

#	Title	Type	Points	Description
1	All Chows	Hand	1	Mahjong with 4 Chows and a Pair. Pair can be Honours. Can only have one blank in each Chow or Pair. Plus any of 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 16, 17
2	Two Suits	Point	1	Hand only contains 2 suits (no honours). Refer to Cloudy Suit for hand with honours and one suit. Can be claimed for all hands except Gerties
3	Good Eyes	Point	1	Pair of 2s, 5s or 8s. Can be claimed for all hands except Gerties and Pairs
4	Meet Again	Point	1	2 Chows with the same numbers or 2 Pungs with the same number, but in different suits
5	Meet Again Matching	Point	2	Meet Again in the same suit
6	Young and old	Point	1	Chows of 1,2,3 and 7,8,9 in the same suit. Not applicable in a dragon
7	No Flowers / Seasons	Point	1	No Flowers or Seasons obtained throughout the Mahjong. Can be claimed on all hands
8	No Honours	Point	1	No Winds or Dragons in the Mahjong. Can be claimed on all hands
9	No Terminals	Point	1	No 1s or 9s in the Mahjong. Can be claimed on all hands
10	Own Flowers / Seasons	Point	1	Own flower and/or season displayed. Score one point for each Flower/Season that matches the number on Wind Indicator. Can be claimed on all hands
11	Last tile - Corner Tile	Point	1	Mahjong with last tile in a Chow that is either a 3 of 1,2,3 or 7 of 7,8,9 (turn sideways)
11	Last tile - Middle Tile	Point	1	Mahjong with last tile in a Chow that is a middle tile e.g. the 5 in 4,5,6 (turn sideways)
11	Last tile - Singleton	Point	1	Mahjong with a tile that completes the Eyes. It can be any Pair, including Good Eyes (turn sideways)
12	Self Pick	Point	1	Player takes the winning tile from the wall to go Mahjong. Add one point, and then double the total score. Can be claimed on any hand

#	Title	Type	Points	Description
13	Gerties Garden	Hand	4	At least 5 different Honours (but can be up to 7 Honours) plus all 3 suits represented - cannot have any pairs. For the suits there must be 1) a minimum of at least 2 tiles in 2 of the suits and 3 tiles in the third suit (i.e. cannot have a suit with only 1 tile), and 2) at least 2 tiles between each tile in the suits e.g. 3/6/9, 1/5/8, 1/7, etc. . Blanks cannot be used as Honours but can have one Blank in each suit group. Cannot pickup from the table except to call Mahjong (i.e. hand must be concealed). Plus any of 4, 7, 10, 12, 17
14	Cloudy Suit	Hand	2	Mahjong with Honours and one other suit. A mix of Pungs and Chows are allowed. Plus any of 1, 3, 4, 5, 6, 7, 10, 11, 12, 16, 17, 18, 19, 25, 26, 33
15	All Pungs	Hand	2	All Pungs and/or Kongs plus a pair. Only one blank allowed for each Pung. Plus any of 2, 3, 4, 7, 8, 9, 10, 12, 16, 17, 18, 19, 20, 22, 25, 26, 27
16	Concealed Hand	Point	1	All tiles taken from wall except last tile, which may be a Discard. No tiles are displayed (except any flowers). Not applicable for Gerties Garden or Pairs.
17	No blanks	Point	1	A Mahjong with no Blanks when the Blanks are in.
18	Kong	Point	1	4 identical tiles, replace the fourth tile from the flower wall. If the 4th tile is taken from the table the tiles are displayed face up on the board. A Hidden Kong is one that is self-picked, and it is placed on the board face down. Cannot form a Kong if you already have the Pung displayed, unless you self-pick the 4th tile.
19	Pung of Dragons	Point	1	A Pung in either Red or Green or White dragon
20	Kong of dragons	Point	2	A Kong in either Red or Green or White dragon

