

Mahjong Competition Rules · Hands and Points

Hands / Points		1	2	4	6	8	12	16	24	32	48	64	88
Honor hands			- Dragon Pong - Prevalent Wind - Seat Wind		Two Dragon Pongs		Big Three Winds					- Little Four Winds - Little Three Dragons - All Honors	- Big Four Winds - Big Three Dragons
Chow hands	Shifted				Mixed Shifted Chows			Pure Shifted Chows		Four Pure Shifted Chows			
	Chow	- Pure Double Chow - Mixed Double Chow	All Chows			Mixed Triple Chow			Pure Triple Chow		Quadruple Chow		
	Straights	Short Straight				Mixed Straight		Pure Straight					
	Terminals	Two Terminal Chows						Three-Suited Terminal Chows				Pure Terminal Chows	
Pong hands	Pong	Pong of Terminals or Honors	- Double Pong - Two Concealed Pongs		All Pongs	Mixed Shifted Pongs		- Triple Pong - Three Concealed Pongs	- Pure Shifted Pongs - All Even Pongs	All Terminals and Honors	Four Pure Shifted Pongs	- All Terminals - Four Concealed Pongs	
	Kong	Melded Kong	Concealed Kong	Two Melded Kongs	One Concealed + One Melded Kong	Two Concealed Kongs				Three Kongs			Four Kongs
Seven-pair hands									Seven Pairs				Seven Shifted Pairs
Suit hands		- One Voided Suit - No Honors			- Half Flush - All Types				Full Flush				- All Green - Nine Gates
Terminal hands			All Simples	Outside Hand			- Upper Four - Lower Four	All Fives	- Upper Tiles - Middle Tiles - Lower Tiles				
Knitted-tile hands							- Knitted Straight - Lesser Honors and Knitted Tiles		Greater Honors and Knitted Tiles				
Waits and wins		- Single Wait - Closed Wait - Edge Wait - Self-Drawn	Concealed Hand	- Fully Concealed Hand - Last Tile	Melded Hand	- Last Tile Draw - Last Tile Claim - Robbing the Kong - Out with Replacement Tile							
Special hands		Flower Tiles	Tile Hog			- Chicken Hand - Reversible Tiles							Thirteen Orphans