

Special Hands

Double 3 times, same when fishing

1. Purity: Pungs/Kongs of any one suit and a pair. No Winds, Dragons or Chows

Can be Exposed or concealed. Work out your point score in the normal Way and then double it three times. Fishing also gets 3 doubles.

500 Points (200 when fishing)

2. All Pair Honours: 7 Pairs of Ones & Nines/Winds/Dragons. All concealed but the last tile. Can be picked up from the discard.

(A) Pairs: 7 pairs, one suit only + winds & dragons, all concealed except last tile.

3. Knitting: 7 Pairs with the same numbers in the same 2 suits

Duplicate pairs are allowed. No winds or dragons allowed. Concealed but the last tile can be picked from the discard

4. Triple Knitting: 4 Sets of 3 tiles with the same numbers in the 3 suits and a pair of the same numbers. No winds or dragons are allowed. All concealed

but the last tile can be picked up from the discard

Concealed 1000 points (400 when fishing)

(A) Greta's Garden: a run of 1 - 7 in any suit, one of each Wind, one of each Dragon.

Concealed except the last tile,

5. Buried Treasure: Concealed Pungs in one suit, with Winds/Dragons and a pair

No Kongs are allowed. All tiles must be picked up from the wall.

6. The Gates of Heaven:

Concealed Pung of Ones and Nines, a run from 2-8 with

A further tile from the same suit. You can Pung last tile to go Mahjong.

7. The Wriggling Snake:

A pair of Ones and a run from 2-9 in the same suit, with each of the 4 Winds. Concealed.

8. The 13 Unique Wonders:

One of every major tile (13 unique tiles) The 14th tile can be any doubled major tile. All concealed, but the last tile can be picked up from the discard.

Concealed 1000 points (400 when fishing)

(when exposed = 500 points [200 when fishing])

(A) Dragonfly: A Pung from EACH suit, a pair from any suit & one of each Dragon.

9. Imperial Jade: 4 Pungs/Kongs of 'green' tiles and a pair

Green tiles are Green Dragons and Twos, Threes, Fours, Sixes and

Eights of Bamboos. Can be exposed or concealed.

10. Heads & Tails: 4 Pungs/Kongs of Ones and Nines and a pair. No Winds or Dragons. Can be exposed or concealed.

11. Three Great Scholars: Pungs/Kongs of all 3 Dragons, another Pung/Kong and a pair in one suit. Can be exposed or concealed.

12. All Winds and Dragons: 4 Pungs/Kongs of Winds/Dragons and a pair of Honours. No suit tiles. Can be exposed or concealed.

13. Four Blessings Hovering Over the Door: Pungs/Kongs of each of the 4 winds and any pair. Can be exposed or concealed.

14. Fourfold Plenty: 4 Kongs and a pair. Kongs - can be concealed or exposed. Suits can be mixed.

15. Heaven's Blessing: Mahjong immediately made by East with the original 14 tiles dealt to that player.

16. Earth's Blessing: Mahjong immediately made by West, North or South using the first discard made by East.

17. Gathering the Plum Blossom from the Roof: 5 of circles drawn from the Kong Box which allows a player to go Mahjong

18. Plucking the Moon from the Bottom of the Sea: 1 of Circles drawn is last tile drawn from the wall which allows Mahjong

19. Twofold Fortune: Player makes a Kong, draws another tile to make another Kong, then draws another tile to make Mahjong

[The Three hands marked **(A)** are not recognised by the British Mah-Jong Association, but have been commonly used in the past by King's Lynn u3a.]