

### 1. Trivial Patterns

Chicken : nothing  
All Sequences : 4 chow  
Concealed Hand : no melding  
Self Drawn : self drawn winning tile  
No Terminals : Chows(2-8), Pung(2-8)  
All Types : hand has all three suit, wind, dragon  
Illegal Call : don't do it

### 2. Identical Sequences

Two Identical Sequences : Suit(234, 234)  
Two Identical Sequences Twice : Suit(234 234) + Suit(789 789)  
Three Identical Sequences : Suit(234 234 234)  
Four Identical Sequences : Suit(234 234 234 234)

### 3. Triplets and Kong

All Triplets : 4 pungs

Two Concealed Triplets : 2 hidden pungs  
Three Concealed Triplets : 3 hidden pungs  
Four Concealed Triplets : 4 hidden pungs

One Kong : 1 kong  
Two Kong : 2 kongs  
Three Kong : 3 kongs  
Four Kong : 4 kongs

### 4. Similar Melds

Three Similar Sequences : Coin(234) Bam(234)  
Char(234)

Small Three Similar Triplets : Coin(222) Bam(222)  
Char(22)  
Three Similar Triplets : Coin(222) Bam(222) Char(222)

### 5. Consecutive Melds

Nine-Tile Straight : Suit(123456789)

Three Consecutive Triplets : Suit(222 333 444)  
Four Consecutive Triplets : Suit(222 333 444 555)  
Three Mothers : Suit(222 333 444 234)

### 6. Suit Patterns

Mixed One Suit : melds in one suit and honor tiles  
Pure One Suit : all tiles in same suit  
Small Terminal Club : Suit(123 123 789 789 55)  
Big Terminal Club : Suit(111 123 789 999 55)

Nine Gates : Suit(1112345678999) concealed + one more tiles of same suit

### 7. Terminal Tiles

Two-Tailed Terminal Sequences : Suit(123 789)  
Two-Tailed Terminal Triplets : Suit(111 999)  
Small Mountain : Suit(123 123 123 789 99) or Suit(123 123 789 789 11) etc... use only 6 terminals of the suit  
Big Mountain: Suit(111 123 789 789 99) or Suit(123 123 789 999 11), use all 8 terminals of the suit

Mixed Lesser Terminals : 123 111 789 999, winds, dragons  
Pure Lesser Terminals : 123 111 789 999 from 3 suits  
Mixed Greater Terminals : 111 999 winds, dragons  
Pure Greater Terminals : 111 999 from 3 suits

### 8. Honor Tiles

Dragon Triplet : RRR or GGG or [][[]]  
Small Three Dragons : RRR GGG [][[]]  
Big Three Dragons : RRR GGG [][[]]

Seat Wind : your seat wind  
Small Three Winds : EEE SSS WW  
Big Three Winds : EEE SSS WWW  
Small Four Winds : EEE SSS WWW NN  
Big Four Winds : EEE SSS WWW NNN

All Honor Triplets : EEE NNN GGG [][[]] WW  
All Honor Pairs : EE SS WW NN RR GG [][[]]

### 9. Seven Pairs

Seven Pairs : 22 55 NN RR 66 99 88  
Seven Shifted Pairs : Suit(11 22 33 44 55 66 77)  
Grand Chariot : Coin(22 33 44 55 66 77 88)  
Bamboo Forest : Bam(22 33 44 55 66 77 88)  
Numerous Neighbors : Char(22 33 44 55 66 77 88)

### 10. Color Hands

All Green : from Bam(2 3 4 6 8) and G  
All Red : from Bam(1 5 7 9) and R  
All Blue : from Coin(8) and N E S W [ ]

### 11. Irregular Hands

Thirteen Terminals : Coin(1,9) + Bam(1,9) + Char(1,9)  
N E S W R G [ ] + one more as eye

### 12. Incidental Bonuses

Final Draw : win when drawing last tile  
Final Discard : win when last tile is discarded  
Win on Kong Replacement Tile : explanatory  
Win on Flower/Replacement Tile : explanatory  
Robbing a Kong : win with the exact kong tile when another declares a kong

Blessing of Heaven : dealer win with initial deal at first turn  
Blessing of Earth : win with dealer very first discard of the game

### 12. Bonus Tile

Non-seat Flower/Season : flower/season not of your seat  
Seat Flower/Season : flower/season of your seat  
Flower Kong : all 4 flowers  
Season Kong : all 4 seasons  
All Flowers : all 4 flowers and 4 seasons