chow 11 (i.e., 2-3-3-3 because could win on 2, 1, or 4); Exclude from both all pair hands 10 Pung or Winning by picking the last tile of the wall; exclude Self-Pick 10 Pung 10 Pung by picking a tile from the supplement wall for a kong; exclude Self-Pick 10 Pung 10 Pu	7	Thirteen Orphans		88			
Description Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds and Pung of Terminals or Honors	8	All Terminals	Four pungs plus a pair of all 1's and 9's; exclude No Honors, Pung of Terminals	64			
Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two Dragons Pungs, Dragon Pung Pungs, Dragon Pung Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of Terminals or Honors 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 Big Three Winds Pung of three Winds, plus any set and a pair 12 Two Dragon Pung Pung Pung Pung or Borgons; exclude Dragon Pung 6 Prevalent Wind Pung or kong of Dragons 2 Pung or kong of the Wind corresponding to the round 2 Seat Wind Pung or kong of the Wind corresponding to the player's seat at the table 2 Typung of Terminals or Honors Pungs of 1's, 9's or Non-Point Winds 1 Begge Wait Waiting solely for a tile to complete the beginning or end of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 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 Winning by picking the last tile of the wall; exclude Self-Pick 8 Last Tile Drawn Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 8 Winning by picking a tile from a melded pung; exclude Last Tile 8 Winning on a tile that is the last of its kind 4	9	Little Four Winds	Pung of three Winds, pair of fourth Wind plus any set; exclude Big Three Winds	64			
All Honors	10	Little Three Dragons	Two pungs of Dragons, pair of third Dragon plus any two sets; exclude Two	64			
Four pungs plus a pair of all 1's, 9's and/or Honors; exclude Pung of Terminals or Honors, All Pungs	11	All Honors	Four pungs plus a pair of Winds and/or Dragons; exclude All Pungs, Pung of	64			
Two Dragon Pungs Two pungs of Dragons; exclude Dragon Pung 6 Dragon Pung Pung or kong of Dragons 2 Pung or kong of the Wind corresponding to the round 2 Seat Wind Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Waiting solely for a tile to complete the beginning or end of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Last Tile Drawn Waiting solely for a tile to complete the middle of a chow 1 Winning by picking the last tile of the wall; exclude Self-Pick 8 Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 8 Winning by picking a tile from a melded pung; exclude Last Tile 8 Winning by picking a tile from a melded pung; exclude Last Tile 8 Winning on a tile that is the last of its kind 4	18	All Terminals and Honors	Four pungs plus a pair of all 1's, 9's and/or Honors; exclude Pung of Terminals	32			
Two Dragon Pungs Two pungs of Dragons; exclude Dragon Pung 6 Dragon Pung Pung or kong of Dragons 2 Pung or kong of the Wind corresponding to the round 2 Seat Wind Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the player's seat at the table 2 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Pung or kong of the Wind corresponding to the round 5 Waiting solely for a tile to complete the beginning or end of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Waiting solely for a tile to complete the middle of a chow 1 Last Tile Drawn Waiting solely for a tile to complete the middle of a chow 1 Winning by picking the last tile of the wall; exclude Self-Pick 8 Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 8 Winning by picking a tile from a melded pung; exclude Last Tile 8 Winning by picking a tile from a melded pung; exclude Last Tile 8 Winning on a tile that is the last of its kind 4	38	Big Three Winds	Pung of three Winds, plus any set and a pair	12			
59Dragon PungPung or kong of Dragons260Prevalent WindPung or kong of the Wind corresponding to the round261Seat WindPung or kong of the Wind corresponding to the player's seat at the table273Pung of Terminals or HonorsPungs of 1's, 9's or Non-Point Winds1Waits77Edge WaitWaiting solely for a tile to complete the beginning or end of a chow178Closed WaitWaiting solely for a tile to complete the middle of a chow179Single WaitWaiting 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 handsWin44Last Tile DrawnWinning by picking the last tile of the wall; exclude Self-Pick845Last Tile ClaimedWinning by picking a tile from the supplement wall for a kong; exclude Self-Pick846Out with Supplement TileWinning by picking a tile from a melded pung; exclude Last Tile847Robbing a KongWinning by picking a tile from a melded pung; exclude Last Tile858Last TileWinning on a tile that is the last of its kind4	54			6			
