



### 3. Two ways to make mahjong

- (1) Self-Drawn (to make mahjong by taking a fresh tile from the wall yourself, including the replacement tile when you kong or get a flower tile ),
- (2) By discard (to make mahjong with a tile discarded by another, including Robbing the Kong).

### 4. The Winner

Only one player can win. When more than one person declares "Hu" on a discard, the nearest next player following the discarder is the winner.

### 3.8. The Various Kinds of "Fan" and Their Relevant Points

There are 81 different scoring elements ("Fan") altogether. There are nine categories: Honor Tiles Based, Chow Based, Pung Based, Seven Pairs Based, Suit Based, Terminal Based, Knitted Tiles Based, Types of Waits, and Special Hands. Point values are based on the degree of difficulty. There are twelve point grades: 88, 64, 48, 32, 24, 16, 12, 8, 6, 4, 2, and 1. More than one fan can be scored for a winning hand.

#### 3.8.1

#### The 81 "Fan"

Pts.	Fan no.	Fan name	Description
88	1	Big Four Winds	Pungs or Kongs of all four Wind Tiles.
	2	Big Three Dragons	Pungs or Kongs of all three Dragon Tiles
	3	All Green	A hand in which the chows, pungs and pair(s) are made up solely of "green" tiles: 2 Bam, 3 Bam, 4 Bam, 6 Bam, 8 Bam, and Green Dragon.

Pts.	Fan no.	Fan name	Description
88	4	Nine Gates	Holding the 1,1,1,2,3,4,5,6,7,8,9,9,9 tiles in any one of the suits, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. (Fully Concealed may be combined if Self-Drawn).
	5	Four Kongs	Any hand that includes four kongs. They may be concealed or melded.
	6	Seven Shifted Pairs	A hand formed by seven pairs of the same suit, each shifted one up from the last. (Fully Concealed may be combined if Self-Drawn).
	7	Thirteen Orphans	A hand created by singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. (Fully Concealed may be combined if Self-Drawn).
64	8	All Terminals	The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles, without Honor Tiles.
	9	Little Four Winds	A hand that includes three Pungs or Kongs of Wind Tiles, and a pair of the fourth Wind.
	10	Little Three Dragons	A hand that includes two Pungs or Kongs of the Dragon Tiles, and a pair of the third Dragon.
	11	All Honors	The pair(s), Pungs or Kongs are all made up of Honor Tiles.
	12	Four Concealed Pungs	A hand that includes four Concealed Pungs or Kongs (achieved without melding). (Fully Concealed may be combined if Self-Drawn).
48	13	Pure Terminal Chows	A hand consisting of two each of the lower and upper terminal Chows in one suit only, and a pair of fives in the same suit.
	14	Quadruple Chow	Four chows of the same continuous number sequence in the same suit.



Pts.	Fan no.	Fan name	Description
48	15	Four Pure Shifted Pungs	Four Pungs (or Kongs) in the same suit, each shifted one up from the last.
	16	Four Pure Shifted Chows	Four chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both.
32	17	Three Kongs	A hand containing three Kongs. (Points for concealment may be added).
	18	All Terminals and Honors	The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles and Honor Tiles.
	19	Seven Pairs	A hand formed by seven pairs. (Fully Concealed may be combined if Self-Drawn).
	20	Greater Honors and Knitted Tiles	Formed by seven single honors and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Fully Concealed may be combined if Self-Drawn.
24	21	All Even Pungs	A hand formed with Pungs or Kongs of 2, 4, 6, and 8 tiles, with a pair of the same.
	22	Full Flush	A hand formed entirely of a single suit.
	23	Pure Triple Chow	Three chows of the same numerical sequence and in the same suit.
	24	Pure Shifted Pungs	Three Pungs or Kongs of the same suit, each shifted one up from the last.
	25	Upper Tiles	A hand consisting entirely of 7, 8, and 9 tiles.
	26	Middle Tiles	A hand consisting entirely of 4, 5, and 6 tiles.

Pts.	Fan no.	Fan name	Description
24	27	Lower Tiles	A hand consisting entirely of 1, 2, and 3 tiles.
	28	Pure Straight	A hand using one each of all the numbers 1 through 9 from any one suit, forming three consecutive chows.
	29	Three-Suited Terminal Chows	A hand consisting of 1-2-3 and 7-8-9 in one suit (Two Terminal Chows), 1-2-3 and 7-8-9 in another suit, and a pair of fives in the remaining suit.
16	30	Pure Shifted Chows	Three chows in one suit, each shifted either one or two numbers up from the last, but not a combination of both.
	31	All Fives	A hand in which every set (chow, pung, kong, pair) includes the number "5".
	32	Triple Pung	Three Pungs (or Kongs) of the same number in each suit.
	33	Three Concealed Pungs	Three Concealed Pungs or Kongs (achieved without melding).
	34	Lesser Honors and Knitted Tiles	Formed by single honors, and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboo, 2-5-8 of Characters, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in this order). Fully Concealed may be combined if Self-Drawn.
12	35	Knitted Straight	A special Straight which is formed not with standard chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in the order in this example.
	36	Upper Four	A hand created with suit tiles 6 through 9.
	37	Lower Four	A hand created with suit tiles 1 through 4.
	38	Big Three Winds	A hand that includes one pung (or kong) of each of the three winds.



