

1. Trivial Patterns

Chicken : 1
Self Drawn : 5
Concealed Hand : 5
All Chows : 5
No Terminals : 5
All Types : 10
Illegal Call : -40

2. Pungs and Kongs

All Pungs : 30

Two Concealed Pungs : 5
Three Concealed Pungs : 30
Four Concealed Pungs : 125

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

3. Identical Chows

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
Nine-Tile Straight : 40
Three Consecutive Chows Twice : 50
Four Consecutive Chows : 100

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

6. Suit Patterns

Mixed One Suit : 40
Pure One Suit : 80

Nine Gates : 480 (pure only — must be 9-wait)

7. Terminal Tiles

Two-Tailed Terminal Chows : 5 per count
Two-Tailed Terminal Pungs : 15 per count
Two-Tailed Terminals : 180 → 200
Little Mountain : 320
Big Mountain : 400

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

8. Honor Tiles

Wind Pung : 5 per count
Little Three Winds : 30 → 40
Big Three Winds : 120 → 135
Little Four Winds : 320
Big Four Winds : 400

Dragon Pung : 10 per count
Little Three Dragons : 40 → 60
Big Three Dragons : 130 → 160

All Honor Pungs : 320
All Honor Pairs : 480

9. Seven Pairs

Seven Pairs : 30

Seven Shifted Pairs : 320
Grand Chariot : 400
Bamboo Forest : 400
Number Neighborhood : 400

10. Color Hands

All Green : 400
Red Peacock : 480

11. Irregular Hands

Thirteen Terminals : 160 (no distinction between pure / impure, 13-wait does not reward higher score)

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 Earth : 155
Blessing of Heaven : 155

13. Bonus Tile

Bonus Flower / Season : 2 per count
All Flowers : 12 → 20
All Seasons : 12 → 20
All Bonus Tiles : 64 → 80

Patterns are split into sections, each with subsections. For scoring, add up the highest points your hand satisfies for each subsections. The additive limit caps at 320 points.

The only way to score higher than this limit is to complete limit hands that rewards over this cap. If a hand satisfies multiple limit hand patterns, only the maximum score among the limit patterns is rewarded.

Chicken hand is only when your hand doesn't satisfy any other patterns aside from having bonus tiles. Bonus tiles also does not count towards minimum required score to go out, they are added on after.