

MAHJONG COMPETITION RULES

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Preface

Mahjong (in Chinese: MaJiang) comes from China, yet belongs to the whole world. Owing to its comprehensive cultural content as well as its merits of being interesting, competitive, and helpful to wisdom and friendship, it has been an enjoyable pastime for people all over the world for nearly a century.

In October of 2005, with joint proposals from the Mahjong Organizations of China, Japan, America, Germany, France, Denmark, the Netherlands and Hungary, the World Mahjong Organization was established.

In order to expand, develop the Olympic spirit, and advocate a healthy, scientific and friendly Mahjong culture, to improve the communication and development of the Competitive Mahjong Game, and with the participation of Mahjong Organizations of countries all over the world, we have edited and translated "Mahjong Competition Rules".

These rules and regulations exist in both Chinese and English editions. As disputes may arise out of a faulty translation or different understandings, they must be settled according to the original Chinese edition.

World Mahjong Organization

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Chapter One

General Rules

1.1. Tenets

1.1.1 This Rule System is intended to spread the Olympic-style spirit, calling for the normal, scientific, friendly Chinese Mahjong Culture, promote friendship and cultural exchange among the various countries, host well-organized Mahjong Competitions, improve the competitive standard of playing Mahjong, and create a chance for international Mahjong fans to communicate with each other, improve their skill level, and promote the Mahjong culture to develop further.

1.2. About the rule system

1.2.1 This rule system applies for all the various contests hosted by the World Mahjong Contest Center or its member countries.

1.2.2 While executing this rule system, changes will be incorporated by the World Mahjong Contest Center when necessary.

1.2.3 The World Mahjong Contest Center (WMCC; badge on cover page) publishes, regulates, and governs the official rules.

Chapter Two

Notices Regarding Behavior During Competitions

2.3. Notices

2.3.1 All Mahjong organizations and Mahjong fans coming from various countries or regions who abide by the competition tenets and regulations of the World Mahjong Contest Center are welcome to sign up and join the competitions.

2.3.2 The players should be of high moral quality, comply with the moral requirements, play the game fairly, obey the judgments of the umpires, respect other players, and improve themselves mentally during the game.

2.3.3 All players should dress neatly and behave politely. Smoking is prohibited. Players may not wear or use products which may affect the game play of others.

2.3.4 The umpires and staff of the competitions should be qualified through special training, and execute their tasks seriously, earnestly, fairly, and correctly according to the regulations.

Chapter Three

The General Rules for the Competition of Chinese Mahjong

3.4. Basic Glossary and General Rules

3.4.1 One go-around (Lun)

Everyone has discarded a tile in turn.

3.4.2 A hand (Pan)

Everything that occurs between a deal and either someone declaring "Hu" or nobody winning (Draw Game). A round usually consists of four hands of mahjong. (In English, the term "hand" is also used to refer to the tiles belonging to one player at a table.)

3.4.3 Round (Quan)

Everybody has been dealer once. There are four rounds in a complete game of mahjong.

3.4.4 A complete game (Ju)

Four rounds, or in the case of a tournament, the allotted time to play four rounds has run out. In a tournament setting, a complete game (four rounds or the allotted time has run out) may also be called a "session."

3.4.5 Prevalent wind

A complete game consists of four rounds, named according to the four winds. The first round is called the East Round, the second round the South round, the third round the West round, and the last round the North round.

3.4.6 Seat Wind

The indicator of the player's seat in each round (also named according to the four winds). The dealer's Seat is called East, the player to the dealer's right is South, the player opposite to the dealer is called West, and the player to the dealer's left is called North.

3.4.7 Seating

The placement of the players around the table (based on table number) .

3.4.8 Dealer and non-dealer

The "dealer" is the player sitting in the seat currently designated East. The other players are "non-dealers" (or simply "players"). After completion of the hand, the dealer should pass the dice to the right, regardless of whether he wins the hand or not.

3.4.9 Seat rotation

Term used to refer to the times when players are required to change seats.

3.4.10 Concealed tiles

There are thirteen tiles altogether after the deal, including any chows, pungs, and/or kongs. The Standing Tiles are those tiles which are not discarded by the player. The player's thirteen tiles do not include kong replacements or flowers. The tiles which have not been melded prior to declaring mahjong ("hu") are called "concealed."

3.4.11 The Pair

When you succeed in making a complete normal-structure hand (as described in section 3.7.2.1), the hand includes one pair ("The Pair" – also referred to as "The Head").

3.4.12 Chow

(Noun) Three sequentially-numbered tiles of the same suit.

3.4.13 Pung

(Noun) Three same-number tiles of the same suit (includes both concealed and melded pung) .

3.4.14 A pair

Any two identical tiles.

3.4.15 Honor Tiles

The Wind Tiles and Dragon Tiles, taken together, are called "honors." There are four different Wind Tiles, of which there are four each: East, South, West, North. There are three different Dragon Tiles, of which there are four each: the White Dragon, the Red Dragon and the Green Dragon.

3.4.16 Terminal Tiles

The tiles at the ends of a suit, in other words the One and Nine of a suit. Terminals are occasionally treated as or played as honors.

3.4.17 Chow ("Chi Pai")

(Verb) To take the discarded tile of the player to your left and meld them with two of your Standing Tiles to make a chow in front of your concealed tiles after you declare "Chi" (Chi Pai).

3.4.18 Pung ("Peng Pai")

(Verb) To take the tile discarded by another, and meld them with a pair from your Standing Tiles to make a Pung after you declare "Pung" (peng pai).

3.4.19 Kong ("Gang Pai")

(Verb) To make an exposure consisting of four identical tiles. The term "kong" is also used as a noun to refer to a meld of four identical tiles.

3.4.20 Flower replacement ("Bu Hua")

When you pick a Flower Tile, you may expose it, declaring "flower" ("hua") and take a replacement tile from the back end of the wall, until there are no more Flower tiles in your hand.

3.4.21 Waiting

The state of waiting for one tile to complete the hand.

3.4.22 Winning, or going Mahjong ("Hu")

The state of success: After you take a discarded tile or pick a tile by yourself, the fourteen tiles of your hand form a proper and complete structure as the rules prescribe, and the hand scores eight or more points.

3.4.23 Self-Drawn

To win by taking a fresh tile from the wall.

3.4.24 Win by Discard

To win on a tile discarded by another player

3.4.25 Declare

You should declare (vocalize) "Chi" (when you chow), "Pung" ("Peng"), "Kong" ("Gang"), "Flower" ("Hua") or "Hu" (when declaring mahjong), before you act.

3.4.26 Various "FAN"

The names of the scoring elements according to these rules.

3.4.27 Obligatory Discard.

A tile that is obliged to be discarded on the subsequent turn due to erroneous exposure.

3.4.28 The Winning Tile

The tile you take for the win must be set apart from your row of tiles for examination by others. It is forbidden to put the final tile among your other tiles prior to exposure of the complete hand.

3.4.29 Wrong Tile Count

When it's not a player's turn, he must always have thirteen tiles in his hand (not counting exposed flowers). When there are more than or less than thirteen tiles in the player's hand between turns, this is an error that disqualifies the player from declaring "hu."

3.4.30 Draw Game

When the wall has been completely depleted and nobody has made a complete winning mahjong hand.

3.4.31 False Hu (False Mahjong)

When a player declares "Hu", but it is determined that he doesn't have a valid winning hand according to the rules.

3.4.32 The Wall

After lining up the stacks of tiles, everybody has eighteen stacks of tiles before him. The four player's walls are collectively called The Wall (or sometimes The Great Wall).

3.4.33 The Floor

The square area surrounded by the walls of the four players.

