

Maj Jong Score Sheet, based on British Mah Jong Association Framework

<i>Minor Tiles: all 2s to 8s</i>		1	2	3	4	<i>Major Tiles: all 1s; 9s; Wind/Dragons</i>		1	2	3	4
<u>Score this column first</u>	<u>Points</u>					<u>Only score this column when first column is done</u>	<u>Doubles</u>				
Basic Scores (all players) for each of:						Doubling for All Players:					
Exposed Pung: Minor	2					Pung/Kong of Own Wind	1				
Exposed Pung: Major	4					Pung/Kong Wind of the Round	1				
Concealed Pung Minor	4					Pung/Kong of any Dragon	1				
Concealed Pung Major	8					Holding own Flower	1				
Exposed Kong Minor	8					Holding own Season	1				
Exposed Kong Major	16					'Original call' ('fishing' after 1 st discard)	1				
Concealed Kong Minor	16					Holding complete set of Flowers	2				
Concealed Kong Major	32					Holding complete set of Seasons	2				
Chow (any)	0										
Bonus Scores (all players):						Doubling for Players Going Mah Jong:					
Pair of Own Wind	2					No Chows	1				
Pair of Wind of the Round	2					All concealed hand: different suits + Winds/Dragons	1				
Pair of any Dragon	2					All ONE suit + Winds/Dragons ('Clean Hand')	1				
Each Flower/Season (<i>Pretties</i>)	4					All 1s & 9s + Winds/Dragons	1				
						Going Mah Jong with a loose tile (kong box)	1				
Bonus Scores for Going Mah Jong:						Going Mah Jong with last tile from the wall	1				
For Going Mah Jong	20					Going Mah Jong with the final discard	1				
For Drawing winning tile from Wall	2					Going Mah Jong by 'robbing the kong'*	1				
						Going Mah Jong from an 'Original call'***	1				
						<i>*claiming another's 'kong' pick from the wall</i>					
						<i>**'fishing' after 1st discard, making no more changes</i>					
Totals Before Doubling						Totals After Doubling					
<i>Mek/Maj Jong Scoring Grid/March 2013</i>						FINAL POINTS					

