

Mahjong scoring guide with descriptions				Mahjong@WestsideHQ
#	Title	Points	Type	Description
41	13 Wonders	16	Hands	13 Wonders is the hardest hand to accomplish and therefore has priority to win from a tile from any player's discard, superseding players in front of you who could have gamed from that tile. Thirteen Wonders is the only hand that can snatch a 'Concealed Kong'. To win with this hand, your 14 tiles must include one of each of the 7 honours and the 6 terminals (i.e. 1 and 9 of Bamboo, Circles, and Characters). Once you have the 13 required unique tiles, the 14th tile can be a duplicate of any of the 13 tiles that you are holding, to serve as your pair (the "eye"). Blanks cannot be used for the honours. This hand is a more complicated version of Gerties Garden, and the fallback strategy is normally to play Gerties. Can also claim any Basic points.
1	All Chows	1	Hands	Mahjong with 4 Chows and a Pair. Pair can be Honours. Can only have one blank in each Chow or Pair. Can also claim any Basic points plus any of 9, 10, 11, 12, 13, 14, 15, 18
2	No Flowers / Seasons	1	Basic Pts	No Flowers or Seasons obtained throughout the Mahjong. Can be claimed on all hands
3	Own Flowers / Seasons	1	Basic Pts	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
4	Set of Flowers / Seasons	1	Basic Pts	Complete set of either Flowers or Seasons (numbers 1 to 4 of either the black or red numbers). Also called a Garden. Can also claim own flower(s). Can be claimed for all hands
5	Self Pick	1	Basic Pts	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
6	No blanks	1	Basic Pts	A Mahjong with no Blanks when the Blanks are in. Can be claimed on any hand
7	No Honours	1	Addtl Pts	No Winds or Dragons in the Mahjong. Can be claimed on all hands that do not require honours (e.g. Gerties, Cloudy Suit, etc)

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8	No Terminals	1	Addtl Pts	No 1s or 9s in the Mahjong. Can be claimed on all hands except those that require terminals (e.g. Terminal Chows and 13 Wonders)
9	Two Suits	1	Addtl Pts	Hand only contains 2 suits (no honours). Refer to Cloudy Suit for hand with honours and one suit.
10	Good Eyes	1	Addtl Pts	Pair of 2s, 5s or 8s. Can be claimed for all hands except Gerties and Pairs
11	Meet Again	1	Addtl Pts	2 Chows with the same numbers or 2 Pungs with the same number, but in different suits
12	Meet Again Matching	2	Addtl Pts	Meet Again in the same suit
13	Young and old	1	Addtl Pts	Chows of 1,2,3 and 7,8,9 in the same suit. Not applicable in a dragon
14	Last tile - Corner Tile	1	Addtl Pts	Mahjong with last tile in a Chow that is either a 3 of 1,2,3 or 7 of 7,8,9 (turn sideways)
14	Last tile - Middle Tile	1	Addtl Pts	Mahjong with last tile in a Chow that is a middle tile e.g. the 5 in 4,5,6 (turn sideways)
14	Last tile - Singleton	1	Addtl Pts	Mahjong with a tile that completes the Eyes. It can be any Pair, including Good Eyes (turn sideways)
15	Concealed Hand	1	Addtl Pts	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.

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40	Game with no points	8	Hands	Mahjong is called but the hand has zero points. Must have: * 1 or more Flowers, but not your own * Honours (either pair or Pung) but not you 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) Must not have - Kongs, concealed hand, table game, middle tile, singleton, corner tile, self-pick or good eyes
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34	Pure Hand / One suit	8	Hands	Mahjong with one suit - can be a mix of Pungs and Chows. Can also claim any Basic points plus any of 1, 7, 8, 10, 11, 12, 13, 14, 15, 16, 18, 19, 21, 23, 24, 25, 26, 27, 28, 29, 33
35	All Honours	8	Hands	Mahjong with all Honours (Winds and/or Dragons). Can also claim any Basic points plus any of 15, 16, 23, 24, 25, 26, 27, 28, 29, 33
36	Terminal Pungs	8	Hands	4 Pungs of either 1 or 9 plus a pair of 1s or 9s. Can also claim any Basic points plus any of 11, 14 (singleton only), 15, 16, 33
37	Pairs	8	Hands	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. Can also claim any Basic points plus any of 7, 8, 9, 20, 33, 34
38	First round win	3	Hands	Mahjong from 1st round of Discards. All additional points are applicable.
39	East wind dealt Mahjong	8	Hands	East Wind goes Mahjong without discarding a tile i.e. no tiles have been played. All additional points are applicable.

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16	Kong	1	Addtl Pts	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.
17	Gerties Garden	4	Hands	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). Can also claim any Basic points plus 8, 11
18	Dragon	2	Hands	1 – 9 in the same suit (123,456,789). This can be used in a hand of All Chows, Cloudy Suit, Pure Hand. Can also claim any Basic points plus any of 1, 7, 9, 10, 11, 14, 15, 16, 20, 23, 24, 25, 26, 27, 33, 34
19	Double Dragon	4	Hands	1-9 in same suit (123,456,789) plus 123 or 456 or 789 in same suit. Can also claim any Basic points plus any of 7, 9, 10, 14, 15, 20, 33, 34

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20	Cloudy Suit	2	Hands	Mahjong with Honours and one other suit. A mix of Pungs and Chows are allowed. Can also claim any Basic points plus any of 8, 10, 11, 12, 13, 14, 15, 16, 18, 23, 24, 25, 26, 27, 33
21	All Pungs	2	Hands	All Pungs and/or Kongs plus a pair. Only one blank allowed for each Pung. Can also claim any Basic points plus any of 7, 8, 9, 10, 11, 14 (singleton only), 15, 16, 20, 23, 24, 25, 26, 27, 28, 29, 33, 34, 35, 36
22	Terminal Chows	4	Hands	Mahjong with only Terminal Chows i.e. 123, 789 plus a pair of tiles (cannot claim All Chows as well). Can also claim any Basic points plus any of 7, 10, 11, 12, 13, 14, 15, 33
23	Pung of Dragons	1	Addtl Pts	A Pung in either Red or Green or White dragon
24	Kong of dragons	2	Addtl Pts	A Kong in either Red or Green or White dragon
25	Pung of own wind	1	Addtl Pts	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, Pairs, etc)
26	Pung of the wind of the round	1	Addtl Pts	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, Pairs, etc)

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27	Kong of winds	2	Addtl Pts	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, Pairs, etc)
28	2 Pungs / Kongs dragons	3	Addtl Pts	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, Pairs, etc)
29	3 Pungs / Kongs dragons	4	Addtl Pts	3 Pungs/Kongs of dragons plus any other tiles. Can be claimed for all hands except those that don't allow Pungs (e.g. All Chows, Pairs, etc)
30	Last tile of the Game	1	Basic Pts	Mahjong with the last tile before a dead wall. Can be claimed for all hands
31	Mahjong from flower wall	1	Basic Pts	Mahjong by taking a tile from the flower wall to replace a Flower tile or a Kong tile. Can be claimed for all hands
32	Robbing the Kong	1	Basic Pts	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	1	Addtl Pts	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