3.5. Procedures for Competitions

3.5.1 Draw Lots

The Contest Organization should organize the contest in a rigorous way, according to the principles of being public, fair, and impartial. For the teams not present when lots are drawn, the Organizing Committee will appoint someone to draw lots in their place, and the lot is to be considered valid.

3.5.2 Independent tables of four players each

There are to be four players per table. Each table plays as an independent group.

3.5.3 Individual and Team Contests

Both individual contests and team contests take place during a tournament. Awards are granted to top teams and top individuals.

3.5.4 Six Games or Sessions per Competition

There are three types of competition: Elimination Game, Round Robin, and Mixed Way. Each tournament can only be one and only one of these three types. There must be a minimum of six games or sessions played in a regulation tournament.

3.5.5 Competition equipment and hall

1. The Mahjong tiles

The device, place and facilities of various games held by the World Mahjong Organization (including those held by the member countries of the World Mahjong Organization) must be officially approved and confirmed by the Contest Committee.

(1) A complete set of tiles is comprised of 6 types of 42 patterns total (Characters, Dots, Bams, Winds, Dragons, and Flowers). There are a total of 144 pieces.

(2) There are 108 numbered suit tiles divided into 3 suits. Characters (Wan), from 1-9, 4 tiles each for a total of 36 tiles. Dots (Tong), from 1-9, 4 tiles each, for a total of 36 tiles. Bamboo or Bam (Tiao), from 1-9, 4 tiles each, for a total of 36 tiles.

(3) There are 28 Honor Tiles divided into 2 suits. Winds: East, West, South, North: 4 tiles each, for a total of 16 tiles. Dragons: White, Green, and Red, 4 tiles each, for a total of 12 tiles.

(4) Flowers: Usually labeled Spring, Summer, Autumn, Winter and Plum, Orchid, Bamboo, Chrysanthemum. There is only 1 of each flower tile for a total of 8 tiles.

2. The dice

The two dice are cubes (regulation size is 1-1.5 centimeters on a side), solid, smooth and hard. They are marked with dots numbering 1, 2, 3, 4, 5 and 6 carved into the 6 faces of the cube. The 1 face is opposite the 6 face, the 2 face is opposite the 5 face, the 3 face opposite the 4 face. On Chinese dice, the "1 dot" and "4 dots" are painted red, while the others are painted blue or black. All the dots and colors should be brilliant and easy to read.

3. The hall

The hall should be big enough to accommodate all the players at the same time. The background should be quiet, well ventilated, brightly lit. There should be no mirrors or other reflective surfaces behind the players' seats, and there must be emergency exits.

4. The game table

The game table must be square and of a stable nature, 80-95 centimeters square, and of an appropriate height. The wood or stone surface should be covered with felt or other cloth no more than 0.3 centimeters thick. Automatic mahjong tables are permitted to be used.

5. Chairs

The five chairs (including the umpire's) must be present and suitable for use to the table.

6. Recording the scores

Scores may be recorded on paper or by electronic means.

7. The countdown clock

There should be a timer in a place easily visible to all the players in the hall; a stopwatch or automatic timer may be used during the competition.

8. The East sign and other signs

There should be a sign on the east wall, bearing the Chinese character "East"; on another wall, a sign bearing the Chinese character "Quiet" to remind everybody to keep the noise down; and on another wall, a sign bearing the Chinese character "Pin" to show the encouragement of moral merit.

3.5.6 Time limits

It is normal for one game or session to be limited to no more than 150 minutes. When there is only a quarter of an hour left in a game session, the general umpire notifies the players. When the time is over, a bell or gong sounds. When the time has run out, all players cease playing immediately. Any hand in play at that moment ends immediately, with no players earning points for that hand.

3.5.7 Sequence of events

1. Sign-in and registration

The players should come to the designated place to sign in and register at the designated time.

2. Enter the contest hall, and sit at the designated table

The players should come into the competition hall in advance of the designated time, and sit down at the assigned table; the umpire will inspect the tables to verify that the players are present and correctly seated.

3. Mix the tiles

All the players should turn all the tiles face down, then mix them with both hands so that the tiles are thoroughly and randomly mixed. Each player should mix the tiles in front of himself, and then push them into the middle. If the umpire considers that the tiles are not mixed enough, he has the right to order the players to continue mixing, or to order the players to stop mixing so he can mix them himself. Automatic machines, if available, are permitted to be used.

4. Build walls

Each player should take 36 tiles, piling 2 tiles into a stack, using 18 stacks to make a wall before him; the four walls are used to make a square on the table.

5. Throw the dice and start the game

The dice must be thrown twice. The two dice should be grasped in one palm and thrown by the dealer into the Floor between the walls, from 20-30 centimeters above the table. The dealer is the first to throw the dice; the resulting number is used to determine who will roll the dice the second time. Count the number from the dealer counterclockwise (the sum of 5 or 9 means the dealer will throw the dice again; 2, 6, or 10 means the player to the dealer's left, South, will roll; 3, 7, or 11 means the player opposite to the dealer, West, will roll; 4, 8, or 12 means the player to the dealer's right, North, will roll). The number resulting from the second throw of the dice will be added to the number resulting from the first throw to determine where the wall will be broken

Counting from the right-hand end of the dealer's wall, the wall is broken after the stack indicated by the two rolls of the dice. The dealer takes the first 4 tiles (2 stacks) clockwise from the break; the next player, South, takes the next 4 tiles to the left of the gap, and so on. After all 4 players have taken 4 tiles 3 times for a total of 12 tiles, the dealer continues to take tiles, but this time he takes the upper tile from the first stack on the end of the wall, and the upper tile from the third stack ("one and three"). The other three players take one tile each in turn, starting from the first stack the dealer took from, and ending with the bottom of the second stack. When the deal has been completed, the dealer has 14 tiles altogether, while each of the other players hold 13.

6. Arrange the tiles and make Flower replacements

Each player may arrange the taken tiles by type, suit, and number order. The players may then check for any Flower Tiles. If a player has any Flower Tiles, expose them between the wall and one's standing tiles, and take replacement tiles from the back end of the wall. The dealer replaces flower tiles first, followed by South, West, and North follow in turn, until no player has any more Flower tiles concealed in the hand. After Flower replacements, if the dealer cannot declare "hu" he will discard one unwanted tile. The whole time from rearranging tiles to the dealer's first discard should occur within 20 seconds.

3.6 How to Play

3.6.1 Regulations governing verbal calls during the game

During the progress of game, the player must verbalize all claims for discards, to make a chow, pung, or kong, and when picking a flower or declaring mahjong. When declaring Chow (Chi Pai) the player must say "Chi". When declaring Pung (Peng Pai), the player must say "Pung". When declaring Kong (Gang Pai), the player must say "Kong" (or "Gang"). When declaring mahjong (Hu Pai), the player must say "Hu". When taking a Flower replacement (Bu Hua), the player must say "Hua". He should not call out the names of the tiles when discarding, and is forbidden to discuss, gossip or communicate in his native language or other foreign language.

3.6.2 The order of turns

Players take turns in counterclockwise order, starting with the dealer. After a hand has ended, the dice move to the next player in counterclockwise order.

3.6.3 How to take a tile from the wall

After the player to the left has played his or her turn, a player may take a tile from the wall. It is forbidden for a player to take a fresh tile from the wall before his last player discards one tile.

3.6.4 How to discard a tile

After a player takes a new tile from the wall, or makes a Chow, Pung, or Kong, or replaces a Flower, if the hand is not a complete mahjong hand, he must discard one tile within 10 seconds. It is permissible to discard a tile identical to one which has been Chowed or Punged. The discarded tile must be shown to others before your concealed hand, then put it into the the Floor between the walls; you should place your discarded tiles one by one, from left to right in rows of 6, the first row being closer to the center of the table and the last row being closer to the outer edge of the table.

