

88-Point Patterns

1. **Big Four Winds**
Pungs and/or Kongs of each of the four Winds



2. **Big Three Dragons**
Pungs and/or Kongs of each of the three Dragons



3. All Green

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



4. Nine Gates

SPV: 22, 62, 73, 76
1112345678999 in one suit, a tile to complete a pair, 9-sided wait, no set melds



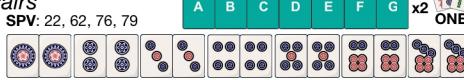
5. Four Kongs

Four Kongs and a pair
SPV: 17, 49, 79



6. Seven Shifted Pairs*

SPV: 22, 62, 76, 79
Seven consecutive pairs in the same suit



7. Thirteen Orphans*

One of each Terminal and Honor tile, and a tile to complete a pair
SPV: 18, 52, 62, 79
ONE OF EACH 1 9 N W S



64-Point Patterns

8. All Terminals

SPV: 18, 49, 55, 65, 73, 76
Only ones and nines



9. Little Four Winds

Three Pungs and/or Kongs of Winds and a pair of Winds
SPV: 38, 73
N W E S



10. Little Three Dragons

Two Pungs and/or Kongs of Dragons and a pair of Dragons
SPV: 54, 59
N W E S



11. All Honors

SPV: 18, 49, 50, 55, 73
Only Winds and Dragons



12. Four Concealed Pungs

Four concealed Pungs and/or Kongs
SPV: 33, 49, 62, 66
N W E S



13. Pure Terminal Chows

SPV: 19, 22, 63, 69, 72
Two copies of 1, 2, 3, 7, 8, 9 and a pair of 5s in a single suit



Penalties and Errors

1. **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

2. **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 a 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.

48-Point Patterns

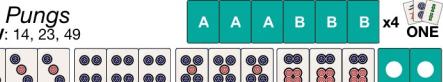
14. Quadruple Chow

SPV: 15, 24, 64, 69
Four identical chows in the same suit



15. Four Pure Shifted Pungs

SPV: 14, 23, 49
Four consecutive Pungs and/or Kongs in the same suit



32-Point Patterns

16. Four Pure Shifted Chows

SPV: 71, 72
Four chows in the same suit shifted 1 or 2 from the last, but not both



17. Three Kongs

SPV: N/A
Three Kongs and a pair



18. All Terminals and Honors

SPV: 49, 55, 73
Only ones, nines, Winds and Dragons



24-Point Patterns

19. Seven Pairs*

SPV: 62, 79
Seven pairs



20. Greater Honors and Knitted Tiles*

SPV: 33, 52, 62
One of each honor and single suit tiles belonging to knitted sequences



21. All Even Pungs

SPV: 49, 68
Pungs and/or Kongs of only even tiles, with an even pair



22. Full Flush

SPV: 50, 76
Only one suit



23. Pure Triple Chow

SPV: 24, 69
Three identical chows in the same suit



24. Pure Shifted Pungs

SPV: 23
Three consecutive Pungs and/or Kongs in the same suit



25. Upper Tiles

SPV: 36, 76
Only sevens, eights, and nines



26. Middle Tiles

SPV: 68, 76
Only fours, fives, and sixes



27. Lower Tiles

SPV: 37, 76
Only ones, twos, and threes



Key

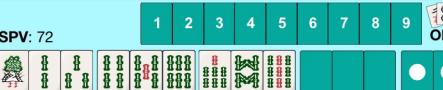
Generic	N W S	Wind	Hand can't include	Concealed
A Suited	Dragon	Flower	SPV: Scoring Principle Violation	Suits
Matching			Wait	Melded

SPV: Scoring Principle Violation
Suits: Scoring Principle Violation
Wait: Reduced pattern list for beginners
Melded: Pattern*: Irregular Pattern

16-Point Patterns

28. Pure Straight

SPV: 72
Three consecutive Chows from one to nine in a single suit



29. Three-Suited Terminal Chows

SPV: 63, 70, 72, 76
Two copies of 1, 2, 3, 7, 8, 9 different suits and a pair of 5s in the third suit



30. Pure Shifted Chows

SPV: N/A
Three chows in the same suit shifted 1 or 2 from the last, but not both



31. All Fives

SPV: 68
Every set and the pair contains a five



32. Triple Pung

SPV: 65
Three Pungs and/or Kongs of the same number



33. Three Concealed Pungs

SPV: 66
Three concealed Pungs and/or Kongs



12-Point Patterns

34. Lesser Honors and Knitted Tiles*

SPV: 52, 62
Singles of honor tiles and suit tiles belonging to knitted sequences



35. Knitted Straight*

SPV: N/A
A straight one to nine cycling through suits



36. Upper Four

SPV: 76
Only sixes, sevens, eights, and nines



37. Lower Four

SPV: 76
Only ones, twos, threes, and fours



38. Big Three Winds

SPV: 73
Pungs and/or Kongs of three Winds



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:

- 1. The Non-Repeat Principle:** When a pattern is implied or included by another, both patterns may not be scored.
- 2. The Non-Separation Principle:** After combining tiles to create a pattern, it is forbidden to rearrange those individual tiles to create a different pattern.
- 3. 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.
- 4. 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.
- 5. 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



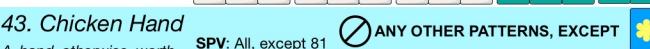
41. Mixed Triple Chow

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

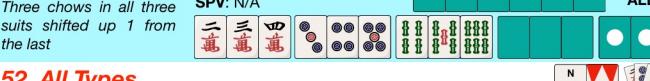
49. All Pungs

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

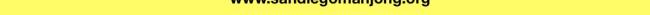
Every set and the pair

must be completed with other players' discards



54. Two Dragon Pungs

Two Pungs and/or Kongs of Dragons



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

66. 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

Three in a row

Left Player

Any Player

Any Player

Pung

Three of a kind

Any Player

Any Player

Any Player

Kong

Four of a kind

Any Player

Any Player

Any Player

Declaring Kong

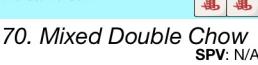
Melded Pungs can only be upgraded to a Kong by drawing the tile. During a player's turn, if they have 4 of the same tile in their hand, they may declare Kong. Then, meld the tiles face down to form a concealed Kong.

A concealed Kong

1-Point Patterns

69. Pure Double Chow

Two identical chows in the same suit



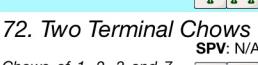
70. Mixed Double Chow

Two identical chows in different suits



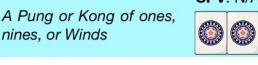
71. Short Straight

Two consecutive Chows in the same suit



72. Two Terminal Chows

Chows of 1, 2, 3 and 7, 8, 9 in the same suit



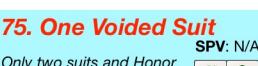
73. Pung of Terminals or Honors

A Pung or Kong of ones, nines, or Winds



74. Melded Kong

A melded Kong



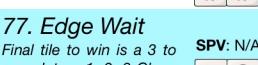
75. One Voided Suit

Only two suits and Honor tiles



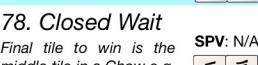
76. No Honors

No Dragons and/or Winds



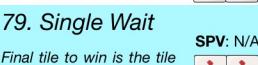
77. Edge Wait

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



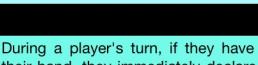
80. Self-Drawn

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



4 sets



Pair

Any Player

Self-Drawn

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