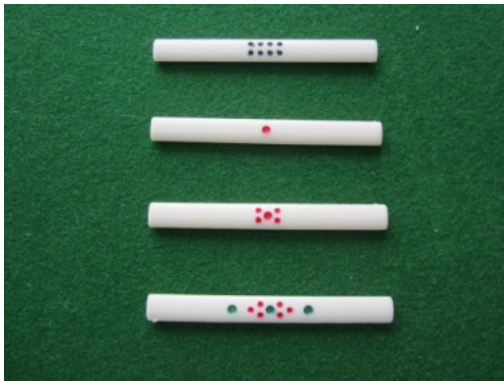
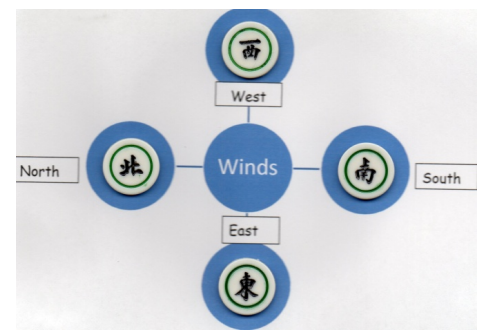


# Mah-Jong Scoring:

1. East
2. South
3. West
4. North



GREEN

RED/ORANGE

BLUE

PINK

10 points	Each Player gets 10
100 points	Each Player gets 9
500 points	Each Player gets 2
1000 points	Each Player gets 1

## BASIC HAND -

Exposed

Concealed

**Chow**

0

0

**Pung**

2

4

**Pung of Major/Honour Tiles**

4

8

(1's & 9's, Winds & Dragons)

**Kong of minor tiles (2-8)**

8

16

**Kong of Major/Honour tiles**

16

32

(1s & 9s, Winds & Dragons)

**For each flower or season**

4

(If it is your own flower or season you get to double to flower/season score - East is always 1, South 2, West 3 and North 4)

**For a pair of dragons**

2

**For a pair of your own wind**

2

**For a pair of the Wind of the Round**

2

In addition, the player who went Mahjong gets **20** points for an ordinary hand.

If the final tile to go Mahjong is drawn from the wall (i.e. not the discard) then that player gets an extra 2 points.

Various doubles are then applied to these points, some for all players and some for the player calling Mahjong.

# Scoring Doubling

Once you have worked out the points for your hand, you can then score various doubles. Some of these apply to all players and some only to the player calling Mahjong.

## ALL PLAYERS

One double for every pung/kong of dragons

One double if you hold a pung/kong of your own wind

One double if you hold a pung/kong of Wind of the Round

This becomes 2 doubles if your wind is also Wind of the Round

One double if you are holding your 'own' flower

One double if you are holding your 'own' season

Two doubles for holding a full set of flowers (bouquet) –

(This includes the double for your own flower)

Two doubles for holding a full set of seasons –

(This includes the double for your own season)

## Mahjong called

All one suit and winds and dragons – one double for being clean

No chows                      One double (assuming that chows were allowed in this hand)

All concealed One double

All majors                      One double

(1s, 9s, winds, dragons)

If you are East Wind              One double

One double for any of the following ways of going Mahjong:

- With the last tile from the wall
- with the final discard
- with a tile from the kong box
- by robbing a tile from another player making a kong

When you are fishing after your first discard (original call)