

1. Trivial Patterns

Chicken : 1
All Sequences : 5
Concealed Hand : 5
Self Drawn : 5
No Terminals : 5
All Types : 10
Illegal Call : -30

2. Identical Sequences

Two Identical Sequences : 10
Two Identical Sequences Twice : 60
Three Identical Sequences : 120
Four Identical Sequences : 480

3. Triplets and Quartets

All Triplets : 30

Two Concealed Triplets : 5
Three Concealed Triplets : 10
Four Concealed Triplets : 125

One Quartets : 5
Two Quartets : 20
Three Quartets : 120
Four Quartets : 480

4. Similar Melds

Three Similar Sequences : 35

Small Three Similar Triplets : 30
Three Similar Triplets : 120

5. Consecutive Melds

Nine-Tile Straight : 40

Three Consecutive Triplets : 100
Four Consecutive Triplets : 200
Three Mothers : 400

6. Suit Patterns

Mixed One Suit : 40
Pure One Suit : 80
Small Terminal Club : 320
Big Terminal Club : 400

Nine Gates : 480

7. Terminal Tiles

Two-Tailed Terminal Sequences : 5
Two-Tailed Terminal Triplets : 10
Small Mountain : 320
Big Mountain : 400

Mixed Lesser Terminals : 40
Pure Lesser Terminals : 50
Mixed Greater Terminals : 100
Pure Greater Terminals : 400

8. Honor Tiles

Dragon Triplet : 10
Small Three Dragons : 60
Big Three Dragons : 160

Seat Wind : 10
Small Three Winds : 30 (seat wind ? +10 : +0)
Big Three Winds : 120 (seat wind ? +10 : +0)
Small Four Winds : 320
Big Four Winds : 400

All Honor Triplets : 320
All Honor Pairs : 480

9. Seven Pairs

Seven Pairs : 30
Seven Shifted Pairs : 320
Grand Chariot : 400
Bamboo Forest : 400
Numerous Neighbors : 400

10. Color Hands

All Green : 400
All Red : 480
All Blue : 400

11. Irregular Hands

Thirteen Terminals : 160

12. Incidental Bonuses

Final Draw : 10
Final Discard : 10
Win on Kong Replacement Tile : 10
Win on Flower/Replacement Tile : 10
Robbing a Kong : 10

Blessing of Heaven : 155
Blessing of Earth : 155

12. Bonus Tile

Non-seat Flower/Season : 2
Seat Flower/Season : 4
Flower Kong : 10
Season Kong : 10
All Flowers : 80

The normal score is 320 points unless your hand satisfies a higher limit pattern.

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 Sequences.

Chicken hand is only when your hand doesn't satisfies any other patterns aside from bonus tiles.