

88-Point Patterns

1. Big Four Winds

Pungs and/or Kongs of each of the four Winds

SPV: 38, 49, 60, 61, 73



2. Big Three Dragons

Pungs and/or Kongs of each of the three Dragons

SPV: 54, 59



3. All Green

Only purely green tiles: Bamboo 2, 3, 4, 6, 8, and Green Dragon

SPV: N/A



4. Nine Gates

1112345678999 in one suit, a tile to complete a pair, 9-sided wait, no set melds

SPV: 22, 62, 73, 76



5. Four Kongs

Four Kongs and a pair

SPV: 17, 49, 79



6. Seven Shifted Pairs*

Seven consecutive pairs in the same suit

SPV: 22, 62, 76, 79



7. Thirteen Orphans*

One of each Terminal and Honor tile, and a tile to complete a pair

SPV: 18, 52, 62, 79



64-Point Patterns

8. All Terminals

Only ones and nines

SPV: 18, 49, 55, 65, 73, 76



9. Little Four Winds

Three Pungs and/or Kongs of Winds and a pair of Winds

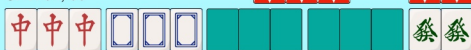
SPV: 38, 73



10. Little Three Dragons

Two Pungs and/or Kongs of Dragons and a pair of Dragons

SPV: 54, 59



11. All Honors

Only Winds and Dragons

SPV: 18, 49, 50, 55, 73



12. Four Concealed Pungs

Four concealed Pungs and/or Kongs



13. Pure Terminal Chows

Two copies of 1, 2, 3, 7, 8, 9 and a pair of 5s in a single suit

SPV: 19, 22, 63, 69, 72



Penalties and Errors

- Mahjong below minimum score:** If a player declares Mahjong but has less than the point minimum, they pay 10 points to each player and forfeit the right to win the round
- False Mahjong:** If a player declares Mahjong but does not have a valid hand, they pay 20 points to each player and forfeit the right to win the round

Tips for Beginners

International Mahjong is a chow-based game. Try to aim for the numerous three-suited Chow patterns present in the format. Keep track of the points in your hand and look for small scoring patterns that can push your hand score past the 8-point threshold.

International Mahjong is a difficult format, with an large list of 81 scoring patterns and a high 8-point minimum point requirement for declaring Mahjong. There is an introductory format, designed to familiarize players with a reduced 6-point minimum point requirement for Mahjong and a shorter list of scoring patterns. The scoring patterns of the reduced list are called **Primary Patterns** and are marked in red.

14. Quadruple Chow

Four identical chows in the same suit

SPV: 15, 24, 64, 69



15. Four Pure Shifted Pungs

Four consecutive Pungs and/or Kongs in the same suit

SPV: 14, 23, 49



32-Point Patterns

16. Four Pure Shifted Chows

Four chows in the same suit shifted 1 or 2 from the last, but not both

SPV: 71, 72



17. Three Kongs

Three Kongs and a pair

SPV: N/A



18. All Terminals and Honors

Only ones, nines, Winds and Dragons

SPV: 49, 55, 73



24-Point Patterns

19. Seven Pairs*

Seven pairs

SPV: 62, 79



20. Greater Honors and Knitted Tiles*

One of each honor and single suit tiles belonging to knitted sequences

SPV: 33, 52, 62



21. All Even Pungs

Pungs and/or Kongs of only even tiles, with an even pair

SPV: 49, 68



22. Full Flush

Only one suit

SPV: 50, 76



23. Pure Triple Chow

Three identical chows in the same suit

SPV: 24, 69



24. Pure Shifted Pungs

Three consecutive Pungs and/or Kongs in the same suit

SPV: 23



25. Upper Tiles

Only sevens, eights, and nines

SPV: 36, 76



26. Middle Tiles

Only fours, fives, and sixes

SPV: 68, 76



27. Lower Tiles

Only ones, twos, and threes

SPV: 37, 76



Key

Generic	Wind	Hand can't include	Concealed	Suits
A Suited	Dragon	Melded	SPV: Scoring Principle Violation	Draw
● Matching	Flower	Wait	Primary Pattern: Reduced pattern list for beginners	Claim
			Pattern*: Irregular Pattern	

16-Point Patterns

28. Pure Straight

Three consecutive Chows from one to nine in a single suit

SPV: 72



29. Three-Suited Terminal Chows

Two copies of 1, 2, 3, 7, 8, 9 different suits and a pair of 5s in the third suit

