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|---|---|---|
| All Chees                                   | 1 | All chees and eyes in varying suits   |
| Dragon                                      | 1 | Pung or kong of any dragon (red, white, green)                              |
| Prevailing Wind                             | 1 | Pung or kong of the prevailing wind   |
| Seat Position Wind                          | 1 | Pung or kong of the wind of your seat position                              |
| No Flower                                   | 1 | Winning hand has no flower  |
| Your Flower                                 | 1 | Winning hand has a flower corresponding to your seat number                 |
| Self-Drawn Tile                             | 1 | Self-drawing the final tile to complete a mahjong                           |
| Robbing the Kong                            | 1 | Mahjong by taking a tile from a player making an exposed kong               |
| Single Wait for Eye                         | 1 | Holding a single tile waiting for its mate to form eyes                     |
| Middle Tile (Closed Wait)                   | 1 | Waiting for the missing inside tile to form a chee                          |
| End Tile (Edge Wait)                        | 1 | Waiting for a missing 3 or 7 tile of a terminal chee                        |
| Two Suits (Missing one suit)                | 1 | A hand with tiles from only 2 suits and no honors                           |
| Twins                                       | 1 | Two identical chees, same numerical sequence of the same suit               |
| Consecutive/ Short Sequence/ Short Straight | 1 | Two sequential chees in the same suit (2-3-4-5-6-7) including 7-8-9 + 1-2-3 |
| No Terminals/ No Honors                     | 1 | A hand with no dragons, winds, 1's, or 9's                                  |
| Concealed Kong                              | 1 | A kong all self-drawn, melded face down is optional                         |
| Tile Hog                                    | 1 | Use all four copies of a tile but not as a kong                             |
| All Concealed                               | 1 | All elements concealed  |
| All Exposed                                 | 1 | All elements exposed & mahjong on other's discard                           |
| Bottom of the Sea                           | 1 | Winning on last tile from the live wall                                     |