3.6.5 How to make exposures (melds)

When taking a discard, the completed set or element must be laid flat, exposed to the view of the other players. The taken discard should be rotated 90 degrees from the others, and placed within the exposure in such a way as to indicate which player had discarded it. When taken from the upper player (the player to the left), the taken tile is placed to the left side of the exposure (Chow, Pung, or Kong). When taken to make a Pung or Kong from the opposite player, the taken tile should be placed between the other tiles of the meld.

When taken to make a Pung or Kong from the lower player (the player to the right), the taken tile should be placed to the right side of the meld. Exposures should be placed before the player's hand (between the hand and the center of the table).

3.6.6 How to Chow

When a tile discarded by the upper player may be used to form a Chow with two of your concealed tiles, say "Chi". Expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees and placing it to the left of the other two tiles. Note that you should allow a brief moment before speaking your claim, to be sure that nobody else claims it for Pung or Kong. You are permitted to Chow, Pung, or win on the same kind of tile which you had discarded previously, or which was just discarded by another player.

3.6.7 How to Pung

When a tile discarded by another player matches a pair among your concealed tiles, you can call "Pung". Then expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees, and placing it in such a manner as to indicate from whom it was taken (per section 3.6.5). Calls for "Pung" or "Kong" must occur within 3 seconds of discarding. A call for pung takes priority over a call for chow.

3.6.8 How to Kong

When you Kong (meld a set of 4 identical tiles), you must take a replacement tile from the back end of the wall. You may not Kong in the same turn as one in which you have melded a Chow or a Pung. There are 2 ways to Kong:

(1) Melded Kong: When you have three identical tiles concealed within the hand, you can call a matching discard; say "Kong". Meld your three tiles, then take the discard, rotating it 90 degrees and place it within the meld to indicate which player discarded it (as per section 3.6.5). Then take a replacement tile from the end of the wall. With a Melded Kong, the hand is no longer concealed (even if there are no other melds in your hand).

(2) Concealed Kong: When you have four identical tiles concealed within the hand, you can call "Kong" putting the 4 tiles face down before your standing concealed tiles, and take a replacement tile from the back end of the wall. At the end of the hand, you are obliged to reveal the Concealed Kong to the others. With a Concealed Kong, the hand can be considered to be Concealed (if nothing else is melded).

3.7. How to Make a Complete Mahjong Hand

3.7.1 Procedure for Making Mahjong

When one player succeeds in making a winning hand, he must declare "Hu" or "Hu Pai" exposing his hand. Then he must announce what fan his hand contains, and how many points he earns, for the umpire and other 3 players to check and confirm. The other 3 players shouldn't expose their hands before confirmation. A call for "Hu" takes priority over claims for Kong, Pung, or Chow.

3.7.2 Requirements for a complete mahjong hand

1. The basic type of mahjong hand is structured with four sets and a pair, in which a set is a chow, a pung, or a kong, as follows:

- (1) 11, 123, 123, 123, 123;
- (2) 11, 123, 123, 123, 111 (or 1111);
- (3) 11, 123, 123, 111, 111 (or 1111);
- (4) 11, 123, 111, 111, 111 (or 1111);
- (5) 11, 111, 111, 111, 111 (or 1111).

2. A few of the permissible hands use special structures, utilizing pairs or single tiles as follows:

- (1) 11, 11, 11, 11, 11, 11, 11 (Seven Pairs hands);
- (2) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 11 (Thirteen Orphans)
- (3) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 (Lesser/Greater Honors and Knitted Tiles)

(Note: 1 = a single tile; 11 = a pair; 111 = a pung; 1111 = a kong; 123 = a chow)

3. Two ways to make mahjong

- (1) Self-Drawn (to make mahjong by taking a fresh tile from the wall yourself, including the replacement tile when you kong or get a flower tile).
- (2) By discard (to make mahjong with a tile discarded by another, including Robbing the Kong).

4. The Winner

Only one player can win. When more than one person declares "Hu" on a discard, the nearest next player following the discarder is the winner.

3.8. The Various Kinds of "Fan" and Their Relevant Points

There are 81 different scoring elements ("Fan") altogether. There are nine categories: Honor Tiles Based, Chow Based, Pung Based, Seven Pairs Based, Suit Based, Terminal Based, Knitted Tiles Based, Types of Waits, and Special Hands. Point values are based on the degree of difficulty. There are twelve point grades: 88, 64, 48, 32, 24, 16, 12, 8, 6, 4, 2, and 1. More than one fan can be scored for a winning hand.

3.8.1 Points-Form of Various Kinds of “FAN”

Pts.	Fan Number	Fan Name	Description
88	1	Big Four Winds	Pungs or Kongs of all four Wind Tiles
	2	Big Three Dragons	Pungs or Kongs of all three Dragon Tiles
	3	All Green	A hand in which the chows, pungs and pair(s) are made up solely of “green” tiles: 2 Bam, 3 Bam, 4 Bam, 6 Bam, 8 Bam, and Green Dragon.
	4	Nine Gates	Holding the 1,1,1,2,3,4,5,6,7,8,9,9 tiles in any one of the suits, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. (Fully Concealed may be combined if Self-Drawn).
	5	Four Kongs	Any hand that includes four kongs. They may be concealed or melded.
	6	Seven Shifted Pairs	A hand formed by seven pairs of the same suit, each shifted one up from the last. (Fully Concealed may be combined if Self-Drawn).
	7	Thirteen Orphans	A hand created by singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. (Fully Concealed may be combined if Self-Drawn).
64	8	All Terminals	The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles, without Honor Tiles.
	9	Little Four Winds	A hand that includes three Pungs or Kongs of Wind Tiles and a pair of the fourth Wind.
	10	Little Three Dragons	A hand that includes two Pungs or Kongs of the Dragon Tiles and a pair of the third Dragon.
	11	All Honor	The pair(s), Pungs or Kongs are all made up of Honor Tiles.
	12	Four Concealed Pungs	A hand that includes four Concealed Pungs or Kongs (achieved without melding – Fully Concealed may be combined if Self-Drawn).
48	13	Pure Terminal Chows	A hand consisting of two each of the lower and upper terminal Chows in one suit only, and a pair of fives in the same suit.
	14	Quadruple Chow	Four chows of the same continuous number sequence in the same suit.
32	15	Four Pure Shifted Pungs	Four Pungs (or Kongs) in the same suit, each shifted one up from the last.
	16	Four Pure Shifted Chows	Four chows in one suit each shifted up 1 or 2 numbers from the last, but not a combination of both.
	17	Three Kongs	A hand containing three Kongs. (Points for concealment may be added).
	18	All Terminals and Honors	The pair(s), Pungs or Kongs is all made up of 1 or 9 Number Tiles and Honor Tiles.