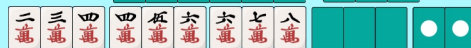
SPV: 63, 70, 72, 76



30. Pure Shifted Chows

Three chows in the same suit shifted 1 or 2 from the last, but not both

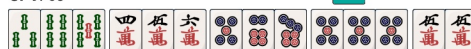
SPV: N/A



31. All Fives

Every set and the pair contains a five

SPV: 68



32. Triple Pung

Three Pungs and/or Kongs of the same number

SPV: 65



33. Three Concealed Pungs

Three concealed Pungs and/or Kongs

SPV: 66



12-Point Patterns

34. Lesser Honors and Knitted Tiles*

Singles of honor tiles and suit tiles belonging to knitted sequences

SPV: 52, 62



35. Knitted Straight*

A straight one to nine cycling through suits

SPV: N/A



36. Upper Four

Only sixes, sevens, eights, and nines

SPV: 76



37. Lower Four

Only ones, twos, threes, and fours

SPV: 76



38. Big Three Winds

Pungs and/or Kongs of three Winds

SPV: 73



Scoring

When a player declares Mahjong, to determine the hand's value, identify the highest scoring pattern in the winning player's hand and score this first. Then, add the lesser scoring patterns in the winning player's hand according to the following principles:

- The **Non-Repeat Principle**: When a pattern is implied or included by another, both patterns may not be scored.
- The **Non-Separation Principle**: After combining tiles to create a pattern, it is forbidden to rearrange those individual tiles to create a different pattern.
- The **Non-Identical Principle**: Once a set is used to create a pattern, it cannot be used with other sets to create an identical pattern. It can be used to form a different pattern only once.
- Freedom to Choose the Highest Points**: If you can use a set to form both a high-scoring pattern and a low-scoring pattern, it is your right to choose the high-scoring pattern.
- The **Exclusionary Rule**: When sets have been combined to create a pattern, the player can combine any remaining sets once with a set already used.

Baseline Point Payment

Every other player pays the winning player a baseline of 8 points regardless of how the win was obtained. If the table is playing with only the **Primary Patterns**, then this 8-point baseline paid to the winner is abolished.

Winning by Discard

If the winning player wins by claiming a discard from another player, the player responsible for discarding the tile pays the winner the value of their hand on top of the baseline payment.

Winning by Self-Draw

If the winning player wins by drawing a tile off of the Wall, all other players pay the winning player their hand value on top of the baseline payment.

8-Point Patterns

39. Mixed Straight

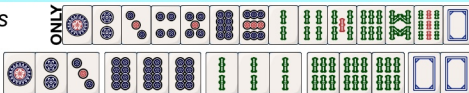
Three consecutive chows from one to nine in all three suits



40. Reversible Tiles

Only vertically symmetric tiles

SPV: 75



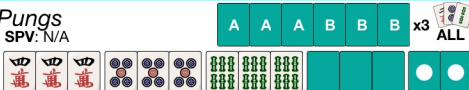
41. Mixed Triple Chow

Three identical chows in all three suits



42. Mixed Shifted Pungs

Three consecutive Pungs and/or Kongs in all three suits



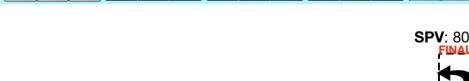
43. Chicken Hand

A hand otherwise worth 0 points, not including Flower tiles



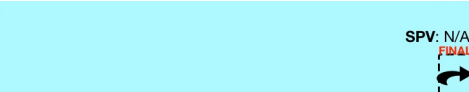
44. Last Tile Draw

Winning upon drawing the final tile in the wall



45. Last Tile Claim

Winning with someone's discard after the final tile in the wall is drawn



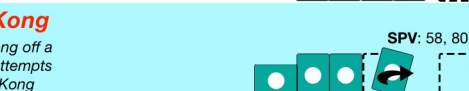
46. Out with Replacement Tile

Winning upon drawing the replacement tile for a Kong



47. Robbing the Kong

A player may declare Mahjong off a tile that another player attempts upgrade melded Pung to a Kong



