

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
All Concealed	1	All elements concealed & winning on discard of others (2 pts if self-drawn)
All Exposed	1	All elements exposed & mahjong on other's discard
Bottom of the Sea	1	Winning on last tile from the live wall (2 pts if self-drawn)
Flower Wall Mahjong	2	Mahjong with tile drawn from flower wall (includes 1 point for self-drawn)
Bouquet	2	Mahjong hand has all 4 flowers or seasons

Mixed Dragon	2	1 thru 9 of three sequential chees in 3 suits
Terminals w/Honors	2	All sets and eyes contain a 1, a 9, or an honor tile
All Pungs (Triplet Hand)	3	4 sets of pungs/kongs + eyes (any suit or honors)
Hybrid	3	A hand containing only one suit and honors
Pure Dragon	3	1 through 9 in one suit plus one set and eyes
Triple Mixed Chees	3	3 chees of same numerical sequence in all 3 suits
All Five Suits	3	A hand containing sets/eyes of a wind, a dragon, and all 3 suits
Terminals	3	All sets and eyes having a 1 or 9 within
Big Terminals	6	All sets and eyes contain only 1's and 9's
All Honors	6	All sets and eyes are honor tiles, points for dragons & winds can be added
Seven Sisters	6	7 pairs of any tiles
All One Suit	6	Chees/pungs/kongs/eyes all in one suit
Little Three Dragons	6	Pungs/kongs of 2 dragons + the other dragon for eyes + 2 sets
Little Four Winds	6	Pungs/kongs of 3 winds & eyes of other wind + any set
Pure One Suit/Triplets	9	Pungs, kongs, and eyes of the same suit
Big Three Dragons	9	Pungs/kongs of all 3 dragons + 1 set & eyes
Big Four Winds	9	Pungs/kongs of all 4 winds and eyes in any variety
13 Orphans	9	1 & 9 of 3 suits, 1 of each honor & 1 tile to match for eyes
Big 7 Pairs	9	7 pairs consisting of 1's & 9's and honors only
Hand from Heaven	9	Dealer's hand opens as a mahjong
Hand from Earth	9	Getting mahjong on dealer's first discard or first drawn tile
18 Monkeys/4 Kongs	9	4 sets of kongs + eyes in any suits or honors (18 tiles)