24	19	Seven Pairs	A hand formed by seven pairs. (Fully Concealed may be combined if Self-Drawn).
	20	Greater Honors and Knitted Tiles	Formed by seven single honors and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Fully Concealed may be combined if Self-Drawn.
	21	All Even Pungs	A hand formed with Pungs or Kongs of 2, 4, 6, and 8 tiles, with a pair of the same.
	22	Full Flush	A hand formed entirely of a single suit.
	23	Pure Triple Chow	Three chows of the same numerical sequence and in the same suit.
	24	Pure Shifted Pungs	Three Pungs or Kongs of the same suit, each shifted one up from the last.
	25	Upper Tiles	A hand consisting entirely of 7, 8, and 9 tiles.
	26	Middle Tiles	A hand consisting entirely of 4, 5, and 6 tiles.
	27	Lower Tiles	A hand consisting entirely of 1, 2, and 3 tiles.
16	28	Pure Straight	A hand using one each of all the numbers 1 through 9 from any one suit, forming three consecutive chows.
	29	Three-Suited Terminal Chows	A hand consisting of 1-2-3 and 7-8-9 in one suit (Two Terminal Chows), 1-2-3 and 7-8-9 in another suit, and a pair of fives in the remaining suit.
	30	Pure Shifted Chows	Three chows in one suit each shifted either one or two numbers up from the last, but not a combination of both. Pure Shifted
	31	All Fives	A hand in which every set (chow, pung, kong, pair) includes the number "5"
	32	Triple Pung	Three Pungs (or Kongs) of the same number in each suit.
	33	Three Concealed Pungs	Three Concealed Pungs or Kongs (achieved without melding).
12	34	Lesser Honors and Knitted Tiles	Formed by single honors, and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboo, 2-5-8 of Characters, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in this order). Fully Concealed may be combined if Self-Drawn.
	35	Knitted Straight	A special Straight which is formed not with standard chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in the order in this example.
	36	Upper Five	A hand created with suit tiles 6 through 9.
	37	Lower Five	A hand created with suit tiles 1 through 4.
	38	Big Three Winds	A hand that includes one pung (or kong) of each of the three winds.

8	39	Mixed Straight	A straight (tiles 1 through 9) formed by chows from all three suits.
	40	Reversible Tiles	A hand created entirely with those tiles which are vertically symmetrical, which means the carved designs look the same if you turn them upside-down. These tiles are the 1, 2, 3,4,5,8, and 9 Dots, the 2, 4,5,6,8, and 9 Bams, and the White Dragon.
	41	Mixed Triple Chow	Three chows of the same numerical sequence, one in each suit.
	42	Mixed Shifted Pungs	Three pungs (or kongs), one in each suit, each shifted up one number from the last.
	43	Chicken Hand	A hand that would otherwise earn 0 points (excluding the Flower Tiles).
	44	Last Tile Draw	Going out (making mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.)
	45	Last Tile Claim	The last tile (of the game) discarded by another player.
	46	Out with Replacement Tile	Going out (making mahjong) off the discard which is the last tile in the game. Going out (making mahjong) on the replacement tile drawn after achieving a kong (not on a Flower replacement). When a Flower Tile is taken after Kong and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).
	47	Robbing The Kong	Winning off the tile that somebody adds to a melded pung (to create a Kong). (The points for Last Tile may not be combined.)
48	Two Concealed Kongs	A hand that includes two Concealed Kongs.	
6	49	All Pungs	A hand formed by four Pungs (or Kongs) and one pair.
	50	Half Flush	A hand formed by tiles from any one of the three suits, in combination with Honor tiles.
	51	Mixed Shifted Chows	Three chows, one in each suit, each shifted up one number from the last.
	52	All Types	A hand in which each of the five sets (pungs, kongs, chows, pairs) is composed of a different type of tile (Characters, Bamboo, Dots, Winds, and Dragons).
	53	Melded Hand	Every set in the hand (chow, pung, kong, and pair) must be completed with tiles discarded by other players. All sets must be exposed, and the player goes out on a single wait off another player.
	54	Two Dragons Pungs	Two pungs (or kongs) of Dragon tiles.

4	55	Outside Hand	A hand that includes terminals and honors in each set, including the pair.
	56	Fully Concealed Hand	A hand that a player completes without any melds, and wins by Self-Draw.
	57	Two Melded Kongs	A hand that includes two Melded Kongs. One Melded Kong and one Concealed Kong are 6 points.
	58	Last Tile	Winning on a tile that is the last of its kind. (It must be clear to all players based on the discards and exposures.)
2	59	Dragon Pung	A Pung or Kong of Dragon Tiles.
	60	Prevalent Wind	A Pung or Kong of the Wind Tile corresponding to the current Prevalent Wind.
	61	Seat Wind	A Pung or Kong of the Wind Tile corresponding to the player's Seat position at the table. (Dealer is East; proceeding counter-clockwise from the Dealer; other players' seats are South, West, and North.)
	62	Concealed Hand	Having a concealed hand (no melded sets) and winning by discard.
	63	All Chows	A hand consisting of all chows, with no Honors.
	64	Tile Hog	Using all four of a single suit tile, without using them as a Kong.
	65	Double Pung	Two Pungs (or Kongs) of the same number in two different suits.
	66	Two Concealed Pungs	Two Pungs achieved without melding.
	67	Concealed Kong	Created when four identical tiles, all self-drawn, are declared as a Kong.
	68	All Simple	A hand formed without Terminal or Honor Tiles.
1	69	Pure Double Chow	Two identical chows in the same suit.
	70	Mixed Double Chow	Two chows of the same numbers but in different suits.
	71	Short Straight	Two chows in the same suit that runs consecutively after one another to make a six-tile straight.
	72	Two Terminal Chows	Chows of 1-2-3 and 7-8-9 in the same suit.
	73	Pung of Terminals or Honors	A Pung or Kong of Ones, Nines, or Winds. (A dragon pung scores 2 points.)
	74	Melded Kong	A kong that was claimed from another player or promoted from a melded pung.
	75	One Voided Suit	A hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).
	76	No Honors	A hand formed entirely of suit tiles, without Winds or Dragons.

1	77	Edge Wait	Waiting solely for a 3 to form a 1-2-3 chow, or solely for a 7 to form a 7-8-9 chow. Not valid if waiting for more than one tile. Not valid if the edge wait is combined with any other waits.
	78	Closed Wait	Waiting solely for a tile whose number is "inside" (in the middle) to form a chow. Not valid if waiting for more than one tile. Not valid if the closed wait is combined with other waits
	79	Single Waiting	Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).
	80	Self-Drawn	Going out (making mahjong) with a fresh tile picked from the wall.
	81	Flower Tiles	Each tile carved with Chinese word for Spring, Summer, Autumn, Winter, Plum, Orchid, Bamboo or Chrysanthemum, will award you one point when you succeed in Hu. In case of "Hu" on a Flower replacement, the point for Self-Drawn can be added, but not the points for Out with Replacement Tile. Flower Tiles may be discarded (without taking a replacement).

3.9. How to Add Points During Competitions

3.9.1 How to Score A Winning Hand

1. Prerequisites for declaring "hu" (mahjong)

The hand must contain 14 tiles, structured as per the permissible hand types outlined in the rules; when all its associated Fan are added, they must total at least 8 points or more; the method of obtaining the final winning tile must be in accordance with the permissible methods outlined in the rules.

2. The three types of points

Extra Points: Non-winning players must pay 8 points to the winning player;

Basic Points: points scored, based on the fan claimed by the winning player;

Penalty Points: if a player has fouled during the play of the hand, the relevant points must be subtracted after the hand has been finished.

3. How to calculate the points after a hand is finished

Win by self-drawn: Extra Points + Basic Points, then multiply $\times 3$ (each player pays Extra Points + Basic Points to the winner);

Win by discard: Extra Points $\times 3$ + Basic Points $\times 1$ (Discarder pays winner Basic Points + Extra Points, and the other two players pay the winner Extra Points only).

4. The procedure for recording the points:

The player himself must declare (adding up the value of his hand), then the other players may check, and the umpire verifies. After this, nobody should question the result of the accounting afterwards. If players have objections, they must be made during the accounting process. The umpire will write the result on the score sheet and require the 4 players to sign.

