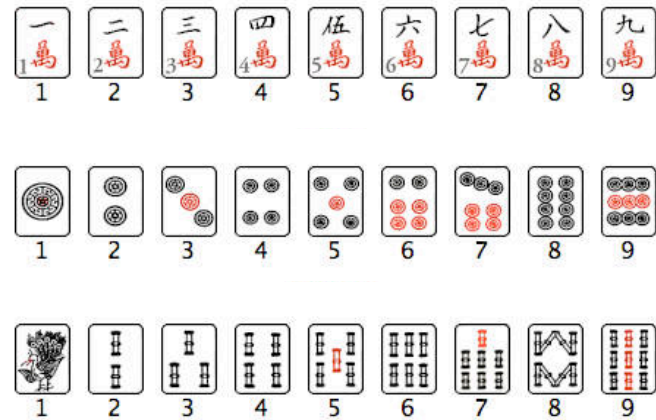


PunkMonkSF Mahjong League
House Rules



These rules are adapted for play from the Chinese Mahjong Rules also known as the Official International Rules. The house reserves the right to further adapt according to the level of play.

OFFICIAL
81 HANDS
SORTED BY TYPE

SUPPLEMENT

HONOR TILE BASED SCORING HANDS	
Prevalent Wind (concealed or melded)	2
Seat Wind (concealed or melded)	2
Big Three Winds (Pung/Kong of each)	12
Little Four Winds (Pung/Kong of three, pair of fourth)	64
Big Four Winds (Pung/Kong of all four winds)	88
Dragon Pung (concealed or melded)	2
Two Dragons (Pung/Kong of one, pair of another)	6
Little Three Dragons (Pung/Kong of two, pair of third)	64
Big Three Dragons (Pung/Kong of all three)	88
All Honors	64
CHOW BASED SCORING HANDS	
Pure Double Chow (same suit & sequence)	1
Pure Triple Chow (same suit, same sequence)	24
Quadruple Chow (same suit, same sequence)	48
Mixed Double Chow (different suit/same sequence)	1
Mixed Triple Chow (same sequence, one in each suit)	8
All Chows (No Honors)	2
Two Terminal Chows (in same suit)	1
Three Suit Terminal Chows (1-2-3, 7-8-9 in two suits, pair of 5's)	16
Pure Terminal Chows (1-2-3, 7-8-9/ 2 each, same suit, pair 5's)	64
Mixed Shifted Chows (one in each suit, shifted 1 or 2)	6
Pure Shifted Chows (all one suit, shifted 1 or 2)	16
Four Shifted Chows (same suit, shifted 1 or 2)	32
STRAIGHT HANDS	
Short Straight (two consecutive, same suit)	1
Mixed Straight (1-9, all three suits)	8
Pure Straight (1-9 in same suit)	16
Knitted Straight (1-4-7, 2-5-8, 3-6-9)	12
PUNG BASED SCORING HANDS	
Pung of Terminals or Honors (each scores 1)	1
Double Pung (same number)	2
Triple Pung (same number, one in each suit)	16
<i>Two Concealed Pungs</i>	2
<i>Three Concealed Pungs</i>	16
<i>Four Concealed Pungs</i>	64
All Pungs (with a pair)	6
Mixed Shifted Pungs (one in each suit, shifted 1 up)	8
Pure Shifted Pungs (same suit, shifted 1 up)	24
Four Pure Shifted Pungs (same suit, shifted 1 up)	48
All Even (Pungs of even numbers with pair of the same)	24
KONG BASED SCORING HANDS	
Melded Kong	1
Two Melded Kongs	4
<i>Concealed Kong</i>	2
<i>Two Concealed Kongs</i>	6
Three Kongs	32
Four Kongs	88

SEVEN PAIRS HANDS	
Seven Pairs (no two identical)	24

Seven Shifted Pairs (same suit, shifted 1 up)	88
SUIT BASED HANDS	
One Voided Suit (missing one suit)	1
No Honors	1
Half Flush (One suit with Honors)	6
Full Flush (One suit, no Honors)	24
All Types (each of five elements a different type)	6
All Green (2-3-4-6-8 Bams, Green Dragons)	88
Nine Gates (1-1-1-2-3-4-5-6-7-8-9-9-9, same suit)	88
TERMINAL BASED HANDS	
All Simple (No Honors or Terminals)	2
Outside Hand (Terminals/Honors in each element)	4
All Terminals and Honors	32
All Terminals	64
Upper Four (6-9 only, No Honors)	12
Lower Four (1-4 only, No Honors)	12
All Fives (5's in each element)	16
Upper Tiles (7-9 only, No Honors)	24
Middle Tiles (4-6 only, No Honors)	24
Lower Tiles (1-3 only, No Honors)	24
KNITTED TILES BASED HANDS	
Knitted Straight (1-4-7, 2-5-8, 3-6-9) <i>see Straight Hands</i>	12
Lesser Honors, Knitted Tiles (singles of any Honor, 1-4-7, 2-5-8, 3-6-9 in different suits)	12
Greater Honors, Knitted Tiles (singles of any Honor, 1-4-7, 2-5-8, 3-6-9 in same suit)	24
TYPES OF WAIT	
Edge Wait (one tile possible to complete)	1
Closed Wait (i.e. 4-6 waiting for 5)	1
Single Wait (Finishing a Pair)	1
Self-Drawn	1
<i>Concealed Hand</i>	2
<i>Fully Concealed Hand</i>	4
Last Tile (last of its kind, other 3 in discard)	4
Melded Hand (all melded)	6
Last Tile Draw (out on last tile in wall)	8
Last Tile Claim (out on last discarded tile)	8
Out With Replacement Tile (i.e. for flower or Kong)	8
Robbing The Kong (claiming tile used by other for Kong)	8
SPECIAL HANDS	
Flower Tiles (additional point if corresponding to wind)	1
Tile Hog (4 of same tile but not claimed for Kong)	2
Reversible Tiles (All vertically symmetrical tiles)	8
Chicken Hand (hand worth zero points)	8
Thirteen Orphans (singles of any twelve Terminals and Honors and a pair of 13th)	88

**Italic hands must be concealed for point*

*** Points are combinable and cumulative unless otherwise noted.*