

Mah Jongg Quick Reference – Asian rules (adapted from Hoyle)

Scoring all hands:

	Exposed Pung	Concealed Pung	Exposed Kong	Concealed Kong
2 through 8	2	4	8	16
Terminals, Winds, Dragons	4	8	16	32
Chows are worth 0 points.				
Pair of Dragon, Player's or Prevailing Wind		2		
Each Flower or Season:		4		

Bonus Scores Applied to Winner's Hand Only:

For going Mah Jongg	20
For having no Chows	10
For having no other scoring value	10
Winning with a drawn tile	2
Winning with only possible tile	2
Winning with the last tile dealt from the Wall	10
Winning with a Loose Tile	10

Doubles Applied to All Player's Hands:

Set of any Dragon or Prevailing Wind	1 Double
Set of Player's Wind	1 Double
Player's own Flower or Season	1 Double
All Four Flowers or Seasons	3 Doubles

Doubles Applied to Winner's Hand Only:

Hand entirely of one suit with Honors	1 Double
Hand entirely of one suit without Honors	3 Doubles
Hand entirely of Terminals with Honors	1 Double
Hand entirely of Terminals without Honors	Limit
Hand entirely of Honors	Limit
Original Hand + East Discard	Limit
Stealing the 4 th tile of a Kong to go Mah Jongg	1 Double

Mah-Jongg Glossary:

Pung = Three of a kind
 Kong = Four of a kind
 Chow = Run of 3 tiles, same suit
 Loose Tile = Tile on top of wall
 Honors = Wind or Dragon
 Terminal = 1 or 9



Special Hands:

- 1) *The Hidden Treasure*: Four concealed Pungs or Kongs and a pair, all drawn from the wall.
- 2) *Imperial Jade*: Hand entirely of 2, 3, 4, 6, 8 Bamboo and Green Dragon.
- 3) *Three Great Scholars*: Mah Jongg with three sets of dragons
- 4) *Four Large Blessings*: A set of each Wind and a pair of any kind.
- 5) *Four by Four Peace*: Four Kongs and a pair
- 6) *Nine United Sons*: Concealed hand of all one suit with 1,1,1,2,3,4,5,6,7,8,9,9 and completed by any tile of the suit, either drawn or discarded.
- 7) *Thirteen Unique Wonders*: One of each Wind, one of each Dragon, and one of each One and Nine of the three suits. The fourteenth tile must pair with one of these thirteen tiles.
- 8) *Moon from the Bottom of the Sea*: When a hand is completed by drawing the last tile in the wall (last live tile), and this tile is the One of Dots.
- 9) *Plum Blossom on the Roof*: When a hand is completed by a loose-tile draw and the tile is the Five of Dots. The loose-tile draw must be made after completing a Kong and not after grounding a flower.
- 10) *Scratching a Carrying Pole*: When a hand is completed by robbing a Kong, and the tile taken is the Two of Bamboo's.
- 11) *Kong on Kong*: When a player completing a Kong, draws a loose-tile which completes a second Kong, he must draw another loose tile. If this second loose-tile completes his hand he scores the limit