

18-Point Patterns

1. Big Four Winds
SPV: 38, 49, 60, 61, 73
Pungs and/or Kongs of each of the four Winds

2. Big Three Dragons
SPV: 54, 59
Pungs and/or Kongs of each of the three Dragons

3. All Green
ONLY
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
SPV: 17, 49, 79
Four Kongs and a pair

6. Seven Shifted Pairs*
SPV: 19, 22, 62, 76, 79
Seven consecutive pairs in the same suit

7. Thirteen Orphans*
SPV: 18, 52, 62, 79
One of each Terminal and Honor tile, and a tile to complete a pair

64-Point Patterns

8. All Terminals
ONLY 1 9
Only ones and nines

9. Little Four Winds
SPV: 38, 73
Three Pungs and/or Kongs of Winds and a pair of Winds

10. Little Three Dragons
SPV: 54, 59
Two Pungs and/or Kongs of Dragons and a pair of Dragons

11. All Honors
ONLY N E W S
Only Winds and Dragons

12. Four Concealed Pungs
SPV: 33, 49, 62, 66
Four concealed Pungs and/or Kongs

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

Scoring

Identify the highest scoring pattern in the winning player's hand and score that first. Then, add the lesser scoring patterns in the winning player's hand according to the following principles:

- When a pattern is implied or included by another, both patterns may not be scored.
- After combining tiles to create a pattern, it is forbidden to rearrange those tiles to create a different pattern.
- A set used to create a pattern can't form an identical pattern with another set.
- 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.
- When sets have been combined to create a pattern, the player can combine any remaining sets once with a set already used.

Point Payment

Every player pays the winner a baseline of 8 points. If using only the Primary Patterns, no baseline is paid. The player who discards the winning tile pays the winner the value of their hand, in addition to the baseline payment. If the winning player draws the winning tile from the Wall, all other players pay the winning player their hand value on top of the baseline payment.

15-Point Patterns

14. Quadruple Chow
SPV: 15, 23, 24, 64, 69
Four identical chows in the same suit

15. Four Pure Shifted Pungs
SPV: 23, 24, 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
ONLY 1 9 N E W S
Only ones, nines, Winds and Dragons

24-Point Patterns

19. Seven Pairs*
SPV: 62, 79
Seven pairs

20. Greater Honors and Knitted Tiles*
SPV: 34, 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
ONLY 7 8 9
Only sevens, eights, and nines

26. Middle Tiles
ONLY 4 5 6
Only fours, fives, and sixes

27. Lower Tiles
ONLY 1 2 3
Only ones, twos, and threes

Key

Generic		Wind		Hand can't include		Concealed		Suits
A		Suited		Melded		SPV: Scoring Principle Violation		Draw
•		Matching		Wait		Claim		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 6 7 8 9
Only sixes, sevens, eights, and nines

37. Lower Four
SPV: 76
ONLY 1 2 3 4
Only ones, twos, threes, and fours

38. Big Three Winds
SPV: 73
Pungs and/or Kongs of three Winds

MAHJONG COMPETITION RULES

SAN DIEGO MAHJONG CLUB

For New and Experienced Players

www.sandiegomahjong.org

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8-Point Patterns

39. Mixed Straight

Three consecutive chows from one to nine in all three suits

SPV: N/A
1 2 3 4 5 6 7 8 9 ALL

40. Reversible Tiles

Only vertically symmetric tiles

SPV: 75

ONLY

41. Mixed Triple Chow

Three identical chows in all three suits

SPV: 70
A B C x3 ALL

42. Mixed Shifted Pungs

Three consecutive Pungs and/or Kongs in all three suits

SPV: N/A
A A A B B B x3 ALL

43. Chicken Hand

A hand otherwise worth 0 points, not including Flower tiles

SPV: All, except 81
ANY OTHER PATTERNS, EXCEPT

44. Last Tile Draw

Winning upon drawing the final tile in the wall

SPV: 80
FINAL

45. Last Tile Claim

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

SPV: N/A
FINAL

46. Out with Replacement Tile

Winning upon drawing the replacement tile for a Kong

SPV: 80

47. Robbing the Kong

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

SPV: 58, 80

48. Two Concealed Kongs

Two concealed Kongs

SPV: 66, 67

6-Point Patterns

49. All Pungs

Only Pungs and/or Kongs

SPV: N/A
x4

50. Half Flush

Only one suit and Honor tiles

SPV: N/A
ONLY
ONE

51. Mixed Shifted Chows

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

SPV: N/A
A B C B C D x3 ALL

52. All Types

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

SPV: N/A
ALL

53. Melded Hand

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

SPV: 79
x4

54. Two Dragon Pungs

Two Pungs and/or Kongs of Dragons

SPV: 59
x2

4-Point Patterns

55. Outside Hand

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

EVERY SET
SPV: N/A
1 9 N E S W S

56. Fully Concealed Hand

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

SPV: 62, 80

57. Two Melded Kongs

Two melded Kongs

SPV: 74
x2

58. Last Tile

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

SPV: N/A

2-Point Patterns

59. Dragon Pung

A Pung and/or Kong of a Dragon

SPV: N/A
x1

60. Prevalent Wind

A Pung and/or Kong of the current Prevalent Wind

SPV: 73
TABLE
W E W E W E
S S S
x1

61. Seat Wind

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

SPV: 73
PLAYER
W E W E W E
S S S
x1

62. Concealed Hand

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

SPV: N/A

63. All Chows

Only Chows and a pair of non-Honor tiles

SPV: 76
N E S W S
A B C x4

64. Tile Hog

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

SPV: N/A

65. Double Pung

Two Pungs and/or Kongs of the same number

SPV: N/A
A A A x2

66. Two Concealed Pungs

Two concealed Pungs and/or Kongs

SPV: N/A
x2

67. Concealed Kong

A concealed Kong

SPV: N/A
x1

68. All Simples

No ones, nines, Winds, or Dragons

SPV: 76
ONLY
2 3 4 5 6 7 8

1-Point Patterns

69. Pure Double Chow

Two identical chows in the same suit

SPV: N/A
A B C x2 ONE

70. Mixed Double Chow

Two identical chows in different suits

SPV: N/A
A B C x2 TWO

71. Short Straight

Two consecutive Chows in the same suit

SPV: N/A
A B C D E F ONE

72. Two Terminal Chows

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

SPV: N/A
1 2 3 7 8 9 ONE

73. Pung of Terminals or Honors

A Pung or Kong of ones, nines, or Winds

SPV: N/A
OF 1 9 N E S W S

74. Melded Kong

A melded Kong

SPV: N/A
x1

75. One Voided Suit

Only two suits and Honor tiles

SPV: N/A
TWO

76. No Honors

No Dragons and/or Winds

SPV: N/A

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

SPV: N/A
3 OR 7

78. Closed Wait

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

SPV: N/A
A B C

79. Single Wait

Final tile to win is the tile completing the pair

SPV: N/A

80. Self-Drawn

Winning tile is one drawn from the wall

SPV: N/A

81. Flower Tiles

One bonus point for each declared Flower

SVP: N/A

Tiles

Suits (Chow, Pung, Kong) Honors (Pung, Kong)
Dots Winds
Bamboo
Characters
Terminal 1 2 3 4 5 6 7 8 9
Simples
Terminal Red White Green
Flowers & Seasons (can't form sets)
梅 1 蘭 2 菊 3 竹 4 春 1 夏 2 秋 3 冬 4

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