

Mah Jong Scoring

- 1 base point for “going out”/winning/”sick woo” before anyone else does.
- The person who gives/discards the tile for the winner loses full points to the winner and the other two players lose half, except in the case of “tzee mo”, where all three players pay the full points.
- Maximum scoring including bonuses is 13.

+1 all seung (no pongs)
+2 all pongs

+4 mix of seungs and pongs and a pair of eyes in wind or dragons
+5 all seungs in bamboo and a pair of eyes in wind or dragons
+6 all pongs in bamboo and a pair of eyes in wind or dragons
+7 all bamboo
+8 all seungs in bamboo
+9 all pongs in bamboo
+10 one of each winds and dragons and pongs of 1's and 9's in any suit
+11 pongs of all dragons and any pair
+12 all pongs of winds and dragons
+13 1 and 9 in all bamboo, thousands and circles, one of each wind and dragon
and one repeat from this list

Bonus points:

+1 own direction
+1 own flower or no flower
+4 all 4 flowers of the same colour
+1 pong of dragons
+1 winning by picking the tile from the special stack*
+1 picked your own winning tile (tzee mo) – everyone pays you
+1 Concealed hand

*Picking from the special stack is to pick from the opposite end of the “wall”. Picking from the special stack is done only when you’ve picked a flower or season or if you have made a kong (4 identical tiles).