5. Principles for counting the basic points

The chart above lists all of the 81 kinds of fan. First, determine the primary fan, which is the highest scoring fan. Then add lesser fan according to the following principles:

(1)The Non-Repeat Principle: When a fan is inevitably implied or included by another fan, both fan may not be scored.

(2)The Non-Separation Principle ("Unbreakable"): After combining sets to create a fan, it is forbidden to rearrange those same sets to create a different fan.

(3)The Non-Identical Principle: Once a set has been used to create a fan, it is not allowed to use the same set together with other sets to create the same fan.

(4)Freedom to Choose the Highest Points ("the High- versus- Low Principle"): If you can use a set to form both a high-score fan and a low-score fan, it is your right to choose the high-score fan.

(5)The Account-Once Principle ("Exclusionary rule"): When you have combined some sets to create a fan, you can only combine any remaining sets once with a set that has already been used.

3.9.2 Accounting the points of a complete game (four rounds)

After four rounds have been played or the allotted time for a game session has run out, all points of all played hands are added to determine the high scorer, the second-place scorer, the third-place scorer, and the low scorer for the game. The high scorer for the game is awarded 4 Table points. The second-place scorer is awarded 2 Table points. The third-place scorer is awarded 1 Table point. The low scorer earns 0 points for the game session. When the scores for the game have been tabulated, the players and the umpire must sign the scoring sheet and it is delivered to the tournament scorekeeper.

3.10. Ranking Players After A Competition

3.10.1 Players are ranked based on Table Points gained during the competition, In a case in which multiple players have equal Table Points, the player who earned the most Contest Points ranks higher. (Contest Points are the sum of all scores earned by the player during each game session.)

3.10.2 The principle of determining grades: The player will be awarded the Grade Certificate if he performs very well according to the standard during the contests held by the World Mahjong Contest Center. The grade can be given through the internet, and is approved by the WMCC authorization.

3.11. Fouls and Penalties

A player who violates the rules or regulations will be penalized with a warning, and/or forfeiture of points, and/or loss of right to win the current hand, and/or loss of the right to enter future competitions, and/or cancellation of rank or grade, and/or open criticism.

3.11.1 Warning

For a minor infraction or for a first infraction, a player who fouls, violates the rules, or disturbs others during a competition may receive a warning from an umpire.

3.11.2 Forfeiture of points

Being late: After a competition has begun, the player is docked 10 Contest points if late by 10 minutes or less; 20 points if late by 11-15 minutes. These points will not be added to the present player's scores. The player is considered to have forfeited the current session if he is late by more than 15 minutes, but is still eligible for future sessions during the tournament.

Rules Violation: the player violating rules may be docked 5, 10, 20, 30, 40, 50, or 60 contest points depending on the severity of the infraction (at the discretion of the umpires), which are not to be added to the other players scores.

3.11.3 Loss of right to win current hand

For certain infractions as per the rules and as determined by the umpire, the player's penalty may be the loss of the right to declare mahjong during the current hand.

3.11.4 Loss of right to enter later competitions

For severe infractions as decided by the umpires and judges, an offending player may be disqualified from entering further competitions; open criticism will follow when severe. The length of time to be excluded from contests is reported by the umpire and General Umpire to the Organizing Committee.

3.11.5 Forfeiture of competitive rank and disqualification

For serious fouls or illegal benefit from the contest, a player may lose competitive rank and may be disqualified from the competition, or even from further competitions.

3.11.6 Specific violations and relevant penalties

The severity of the penalty varies according to the criteria of the rule system.

1. Cheating

The umpire has the right to penalize a player when he replaces a concealed standing tile by stealth or hides a tile, or otherwise cheats.

2. False Chow, Pung, Kong or Flower replacement

When a player has erred in making chow, pung, kong, or flower replacement, the player forfeits the right to declare mahjong during the current hand.

3. Empty Chow, Pung, Kong Call (Change Of Heart)

Players are not permitted to call a tile for exposure and then decide not to take the tile. This "change of heart" is known as making an "empty" call. The player will be warned the first time he makes an empty Chow, Pung, or Kong; the second time he'll forfeit 5 points; third time he'll forfeit 10 points; fourth time he'll forfeit 20 points, and so on.

4. Touching the tile

Touching the wall tile before his upper player has discarded a tile is a foul. The player will be warned first time, and second time will forfeit 5 points; third time will forfeit 10 points; fourth time will forfeit 20 points, and so on. If the tile was not revealed, the offending player may replace the tile to its original position. If the tile was revealed, the offending player may not "Hu" during the round, but must accompany the rest of the players in playing for the remainder of the round.

5. Late Pung call

Declaring Pung after the 3 seconds allotted after the discard is a foul. In any one round, the player will be warned first time; and second time will forfeit 5 points; third time will forfeit 10 points; fourth time will forfeit 20 points, and so on.

6. Errors of False Hu

When a player calls "Hu," it's required that the hand fully utilize 14 tiles (not counting Flowers and the 4th tile in a Kong) to make a valid hand, and that the hand be worth 8 points or more (not counting the points for Flowers). Failure to meet these requirements is known as "False Hu" or "False Mahjong."

Below Minimum Score:

If a player declares mahjong but the hand is worth less than 8 points, he forfeits 10 points to each of the other three players respectively, and is not permitted to win the current hand.

Erroneous Call for "Hu"

If a player is waiting and mistakenly calls "Hu" on a discard (perhaps thinking it to be a different tile, or has more or less than the number of tiles necessary for "Hu", he forfeits 20 points to the other three players respectively, and is forbidden to win the current hand.

7. How to cope with erroneously exposed tiles

A tile exposed during the process of the game will be obliged to be discarded on the player's next turn.

If a player exposes all his tiles after somebody declares Hu, he is making a foul. If it is determined that the declarer had indeed won, the player showing his tiles will get a warning; if the declarer's hand is determined to be invalid, the player who exposed his tiles forfeits his right to be win the current hand, and he is obliged to discard his shown tiles one by one to the other players who may then use the tiles, until are all discarded and replaced by fresh tiles. In addition, if an umpire verifies the above to be the case, the offending player is docked 30 points which are then given to each of the remaining players.

A player who knocks over another player's tile forfeits 5-60 points to the offended player according to the umpire's discretion. And the umpire shall decide whether he may continue to play.

If the player who declares "Hu" is found not to have "Hu" it will not be penalized according to 3.11.6.7

8. Wrong Tile Count

If a player has more than 13 or fewer than 13 tiles between turns, he or she may not declare "hu" during that hand. The player may continue to pick, discard, and claim tiles, but cannot win that hand.

9. Passing information

The player who tips another player, or transfers information (true or false) by explanation, hint, expression, or other overt behavior, commits a severe foul. No matter whether the recipient of the information benefits or not, the information giver forfeits the right to win the current hand.

10. Severe disturbance to the competition

For an obvious disturbance violation, the player who persists in disobeying the umpire's demands will be disqualified from the competition, and subject to open criticism.

11. Other

After calling "Chi", "Pung," or "Kong" the called-for discard should be taken within a reasonable time. If not taken after 2 turns (before the second following player has taken a tile from the wall), he has to continue playing, with no right to declare mahjong, until the end of the hand.

After calling "Hu" the called-for tile should be taken before counting points. Failure constitutes False Hu.

A player must not declare "Chi", "Pung," or "Kong," followed immediately by the declaration of "Hu." When a discarded tile completes the hand, the player must say "Hu" only. Commission of this error, or errors involving "Hu" declarations in nonstandard ways, or failure to reveal his standing concealed tiles, prohibit his winning on the present turn; he'll have to discard a tile and hope to declare "Hu" on another turn. If a player shows his tiles but neglects to declare "Hu," he forfeits the right to win, and must continue playing.