Pts.	Fan no.	Fan name	Description
8	39	Mixed Straight	A straight (tiles 1 through 9) formed by chows from all three suits.
	40	Reversible Tiles	A hand created entirely with those tiles which are vertically symmetrical, which means the carved designs look the same if you turn them upside-down. These tiles are the 1, 2, 3, 4, 5, 8, and 9 Dots, the 2, 4, 5, 6, 8, and 9 Bams, and the White Dragon.
	41	Mixed Triple Chow	Three chows of the same numerical sequence, one in each suit.
	42	Mixed Shifted Pungs	Three pungs (or kongs), one in each suit, each shifted up one number from the last.
	43	Chicken Hand	A hand that would otherwise earn 0 points (excluding the Flower Tiles).
	44	Last Tile Draw	Going out (making mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.)
	45	Last Tile Claim	Going out (making mahjong) off the discard which is the last tile in the game.
	46	Out with Replacement Tile	Going out (making mahjong) on the replacement tile drawn after achieving a kong (not on a Flower replacement). When a Flower Tile is taken after Konging, and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).
	47	Robbing The Kong	Winning off the tile that somebody adds to a melded pung (to create a Kong). (The points for Last Tile may not be combined.)
	48	Two Concealed Kongs	A hand that includes two Concealed Kongs.

Pts.	Fan no.	Fan name	Description
6	49	All Pungs	A hand formed by four Pungs (or Kongs) and one pair.
	50	Half Flush	A hand formed by tiles from any one of the three suits, in combination with Honor tiles.
	51	Mixed Shifted Chows	Three chows, one in each suit, each shifted up one number from the last.
	52	All Types	A hand in which each of the five sets (pungs, kongs, chows, pairs) is composed of a different type of tile (Characters, Bamboo, Dots, Winds, and Dragons).
	53	Melded Hand	Every set in the hand (chow, pung, kong, and pair) must be completed with tiles discarded by other players. All sets must be exposed, and the player goes out on a single wait off another player.
	54	Two Dragons Pungs	Two pungs (or kongs) of Dragon tiles.
4	55	Outside Hand	A hand that includes terminals and honors in each set, including the pair.
	56	Fully Concealed Hand	A hand that a player completes without any melds, and wins by Self-Draw.
	57	Two Melded Kongs	A hand that includes two Melded Kongs. One Melded Kong and one Concealed Kong are 6 points.
	58	Last Tile	Winning on a tile that is the last of its kind. (It must be clear to all players based on the discards and exposures.)
2	59	Dragon Pung	A Pung or Kong of Dragon Tiles.
	60	Prevalent Wind	A Pung or Kong of the Wind Tile corresponding to the current Prevalent Wind.





Pts.	Fan no.	Fan name	Description
2	61	Seat Wind	A Pung or Kong of the Wind Tile corresponding to the player's Seat position at the table. (Dealer is East; proceeding counter-clockwise from the Dealer, other players' seats are South, West, North.)
	62	Concealed Hand	Having a concealed hand (no melded sets) and winning by discard.
	63	All Chows	A hand consisting of all chows, with no Honors.
	64	Tile Hog	Using all four of a single suit tile, without using them as a Kong.
	65	Double Pung	Two Pungs (or Kongs) of the same number in two different suits.
1	66	Two Concealed Pungs	Two Pungs achieved without melding.
	67	Concealed Kong	Created when four identical tiles, all self-drawn, are declared as a Kong.
	68	All Simples	A hand formed without Terminal or Honor Tiles.
	69	Pure Double Chow	Two identical chows in the same suit.
	70	Mixed Double Chow	Two chows of the same numbers but in different suits.
	71	Short Straight	Two chows in the same suit that run consecutively after one another to make a six-tile straight.
	72	Two Terminal Chows	Chows of 1-2-3 and 7-8-9 in the same suit.
	73	Pung of Terminals or Honors	A Pung or Kong of Ones, Nines, or Winds. (A dragon pung scores 2 points.)

Pts.	Fan no.	Fan name	Description
1	74	Melded Kong	A kong that was claimed from another player or promoted from a melded pung.
	75	One Voided Suit	A hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).
	76	No Honors	A hand formed entirely of suit tiles, without Winds or Dragons.
	77	Edge Wait	Waiting solely for a 3 to form a 1-2-3 chow, or solely for a 7 to form a 7-8-9 chow. Not valid if waiting for more than one tile. Not valid if the edge wait is combined with any other waits.
	78	Closed Wait	Waiting solely for a tile whose number is "inside" (in the middle) to form a chow. Not valid if waiting for more than one tile. Not valid if the closed wait is combined with other waits.
	79	Single Wait	Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).
	80	Self-Drawn	Going out (making mahjong) with a fresh tile picked from the wall.
	81	Flower Tiles	Each tile carved with Chinese word of Spring(or Summer, Autumn, Winter, Plum, Orchid, Bamboo, Chrysanthemum) will award you one point when you succeed in Hu. Flower replacement to be Hu, the point of Self-Drawn can add. It can't add the points of Out with Replacement Tile, it not Flower replacement can discard.