

Points List Update

Why update?

- Some tile combinations were redundant
- Some points not well supported in the “literature”
- Additional challenge for experienced players
- Ward 6 connection



Chinese Official Mahjong Scoring Rules

The **Chinese Official Scoring** is the standardized ruleset that is maintained by World Mahjong Association and is used in the World Mahjong Championship. It provides a large array of different scoring rules that gives players flexibility in gameplay to emphasize skill and strategy.

There are no required Pungs or Chows in order for a hand to be considered valid. Instead, any combination of 4 triples and a pair can be considered winning, if it scores at least **8 points**. There are also a set of specialty hands that do not form 4 triples and a pair and are still valid.

New to the game? Here's [how to play](#).

Transferring Points

If a player wins, all players must automatically give 8 points to the winner. Additional points equal to the value of the winning hand must be given by:

- The player who discarded the winning tile if the winner won off their discard.
- All players if the winner won by self-draw.

- e.g. Player 1 wins a hand worth 12 points by a discard from Player 2.
 - Player 1 gains $8 \times 3 + 12 = 36$ points
 - Player 2 loses $8 + 12 = 20$ points
 - Player 3 loses 8 points
 - Player 4 loses 8 points
- e.g. Player 1 wins a hand worth 12 points by self-draw.
 - Player 1 gains $8 \times 3 + 12 \times 3 = 60$ points
 - Player 2 loses $8 + 12 = 20$ points
 - Player 3 loses $8 + 12 = 20$ points
 - Player 4 loses $8 + 12 = 20$ points

General Scoring Principles

When scoring, we follow 5 main principles:

1. **The Non-Repeat Principle:** When a scoring rule is implied or included by another, it is not scored.

<https://playmahjong.io/chinese-official-rules>

What was removed?

Flower Wall Mahjong	2	Mahjong with tile drawn from flower wall (includes 1 point for self-drawn)
Big Terminals	6	All sets and eyes contain only 1's and 9's
Pure One Suit/Triplets	9	Pungs, kongs, and eyes of the same suit

What was added?

Tile Hog	1	Use all four copies of a tile but not as a kong
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Lower Four	3	Hand contains only tiles 1-4
All Fives	3	All sets and eyes contain a 5
Upper Four	3	Hand contains only tiles 6-9

All Evens	6	Pungs/kongs and eyes of suit tiles with even numbers
Lower Three	6	Hand contains only tiles 1-3
Middle Three	6	Hand contains only tiles 4-6
Upper Three	6	Hand contains only tiles 7-9

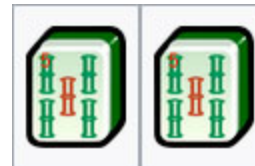
Tile Hog	1	Use all four copies of a tile but not as a kong
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Lower Four	3	Hand contains only tiles 1-4
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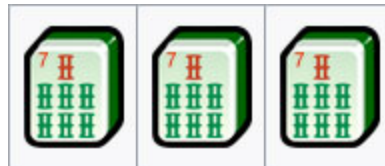


All Fives	3	All sets and eyes contain a 5
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NOTE: Does not combine with No Terminals/No Honors (1 point)

Upper Four	3	Hand contains only tiles 6-9
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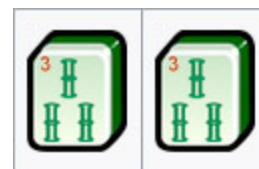
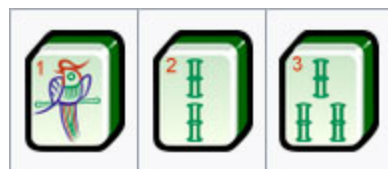


All Evens	6	Pungs/kongs and eyes of suit tiles with even numbers
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Does not combine with All Pungs (3 points)

Lower Three	6	Hand contains only tiles 1-3
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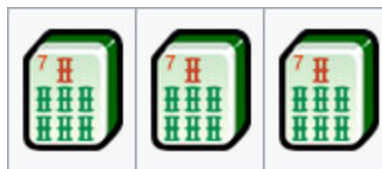
Does not combine with Lower Four (3 points)

Middle Three	6	Hand contains only tiles 4-6
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Does not combine with No Terminals/No Honors (1 point)

Upper Three	6	Hand contains only tiles 7-9
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Does not combine with Lower Four (3 points)
 Could possibly combine with All Fives (3 points)

Strategy

Tile Hog	1	Use all four copies of a tile but not as a kong
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- “Pointless pungs” can be turned into a point.
- New option for combining chees with pungs.
- Don’t kong a suit tile until you’re sure you CAN’T use it for a chee.

Strategy

Lower Four	3	Hand contains only tiles 1-4
All Fives	3	All sets and eyes contain a 5
Upper Four	3	Hand contains only tiles 6-9

Lower Three	6	Hand contains only tiles 1-3
Middle Three	6	Hand contains only tiles 4-6
Upper Three	6	Hand contains only tiles 7-9

- Watch your hand for a preponderance of needed tiles.
- Get the eyes early.

Strategy

All Evens	6	Pungs/kongs and eyes of suit tiles with even numbers
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Get lucky!

Questions?