Revealing one's tiles before declaring "Hu" forfeits the player's right to win the current hand.

Stretching out the hand across the discard floor to take a fresh tile from the wall forfeits the right to take the present discard. If a player stretches out his hand in this manner, yet takes the discard anyway, he shall be forbidden to chow, pung, and kong and win the current hand.

After declaring "Hu," the player should use discarded tiles from the discard floor to tally the points. Each face-up tile represents 1 point; one face-down tile represents 10 points. If tiles from the player's hand become mixed with other tiles used for tallying the points, this is a foul. After the umpire verifies the error, the player's win is declared invalid; the hand continues but the player may not win it.

※Don't sue the principle. When a question arises, it should be reported and settled immediately. It is not permitted to ask for consultation after the game has continued.

3.12. Appealing Judge's Decisions

3.12.1 Right of Appeal

A player or his team's leader may appeal judgments made by an umpire.

3.12.2 Time limits for appeals

Any appeal should be submitted within 30 minutes after the end of the game session in question. The party who appeals should render a complaint fee of 200 USD in cash. If the player wins, the fee will revert back to the player; otherwise the money is lost.

3.12.3 The written appeal

The appeal should be offered in writing, with the signatures of the player and/or his team leader.

3.12.4 The way of appeal

All written appeals are given to the Arbitration Committee.

3.13. Procedures for Appeals

3.13.1 Appeals about the rule system

Appeals must be made to the umpires. If you are unsatisfied with the conclusion reached by the umpires, you may go to the head umpire

3.13.2 Other appeals

Other appeals should be settled by a special department appointed by the Contest Committee.

3.13.3 Judgment on appeals

The Arbitration Committee has right which is appointed by the Rule System to judge, check, but no right to deny the judgment made by the umpire according to the requirement of the Rule System and other regulations of the contest.

Appendix 1

The Various Fan and their Relevant Points, With Examples

1. The fan are defined according to the descriptions in this rule book.
2. The combinations of tile examples include only the shown tile examples, but not the combination of the fan and other changes. Even if there would be any change, addition (calculation) is made according to the principle of the addition (calculation) method.
3. Below the definitions, inclusion/exclusion examples are given. When one fan must inevitably coexist with another fan, it is not permitted to claim and score for both.

88-Point Fan

1. Big Four Winds (88 points)

The hand includes Pungs (or Kongs) of all four Wind Tiles. Does not combine with Big Three Winds, All Pungs, Prevalent Wind, Seat Wind, or Pung of Terminals or Honors.



Combined with All Honors.



Combined with All Terminals and Honors, and Half Flush.



Combined with Half Flush.

2. Big Three Dragons (88 points)

The hand includes Pungs (or Kong) of all three Dragon tiles. Does not combine with Two Dragons or Dragon Pung.



Combined with All Terminals and Honors, and One Voided Suit.



Combined with All Honors.



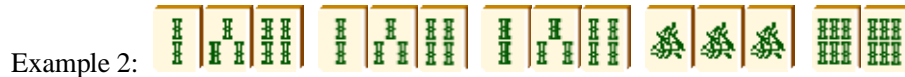
Combined with Half Flush.

3. All Green (88 points)

Hand is composed entirely of any of the 2, 3, 4, 6, 8 of Bamboo and Green Dragon. Combines with Full Flush and Half Flush.



Combined with Seven Pairs, and Half Flush. (Combines with Fully Concealed if Self-Drawn.)



Combined with Pure Triple Chow, Half Flush, and Dragon Pung.



Combined with Pure Shifted Pungs, Full Flush, All Pungs, and All Simples.

4. Nine Gates (88 points)

Holding the 1,1,1,2,3,4,5,6,7,8,9,9,9 tiles in one suit, creating the nine-sided wait of 1, 2, 3, 4, 5, 6, 7, 8, 9. Does not combine with Full Flush, Concealed hand, and Pung of Terminals or Honors. (Combines with Fully Concealed if Self-Drawn.)



Combined with Pure Straight, and Tile Hog.

5. Four Kongs (88 points)

A hand that includes four Kongs. Points for concealed pungs may be added. Does not combine with Single Wait.



Combined with All Types, and Pung of Terminals or Honors.



Combined with Lower Four, Mixed Shifted Pungs, Double Pung, and Pung of Terminals or Honors (times two).



Combined with Big Three Dragons, and All Honors.

6. Seven Shifted Pairs (88 points)

Hand is composed of seven pairs in the same suit, each shifted one up from the last. Does not combine with Full Flush, Concealed hand, or Single Wait. (Combines with Fully Concealed if Self-Drawn).



Combined with All Simples.

7. Thirteen Orphans (88 points)

Hand is composed of singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. Does not combine with All Types, Concealed Hand, or Single Wait. (Combines with Fully Concealed if Self-Drawn).



64 Points Fan

8. All Terminals (64 points)

The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles, without Honor Tiles. Does not combine with All Pungs, Outside Hand, Pung of Terminals or Honors or No Honors. Can combine with Double Pung or Triple Pung.



Combined with Double Pung (times two).

9. Little Four Winds (64 points)

Hand includes three Pungs of Winds, and a pair of the fourth Wind. Combines with Prevalent Wind and Seat Wind, but does not combine with Big Three Winds, or Pung of Terminals or Honors.



Combined with Half Flush, and Outside Hand.



Combined with All Honors and Dragon Pung.

10. Little Three Dragons (64 points)

Hand includes Pungs of two Dragons and a pair of the third Dragon. Does not combine with Dragon Pung, or Two Dragons.



Combined with All Terminals And or Honors, and Half Flush.



Combined with Outside Hand, Pung of Terminals or Honors, and One Voided Suit.



Combined with All Honors.

11. All Honors (64 points)

The pair(s), Pungs or Kongs are all made up of Honor Tiles. Can be formed with Pungs or Kongs, any of which may be concealed or melded. Does not combine with All Pungs, Outside Hand, and Pung of Terminals or Honors.



Combined with Two Dragon Pungs

12. Four Concealed Pungs (64 points)

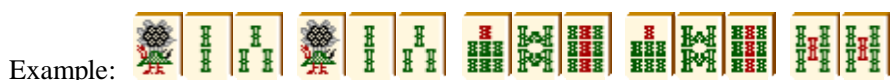
Hand includes four Pungs achieved without melding. Does not combine with All Pungs or Concealed. Does combine with Fully Concealed if Self-Drawn.



Combined with Lower Four, Mixed Shifted Pungs, Double Pung, and All Simples.

13. Pure Terminal Chows (64 points)

Hand consists of two each of the lower and upper terminal Chows in one suit, with a pair of fives in the same suit. Does not combine with Seven Pairs, Full Flush, All Chows, Pure Double Chow, or Two Terminal Chows.



48-Point Fan

14. Quadruple Chow (48 points)

Four chows of the same numerical sequences in the same suit. Does not combine with Pure Shifted Pungs, Tile Hog, or Pure Double Chow.



Combined with Full Flush, Lower Four, and All Chows.

15. Four Pure Shifted Pungs (48 points)

Four Pungs or Kongs in the same suit, each shifted up one from the last. Does not combine with Pure Triple Chow or All Pungs.



Combined with Lower Four, One Voided Suit, Reversible Tiles, and Pung of Terminals or Honors.

32-Point Fan

16. Four Shifted Chows (32 points)

Four chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both. Does not combine with Short Straight.



Combined with Full Flush, and All Chows.



Combined with All Chows and One Voided Suit.

17. Three Kongs (32 points)

Hand contains three Kongs. May combine with Three Concealed Pungs if the Kongs are all concealed.



Combined with Pure Shifted Pungs, Lower Four, All Pungs, Double Pung, All Simple, and One Voided Suit.

