

#	Title	Points	Description
1	All Chows	1	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



17	Gerties Garden	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). Can also claim any Basic points plus 8, 11
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17a - 5 honours + 3 + 3 + 3 (groups must represent all suits)

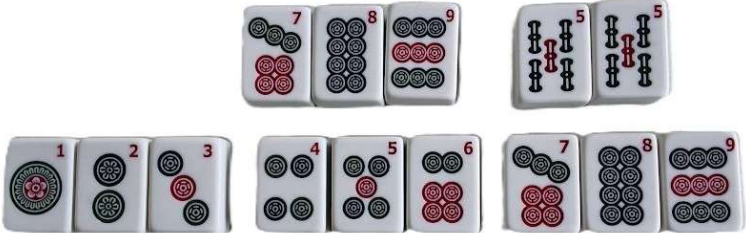


17b - 6 honours + 3 + 3 + 2 (groups must represent all suits)



17c - 7 honours + 3 + 2 + 2 (groups must represent all suits)



#	Title	Points	Description
17d - High scoring Gertries with 3 Meet Agains and No Terminals. Possible 20 points if you add the maximum Basic Points also			
			
18	Dragon	2	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	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
			
20	Cloudy Suit	2	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	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

#	Title	Points	Description
22	Terminal Chows	4	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
			
34	Pure Hand / One suit	8	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	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	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
			

#	Title	Points	Description
37	Pairs	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. Can also claim any Basic points plus any of 7, 8, 9, 20, 33, 34 
40	Game with no points	8	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 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) Must not have - Kongs, concealed hand, table game, middle tile, singleton, corner tile, self-pick or good eyes
41	13 Wonders	16	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. 