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 Win 44 Last Tile Drawn Winning by picking the last tile of the wall; exclude Self-Pick 8 45 Last Tile Claimed Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 8 46 Out with Supplement Tile Winning by picking a tile from a melded pung; exclude Last Tile 8 47 Robbing a Kong Winning on a tile that is the last of its kind 4	59	Dragon Pung	Pung or kong of Dragons	2			
61Seat WindPung or kong of the Wind corresponding to the player's seat at the table273Pung of Terminals or HonorsPungs of 1's, 9's or Non-Point Winds1Waits77Edge WaitWaiting solely for a tile to complete the beginning or end of a chow178Closed WaitWaiting solely for a tile to complete the middle of a chow179Single WaitWaiting 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 hands1Win44Last Tile DrawnWinning by picking the last tile of the wall; exclude Self-Pick845Last Tile ClaimedWinning by picking a tile from the supplement wall for a kong; exclude Self-Pick846Out with Supplement TileWinning by picking a tile from a melded pung; exclude Last Tile847Robbing a KongWinning by picking a tile from a melded pung; exclude Last Tile858Last TileWinning on a tile that is the last of its kind4	60	Prevalent Wind		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	61	Seat Wind		2			
Waits77Edge WaitWaiting solely for a tile to complete the beginning or end of a chow178Closed WaitWaiting solely for a tile to complete the middle of a chow179Single WaitWaiting 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 handsWin44Last Tile DrawnWinning by picking the last tile of the wall; exclude Self-Pick845Last Tile ClaimedWinning by claiming the last discarded tile of the game846Out with Supplement TileWinning by picking a tile from the supplement wall for a kong; exclude Self-Pick847Robbing a KongWinning by picking a tile from a melded pung; exclude Last Tile858Last TileWinning on a tile that is the last of its kind4	73	Pung of Terminals or Honors		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 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							
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 Winter Winning by picking the last tile of the wall; exclude Self-Pick 44 Last Tile Drawn Winning by picking the last tile of the wall; exclude Self-Pick 45 Last Tile Claimed Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 46 Out with Supplement Tile Winning by picking a tile from the supplement wall for a kong; exclude Self-Pick 47 Robbing a Kong Winning by picking a tile from a melded pung; exclude Last Tile 48 Winning on a tile that is the last of its kind 49 Winning on a tile that is the last of its kind	77	Edge Wait	Waiting solely for a tile to complete the beginning or end 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 Winter Winning by picking the last tile of the wall; exclude Self-Pick 8 45 Last Tile Claimed Winning by picking 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	78	Closed Wait	Waiting solely for a tile to complete the middle of a chow	1			
44Last Tile DrawnWinning by picking the last tile of the wall; exclude Self-Pick845Last Tile ClaimedWinning by claiming the last discarded tile of the game846Out with Supplement TileWinning by picking a tile from the supplement wall for a kong; exclude Self-Pick847Robbing a KongWinning by picking a tile from a melded pung; exclude Last Tile858Last TileWinning on a tile that is the last of its kind4				1			
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47Robbing a KongWinning by picking a tile from a melded pung; exclude Last Tile858Last TileWinning on a tile that is the last of its kind4							
58 Last Tile Winning on a tile that is the last of its kind 4							
		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

- 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

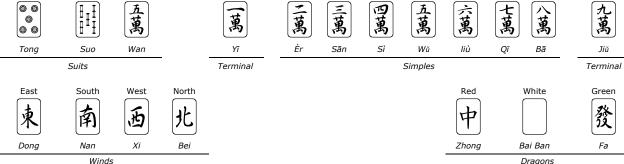
Payment for the winning hand

Component definitions

Bams

- 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 players use a scoresheet to keep track of score. Cracks



Dragons



Quick Reference

Mahjong Competition Rules (MCR)