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21	Dragon	Point	2	1 – 9 in the same suit (123,456,789). This can be used in a hand of All Chows, Cloudy Suit, Pure Hand. Plus any of 1, 2, 3, 4, 5, 7, 8, 10, 11, 12, 14, 16, 17, 18, 19, 25, 26, 33, 34
22	Set of Flowers / Seasons	Point	1	Complete set of either Flowers or Seasons (numbers 1 to 4 of either the black or red numbers). Also called a Garden. Can be claimed for all hands
23	Terminal Chows	Hand	4	Mahjong with only Terminal Chows i.e. 123, 789 plus a pair of tiles (cannot claim All Chows as well). Plus any of 2, 3, 4, 5, 6, 7, 8, 10, 11, 12, 16, 17, 18, 33
24	Double Dragon	Hand	4	1-9 in same suit (123,456,789) plus 123 or 456 or 789 in same suit.
25	Pung of own wind	Point	1	Pung of your Wind (as shown on the Wind Indicator). Can be claimed for all hands except those that don't allow Pungs (e.g. All Chows, etc)
26	Pung of wind of the round	Point	1	Pung of the Wind shown in the centre of the Wind Indicator. Can be claimed for all hands except those that don't allow Pungs (e.g. All Chows, etc)
27	Kong of winds	Point	2	Must be either Wind of the round or own Wind. Can be claimed for all hands except those that don't allow Pungs (e.g. All Chows, etc)
28	2 Pungs / Kongs dragons	Point	3	2 Pungs/Kongs of dragons plus a pair of dragons. Can be claimed for all hands except those that don't allow Pungs (e.g. All Chows, etc)
29	3 Pungs / Kongs dragons	Point	4	3 Pungs/Kongs of dragons plus any other tiles
30	Last tile of the Game	Point	1	Mahjong with the last tile before a dead wall. Can be claimed for all hands
31	Mahjong from flower wall	Point	1	Mahjong by taking a tile from the flower wall to replace a Flower tile or a Kong tile. Can be claimed for all hands

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32	Robbing the Kong	Point	1	Mahjong is called by needing the same tile as another player who would otherwise use it to form an exposed Kong. Can be claimed for all hands
33	Table Game	Point	1	All of the winning player's tiles are exposed (tiles have been taken from Discards for each Meld), except for the Eyes. Game completed with a tile that forms a pair for Mahjong. Can be claimed for all hands except Gerties and Pairs
34	Pure Hand / One suit	Hand	8	Mahjong with one suit - can be a mix of Pungs and Chows. Plus any of 1, 3, 4, 5, 6, 7, 9, 10, 11, 12, 15, 16, 17, 18, 33
35	All Honours	Hand	8	Mahjong with all Honours (Winds and/or Dragons). Plus any of 7, 9, 12, 15, 16, 17, 18, 19, 25, 26, 33
36	Terminal Pungs	Hand	8	4 Pungs of either 1 or 9 plus a pair of 1s or 9s.
37	Pairs	Hand	8	7 pairs. Tiles cannot be picked from the Discard Pile except to call Mahjong (i.e. Mahjong must be a Concealed Hand). You cannot use four of the same tile to make 2 pairs - you need 7 different pairs. Plus any of 2, 7, 10, 12, 17
38	First round win	Hand	3	Mahjong from 1st round of Discards.
39	East wind dealt Mahjong	Hand	8	East Wind goes Mahjong without discarding a tile i.e. no tiles have been played.

#	Title	Type	Points	Description
40	Game with no points	Hand	8	<p>Mahjong is called but the hand has zero points. Must have:</p> <ul style="list-style-type: none"> * 1 or more Flowers, but not your own * Honours (either pair or Pung) but not your own wind, or wind of round, or a Pung of dragons * either 2 or 3 Suits * Pungs and Chows (at least one Pung and one Chow) * Not good eyes * Exposed tiles (at least 1 of the Pungs or Chows must be exposed) * Blank (when the Blanks are being used) * Terminals (at least one terminal tile) <p>Must not have - Kongs, concealed hand, table game, middle tile, singleton, corner tile, self-pick or good eyes</p>