18. All Terminals and Honors (32 points)

The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles and Honor Tiles. Does not combine with All Pungs or Pung of Terminals or Honors.



Combined with All Types and Double Pung.

24-Point Fan

19. Seven Pairs (24 points)

Hand consisting of seven pairs. Does not combine with Concealed Hand or Single Wait. May combine with Fully Concealed if Self-Drawn.



Combined with All Types.



Combined with All Terminals.



Combined with All Honors.

20. Greater Honors and Knitted Tiles (24 points)

Formed by 7 single Honors (one of every Wind and Dragon), and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Does not combine with All Types or Concealed Hand. May be combined with Fully Concealed if Self-Drawn.

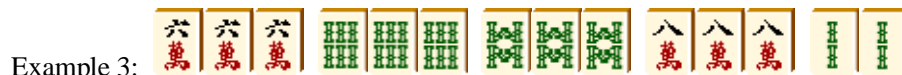


21. All Even Pungs (24 points)

A hand formed with Pungs of even-numbered suit tiles, and a pair of the same. Does not combine with All Pungs or All Simple.



Combined with Triple Pung and Lower Four.



Combined with Double Pung (times two), and One Voided Suit.

22. Full Flush (24 points)

All the tiles are in the same suit. Does not combine with No Honors.



Combined with Four Pure Shifted Pungs, and Pung of Terminals or Honors.



Combined with Seven Pairs (and Fully Concealed if Self-Drawn).



Combined with All Chows, Pure Straight, Tile Hog, and either Pure Double Chow or Short Straight or Two Terminal Chows.

23. Pure Triple Chow (24 points)

Three chows of the same numerical sequence and in the same suit. Does not combine with Pure Shifted Pungs or Pure Double Chow.



Combined with Middle Tiles, All Fives, All Chows, Mixed Double Chow, and One Voided Suit.

24. Pure Shifted Pungs (24 points)

Three Pungs or Kongs of the same suit, each shifted one up from the last. Does not combine with Pure Triple Chow.



Combined with Lower Four, All Pungs, All Simples, Double Pung, and One Voided Suit.

25. Upper Tiles (24 points)

Hand consisting entirely of 7, 8, and 9 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, Outside Hand, Tile Hog, All Chows and either Pure Double Chow or Mixed Double Chow (not both).



Combined with All Pungs, Double Pung, and Pung of Terminals or Honors.



Combined with Double Pung, Tile Hog and Mixed Double Chow.

26. Middle Tiles (24 points)

A hand consisting entirely of 4, 5, and 6 tiles. Does not combine with No Honors or All Simples.



Combined with Pure Shifted Pungs, Tile Hog (times three), and One Voided Suit.



Combined with Seven Pairs (and Fully Concealed if Self-Drawn).

27. Lower Tiles (24 points)

A hand consisting entirely of 1, 2, and 3 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, Tile Hog, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).

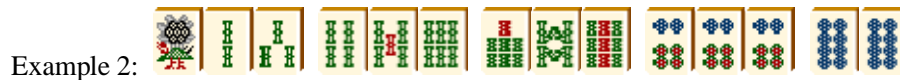
16-Point Fan

28. Pure Straight (16 points)

Hand using one of every number, 1-9, in three consecutive chows, in the same suit.



Combined with Full Flush, All Chows, and either Pure Double Chow or Short Straight or Two Terminal Chows.



Combined with No Honor Tiles, One Voided Suit.

29. Three-Suited Terminal Chows (16 points)

Hand consisting of 1-2-3 + 7-8-9 in one suit (Two Terminal Chows), 1-2-3 + 7-8-9 in another suit, a pair of fives in the third suit. Doesn't combine with Pure Double Chow, Two Terminal Chows, No Honors, or All Chows.

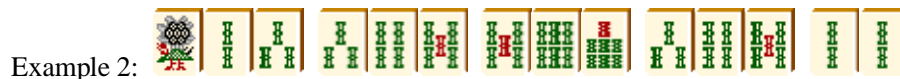


30. Pure Shifted Chows (16 points)

Three chows in one suit, each shifted up either one or two numbers from the last, but not a combination of both.



Combined with All Chows, Mixed Double Chow, and One Voided Suit.



Combined with Full Flush, All Chows, and Pure Double Chow.



Combined with No Honors.

31. All Fives (16 points)

A hand in which every element includes a 5 tile. Does not combine with All Simples.



Combined with Middle Tiles, Mixed Triple Chow, Tile Hog, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).



Combined with Double Pung and Tile Hog.

32. Triple Pung (16 points)

Three Pungs of the same number, in each suit.



Combined with Lower Four, Tile Hog, and All Simples



Combined with All Terminals and All Pungs.

33. Three Concealed Pungs (16 points)

Three Pungs achieved without melding.



Combined with All Terminals and Honors, All Types, and Dragon Pung.



Combined with Full Flush.

12-Point Fan

34. Lesser Honors and Knitted Tiles (12 points)

A hand made of singles of the following tiles: Any Honors, along with Suit tiles that belong to different Knitted sequences (for example, 1-4-7 of Characters, 2-5-8 of Bamboos, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in the order listed here). Does not Combine with All Types and Concealed Hand. (Combines with Fully Concealed if Self-Drawn.)



Combined with Knitted Straight.

35. Knitted Straight (12 points)

A special Straight which is formed not with standard Chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in this order.



Combined with Tile Hog and No Honors.



Combined with All Chows.



Combined with All Types and Pung of Terminals or Honors.

36. Upper Four (12 points)

A hand created solely with suit tiles 6 through 9. Does not combine with No Honors.



Combined with Tile Hog and Mixed Double Chow.



Example 2:

Combined with Mixed Triple Chow, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).



Example 3:

Combined with Seven Pairs (can combine with Fully Concealed if Self- Drawn).

37. Lower Four (12 points)

A hand created with suit tiles 1 through 4 only. Does not combine with No Honors.



Example 1:

Combined with Mixed Triple Chow, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).



Example 2:

Combined with Four Pure Shifted Pungs, One Voided Suit, and Pung of Terminals or Honors.

38. Big Three Winds (12 points)

Hand includes Pungs or Kongs of three of the Winds.



Example 1:

Combined with All Terminals and Honors, and One Voided Suit.



Example 2:

Combined with Half Flush.



Example 3:

Combined with All Honors and Dragon Pung.

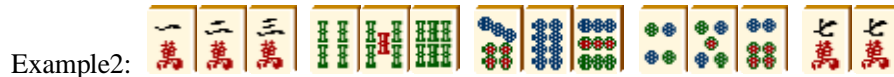
8-Point Fan

39. Mixed Straight (8 points)

Three chows in three suits making 9 continuous numbers (1-9).



Combined with All Chows and Pure Double Chow.



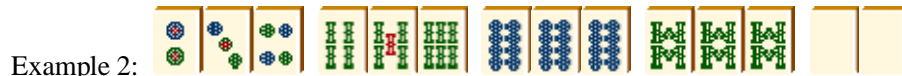
Combined with All Chows and either Short Straight or Mixed Double Chow (not both).

40. Reversible Tiles (8 points)

A hand created entirely with those tiles which are vertically symmetrical (1,2,3,4,5,8,9 Dots - 2,4,5,6,8,9 Bams , and White Dragon). Does not combine with One Voided Suit.



Combined with All Fives, Tile Hog, All Chows, and Pure Double Chow (times two).



Combined with Double Pung.



Combined with All Pungs, Dragon Pung, Double Pung, and Pung of Terminals (times two).

41. Mixed Triple Chow (8 points)

Three chows of the same numerical sequence, one in each suit.



