

1. Trivial Patterns

Chicken : 1 : Does not satisfy any other patterns aside from having bonus tiles

Self Drawn : 5 : Self draws the winning tile

Concealed Hand : 5 : No melding, hand is concealed

All Chows : 5 :

No Terminals : 5 : (All Simples: 2-8 tiles)

All Types : 10 : (3 suis, wind and dragon)

Illegal Call : -30 : Don't do it (should get your eyes checked!)

2. Pungs and Kongs

All Pungs : 30 :

Two Concealed Pungs : 5 : (concealed)

Three Concealed Pungs : 30 : (concealed)

Four Concealed Pungs : 125 : (concealed)

One Kongs : 5 :

Two Kongs : 20 :

Three Kongs : 120 :

Four Kongs : 480 :

3. Identical Melds

Two Identical Chows : 10 :

Two Identical Chows Twice : 60 :

Three Identical Chows : 120 :

Four Identical Chows : 480 :

4. Similar Melds

Three Similar Chows : 35 :

Little Three Similar Pungs : 30 :

Three Similar Pungs : 120 :

5. Consecutive Melds

Three Consecutive Chows : 30 : (step 1)

(step 2)

Nine-Tile Straight : 40 :

Three Consecutive Chows Twice : 50 : (start at head)
(chows # 1,2,3 and chows # 1,3,4 are 2 sets of three consecutive chows)

: (end at tail) (chows
1,2,3 and chows # 2,3,4 are 2 sets of three consecutive chows)

Four Consecutive Chows : 100 : (step 1)

(step 2)

Three Consecutive Pungs : 100 :







Four Consecutive Pungs : 200 :







Three Mothers : 400 :

6. Suit Patterns

Mixed One Suit : 40 :

7. Terminal Tiles

Two-Tailed Terminal Chows : 5 :      
















Two-Tailed Terminal Pungs : 15 :      

Two-Tailed Terminals : 200 :            

Little Mountain : 320 :               (one suit pure outside use up 6 terminals)
















Big Mountain : 400 :               (one suit pure outside use up all 8 terminals)

Mixed Lesser Terminals : 40 :                 (outside hand)




Pure Lesser Terminals : 50 :                (pure outside hand)









Mixed Greater Terminals : 100 :               









(seven pair ver) :               

Pure Greater Terminals : 400 :               

8. Honor Tiles




Wind Pung : 5 :   

Little Three Winds : 30 (seat wind ? +10 : +0) :        

Big Three Winds : 120 (seat wind ? +10 : +0) :        

Little Four Winds : 320 :            















Big Four Winds : 400 :            

Dragon Pung : 10 :   


Little Three Dragons : 60 :        

Big Three Dragons : 160 :        


All Honor Pungs : 320 :            
























All Honor Pairs : 480 :                (pairs of each honors)

9. Seven Pairs

Seven Pairs : 35 : 

Seven Shifted Pairs : 320 :

Grand Chariot : 400 :  (2-8 coin pairs)


Bamboo Forest : 400 :                        (2-8 bamboo pairs)










Number Neighborhood : 400 :

二	二	三	三	四	四	伍	伍	六	六	七	七	八	八
---	---	---	---	---	---	---	---	---	---	---	---	---	---


 (2-8 char pairs)

10. Color Hands

All Green : 400 :  (tiles from 23468 bamboo and green)

Red Peacock : 480 :          (tiles from 1579 bamboo and red)

11. Irregular Hands

Thirteen Terminals : 160 :                           (concealed) + 1 more terminal or honor tile as the eye. Does not distinguish between completed pattern then eye or last tile completes the pattern.

12. Incidental Bonuses

Final Draw : 10 : wining by drawing the “seabed” (very last playable) tile

Final Discard : 10 : winning by taking the very last discard (seabed tile) of the game

Win on Kong Replacement Tile : 10 : explanatory









Win on Flower/Replacement Tile : 10 : explanatory


Robbing a Kong : 10 : winning by stealing the konging tile





Blessing of Earth : 155 : non-dealer wins with the very first discarded tile (from dealer)









Blessing of Heaven : 155 : dealer wins with initial dealt hand

13. Bonus Tile

Bonus Flower/Season : 2 :  /  /  /  /  /  /  /  (2 points each unless completing a set)

All Flowers : 15 : 

All Seasons : 15 :    

All Bonus Tiles : 80 :         (if you have 7 already and another player draws the last tile, you can steal it)

Patterns are split into sections, each with subsections, for easy finding. When counting score, add up the highest points your hand satisfies for each subsections. Ex. Pure Lesser Terminals wouldn't count for Mixed Lesser Terminals, but can add points for Two-Tailed Terminal Chows.

Maximum Limit: There is a "limit" of 320 points. If the hand contains multiple patterns of which values add up to 320 or more, the hand scores 320 points (called a "Compound Limit Hand"). But if the hand contains a pattern which has a listed value of 320 or more (called a "Listed Limit Hand"), it scores the single highest-valued pattern in the hand. (It scores for one single pattern only).