48. Two Concealed Kongs

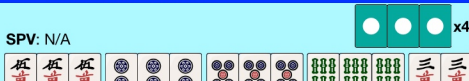
Two concealed Kongs



6-Point Patterns

49. All Pungs

Only Pungs and/or Kongs



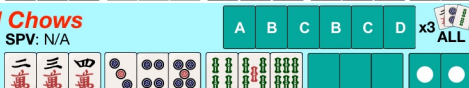
50. Half Flush

Only one suit and Honor tiles



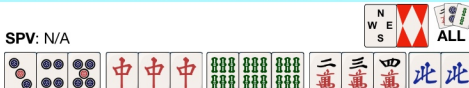
51. Mixed Shifted Chows

Three chows in all three suits shifted up 1 from the last



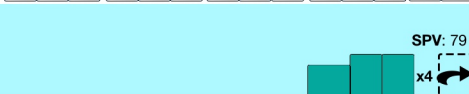
52. All Types

Hand contains sets and a pair of each suit, a dragon, and a wind



53. Melded Hand

Every set and the pair must be completed with other players' discards



54. Two Dragon Pungs

Two Pungs and/or Kongs of Dragons



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4-Point Patterns

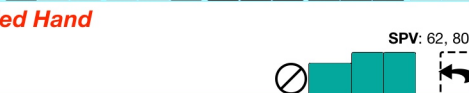
55. Outside Hand

Every set and the pair involves ones, nines, or Honors



56. Fully Concealed Hand

Every set must be concealed with the hand completed by self-draw



57. Two Melded Kongs

Two melded Kongs



58. Last Tile

Winning off a tile that is clear to everyone is the last of its kind



2-Point Patterns

59. Dragon Pung

A Pung and/or Kong of a Dragon



60. Prevalent Wind

A Pung and/or Kong of the current Prevalent Wind



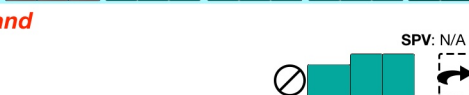
61. Seat Wind

A Pung and/or Kong of a player's Seat Wind



62. Concealed Hand

Every set must be concealed; complete the hand by discard claim



63. All Chows

Only Chows and a pair of non-Honor tiles



64. Tile Hog

Using all four tiles of a single suit without using them as a Kong



65. Double Pung

Two Pungs and/or Kongs of the same number



65. Two Concealed Pungs

Two concealed Pungs and/or Kongs



67. Concealed Kong

A concealed Kong



68. All Simples

No ones, nines, Winds, or Dragons



Basic Sets

Chow	Pung	Kong	Declaring Kong
Three in a row	Three of a kind	Four of a kind	Melded Pungs can only be upgraded to a Kong by drawing the tile. During a player's turn, if they have 4 of the same tile in their hand, they may declare Kong. Then, meld the tiles face down to form a concealed Kong.
Left Player	Any Player	Any Player	
Concealed Sets			
If a tile completing a Pung or a Chow was drawn from the Wall do not reveal it to other players			
A concealed Kong			

1-Point Patterns

69. Pure Double Chow

Two identical chows in the same suit



70. Mixed Double Chow

Two identical chows in different suits



71. Short Straight

Two consecutive Chows in the same suit



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



74. Melded Kong

A melded Kong



75. One Voided Suit

Only two suits and Honor tiles



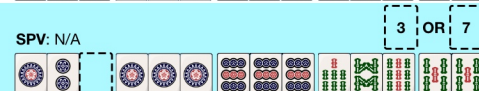
76. No Honors

No Dragons and/or Winds



77. Edge Wait

Final tile to win is a 3 to complete a 1, 2, 3 Chow or a 7 for a 7, 8, 9 Chow



78. Closed Wait

Final tile to win is the middle tile in a Chow e.g. 5 in 4, 5, 6



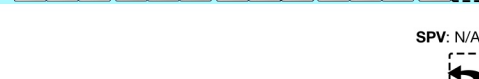
79. Single Wait

Final tile to win is the tile completing the pair



80. Self-Drawn

Winning tile is one drawn from the wall



81. Flower Tiles

One bonus point for each declared Flower



Flower Tiles

During a player's turn, if they have a Flower tile in their hand, they immediately declare it and meld the tile face up, drawing a replacement tile from the Dead Wall. Players may choose to discard a Flower. A discarded Flower may not be claimed by another player. Flowers do not count toward Mahjong.



How to Win

MAHJONG • 8-Point Minimum • 6-Point Minimum

Mahjong Irregularities			
A Mahjong containing Kongs will have more than 14 tiles. Mahjong hands not following the basic pattern are marked with an asterisk (*).			
Any Player			
Self-Drawn			