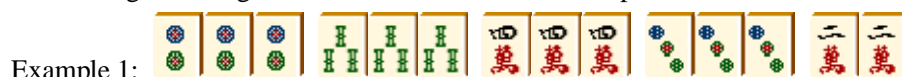
Combined with All Chows, All Simples, and Tile Hog.



Combined with Upper Four, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).

42. Mixed Shifted Pungs (8 points)

Three Pungs or Kongs, one in each suit, each shifted up one number from the last.



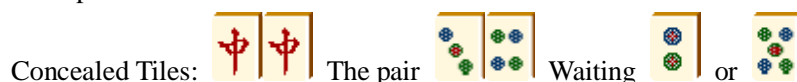
Combined with Lower Four, All Pungs, Double Pung and All Simples.



Combined with Upper Tiles, Tile Hog, and Pung of Terminals or Honors.

43. Chicken Hand (8 points)

A hand that would otherwise earn 0 points (excluding Flowers).



The 2 and 5 dots are not Last Tile and not Self-Drawn.

44. Last Tile Draw (8 points)

45. Last Tile Claim (8 points)

46. Out with Replacement Tile (8 points)

47. Robbing The Kong (8 points)

48. Two Concealed Kongs (8 points)

Hand includes two Concealed Kongs.



Example: With two concealed Kongs, Pung South Wind, Chow 9 Characters, then Self-Drawn 8 Characters. Combined with Pung of Terminals of Honors (times three), and One Voided Suit, Self-Drawn, Single Waiting.

6-Point Fan

49. All Pungs (6 points)

Hand includes four Pungs or Kongs and a pair.



Combined with Triple Pung, All Types, and Dragon Pung.

50. Half Flush (6 points)

Formed by tiles from any one of the three suits, in combination with Honors.



Combined with Pure Shifted Chows and Two Terminal Chows.

51. Mixed Shifted Chows (6 points)

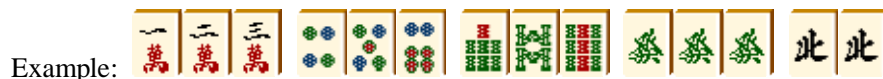
Three chows one in each suit, each shifted up one number from the last.



Combined with All Chows and Short Straight.

52. All Types (6 points)

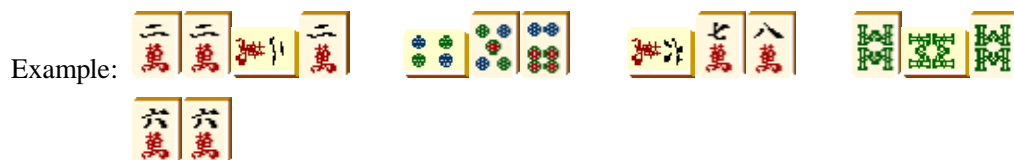
A hand in which each of the five sets is composed of a different type of tile (Characters, Bamboos, Dots, Winds, and Dragons).



Combined with Mixed Straight and Dragon Pung.

53. Melded Hand (6 points)

Every element or set in the hand, including the pair, must be completed with tiles discarded by other players. Does not combine with Single Wait.



54. Two Dragon Pungs (6 points)

Two Pungs (or Kongs) of Dragon tiles.



Combined with Two Terminal Chows and One Voided Suit.

4-Point Fan

55. Outside Hand (4 points)

Hand includes Terminals and Honors in each element or set, including the Pair.



Combined with Upper Tiles, Mixed Triple Chow, Tile Hog, All Chows and either Pure Double Chow or Mixed Double Chow (not both).



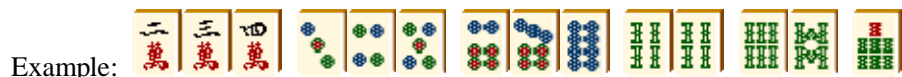
Combined with Half Flush, Pure Double Chow, and Two Terminal Chows (twice) - or Two Terminal Chows, and Pure Double Chow (twice).



Combined with Mixed Double Chow, Two Terminal Chows, One Voided Suit, and Pung of Terminals or Honors.

56. Fully Concealed (4 points)

A hand that a player completes without any melds and Self-Draws to win.



Combined with All Chows, All Simples, Short Straight, Mixed Double Chow, and Closed Wait. (Self-Drawn 7 Bam.)

57. Two Melded Kongs (4 points)

Hand includes two Melded Kongs. (A Melded Kong and a Concealed Kong make 6 points.)



2 Melded Kongs, Pung Red Dragon, won on discarded 1 Character. Combined with All Pungs, Dragon Pung, Double Pung, Pung of Terminals or Honors, and One Voided Suit.



Concealed Kong; Melded Kong, won on discarded Combined with Reversible Tiles, Dragon Pung, Closed Wait. One Melded Kong and one Concealed Kong are 6 points.

58. Last Tile (4 points)

2-Point Fan

59. Dragon Pung (2 points)

60. Prevalent Wind (2 points)

61. Seat Wind (2 points)

62. Concealed (2 points)

All the tiles are Concealed; winning on a discard.



Combined with All Chows, All Simples, and Short Straight (times two).

63. All Chows (2 points)

Hand consists of all Chows and no Honors. No Honors is implied.



Combined with Mixed Shifted Chows and Short Straight.

64. Tile Hog (2 points)

Using all four of a single suit tile, without using them as any kind of Kong.



Combined with Mixed Triple Chow and No Honors.

65. Double Pung (2 points)

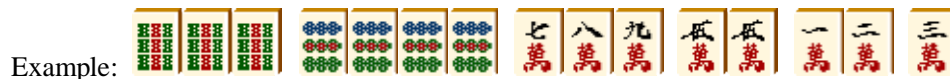
Two Pungs of the same number in two different suits.



Combined with All Pungs and All Simples.

66. Two Concealed Pungs (2 points)

Two Pungs which are achieved without melding.



Concealed Pung; Concealed Kong, won with a discarded 3 Character. Combined with Double Pung, Concealed Kong, Two Terminal Chows, No Honors, Edge Wait, and Pung of Terminals (times two).

67. Concealed Kong (2 points)

68. All Simple (2 points)

Hand formed without any Terminal or Honor Tiles.



Combined with Mixed Shifted Chows.

1-Point Fan

69. Pure Double Chow (1 point)

70. Mixed Double Chow (1 point)

71. Short Straight (1 point)

72. Two Terminal Chows (1 point)

73. Pung of Terminals (1 point)

74. Melded Kong (1 point)

75. One Voided Suit (1 point)

76. No Honor Tiles (1 point)

77. Edge Wait (1 point)

78. Closed Wait (1 point)

79. Single Wait (1 point)

80. Self-Drawn

Winning with a tile you drew from the wall.



Melded Kong, Self-Drawn 2 Bam. Combined with Melded Kong, Pung of Terminals or Honors, Mixed Double Chow, Short Straight, Single Wait, One Voided Suit, and No Honors.

81. Flower Tiles (1 point)

MAHJONG COMPETITION RULES

Postscript

The 《Mahjong Competition Rules》 emerges as the times require under Mr. Yu Guangyuan, the president of the World Mahjong Organization, according to the passion and participation of Mahjong fans from all over the world. This rulebook is based on the 《Chinese Mahjong Competition Rules (1998)》 and as well as other rules, practical experience gathered from various contests, accepted ideas of professors, scholars, fans, and internet discussion and feedback. Here we show great gratitude for all the Organizations and individuals who have been spreading the healthy, scientific and friendly Mahjong culture. And thanks to the Technical Committee of the World Mahjong Organization, the Organizing Committee of The China Majiang Championship, and all the people who helped us with translating and editing the rule.

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