



1. All Sequences: 5

The hand contains 4 sequences; no triplets/Kong.



2. Concealed Hand: 5

The hand is concealed, without melding any exposed sets before winning. Winning on discard is okay. Concealed Kongs are okay.

3. No Terminals: 5

Consists entirely of middle number tiles (2 to 8); no terminals or honors.



4. Self Draw: 5 A hand completion by draw.

5. Others' tiles in each set: 10

Melding four times other than closed quad, and completing the hand with discarded tiles.

6. Mixed One-Suit: 40

The hand consists entirely of number tiles in one suit, plus honor tiles.



7. Pure One-Suit: 100

The hand consists entirely of number tiles in one suit.



8. All Green: 220

A hand consisting of only green tiles. (no additional point for mixed one-suit)



9. Nine Gates: 480

Collecting number tiles 1112345678999 of one suit without melding, and completing with any one tile of that suit.



10. Value honor: 10

Per set A triplet/Kong or Seat Wind (your own Wind) or Dragons.



11. Small Three Dragons: 40

Two triplet/Kong of Dragons, plus a pair of Dragons as the eyes.



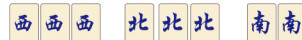
12. Big Three Dragons: 130

Three triplet/Kong of Dragons. (This hand always includes three Dragon triplets, so it scores at least 130+10+10+10=160 points).



13. Small Three Winds: 30

Two triplet/Kong of Winds, plus a pair of Winds as the eyes.



14. Big Three Winds: 120

Three triplet/Kong of Winds.



15. Small Four Winds: 320

Three triplet/Kong of Winds, plus a pair of Winds as the eyes.



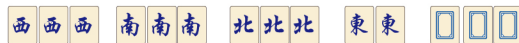
16. Big Four Winds: 400

Four triplet/Kong of Winds.



17. All Honors: 320

The hand consists entirely of honor tiles. The winning hand must be All triplets or seven pairs.



18. All Triplets: 30

The hand contains 4 sets of triplets/Kong; no sequences.



19. Two Concealed Triplets: 5

The hand contains two concealed triplets/ concealed Kong.

20. Three Concealed Triplets: 30

The hand contains three concealed triplets/ concealed Kong.

21. Four Concealed Triplets: 125

The hand contains four concealed triplets/ concealed Kong.

22. One Kong: 5

The hand contains one Kong.



23. Two Kong: 20

The hand contains two Kong.



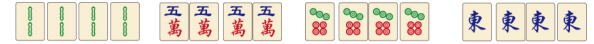
24. Three Kong: 120

Hand contains three Kong.



25. Four Kong: 480

The hand contains four Kong.



26. Two Identical Sequences: 10

Two sequences in the same suit in the same numbers.



27. Two Identical Sequences Twice : 55

The hand contains two groups of "Two Identical Sequences".



28. Three Identical Sequences: 120

Three sequences in the same suit in the same numbers.





29. Four Identical Sequences: 480

Four sequences in the same suit in the same numbers.



30. All Five: 50

A hand with number 5 tiles be contained in all four set of three tiles and the pair of eyes.



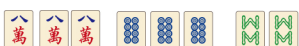
31. Three Similar Sequences: 35

Three sequences in the same numbers across three different suits.



32. Small Three Similar Triplets: 30

Two triplets/Kong in the same number in two different suits, and the pair of eyes in the same number in the third suit.



33. Three Similar Triplets: 120

Three triplets/Kong in the same number across three different suits.



34. Nine-Tile Straight: 40

"123" sequence, a "456" sequence, and a "789" sequence, all in the same suit.



35. Three Consecutive Triplets: 100

Three triplets/Kong in consecutive numbers in the same suit.



36. Four Consecutive Triplets: 200

Four triplets/Kong in consecutive numbers in the same suit.



37. Mixed Lesser Terminals: 40

Every of the 4 sets in the hand, as well as the pair of eyes, includes a terminal tile or an honor tile.



38. Pure Lesser Terminals: 50

Every of the 4 sets in the hand, as well as the pair of eyes, includes a terminal number tile.No honors.



39. Mixed Greater Terminals: 100

The hand consists entirely of terminal tiles and honor tiles.The hand contains 4 sets of triplets/Kong.



40. Pure Greater Terminals: 400

The hand consists entirely of terminal number tiles.The hand contains 4 sets of triplets/Kong.



41. Final Draw: 10

Self-draw win on the "seabed" tile.

42. Final Discard: 10

Winning on a discarded "riverbed" tile (the last discard by the player who has drawn the seabed tile).

43. Win on Kong: 10

Self-draw win on a "supplement" tile (after declaring a Kong). (If the supplement tile is also the seabed tile, both patterns can be counted).

44. Robbing a Kong: 10

Winning by robbing a Kong (when another player makes a "small exposed Kong").

45. Blessing of Heaven: 200

East winning with his initial 14-tile hand. (Does not count if East has made a concealed Kong).

46. Blessing of Earth: 200

Non-East player calling with his initial 13-tile hand, winning on East very first discard. Doesn't count if East has made a concealed Kong.

47. Thirteen Terminals: 200

Among the 13 types of terminals and honors, the hand contains one pair of one type, and one tile each of the other 12 types.



48. Seven Pairs: 40

The hand consists of seven pairs. Four identical tiles can count as two pairs as long as Kong is not declared.



49. One discard a tile,

three players win at the same time

If one player discard a tile and three players win at the same time, then the player who discard the tile will deduct points which is the sum of the hand points of the three players.

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