

Chinese Mahjong: Winds & Flowers Summary Sheet

1. Four Types of 1-Point Bonuses for Winds and Flowers

(Only the winning hand may score these points.)

- **Prevailing Wind — 1 point** Pung/Kong of the prevailing wind.
- **Seat Position Wind — 1 point** Pung/Kong of the wind of your seat.
- **No Flower — 1 point** Winning hand contains no flowers.
- **Your Flower — 1 point** Winning hand contains the flower matching your seat number.

2. Prevailing Wind

- The prevailing wind is the wind shown on the **windicator**.
- It applies to **all players**, regardless of who is banker.
- It changes only when the **first banker becomes banker again**, rotating: **East** → **South** → **West** → **North**.
- Pung/Kong of the prevailing wind = **1 point** (if you win).

3. Seat Position Winds

- Seat winds are always **relative to the banker**.
- Rotate **counter-clockwise** from the banker: **East** → **South** → **West** → **North**. (Mnemonic: *Eat – Soup – With – Noodles*.)

4. Flower Seat Numbers

- Flower numbers also rotate **counter-clockwise**, starting with the banker as **Flower 1**.
- Mapping:
 - East = Flower 1
 - South = Flower 2
 - West = Flower 3
 - North = Flower 4