

Balsall Common U3A Mahjong Quick Reference

Chips for Pong to Kong conversions

	Pick up discarded tile	Draw tile from wall
Exposed Pong	Not allowed	1 chip
Concealed Pong	2 chips	3 chips

Goulash/Chop Suey swaps sequence

3 Tiles	East & West; North & South	East & South North & West	East & North South & West
1 Tile	East & West; North & South	East & South North & West	East & North South & West

Basic Mahjong Hands

Chicken	0+	Mixed Chi and Pong of different suits and a pair.
Sequence	1+	Four sets of Chi of mixed suits and a pair of any suit or Honours.
All Pongs	3+	Four sets of Pongs/Kongs or Honours and a pair.
Semi-pure hand with Honours	3+	One suit (Chi/Pong/Kong/pair) with Honour tiles (Pong/Kong/pair).
Pure	6+	One suit mix of Chi/Pong/Kong including the pair. NO Honours.

Special Mahjong Hands

Can pick up discards and expose pongs/kongs accordingly.

3 Big Dragons	6+	Pongs/Kongs of all three dragons, any Chi, Pong or Kong of any suit and any pair.
Little Winds	8+	Pongs/Kongs of three Winds and a pair of the fourth Wind, and a Pong or Chi of any suit.
Big 4 Winds	10+	Pong/Kongs of each Wind and any pair.
All Honours	10+	All Honours Pongs/Kongs and a pair.
All Terminal	10+	Pongs/Kongs of 1's and 9's only and a pair of 1's or 9's.
All Kongs	10+	Four sets of Kong and any pair.
Jade Dragon	10+	Pongs/Kongs and a pair of Bamboo suit only, and Pong/Kong of the Green Dragon.
Ruby Dragon	10+	Pongs/Kongs and a pair of Character suit only, and Pong/Kong of the Red Dragon.
Pearl Dragon	10+	Pongs/Kongs and a pair of Circles suit only, and Pong/Kong of the White Dragon.

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Special Concealed Mahjong Hands

Revealed Only When You Mahjong

Cannot pick up any discards, except the final 14th tile that makes the Mahjong, as pairs are not being converted to pongs (except Hidden Treasure), nor pongs to kongs, for these hands.

Pongs/Kongs of Honour tiles and concealed hand do not earn extra points to these special concealed hands.

7 Pairs	6+	Any seven pairs.
Double Knitting	6+	Using two suits only to make seven pairs. No Honours. Each pair must be both suits.
Triple Knitting	6+	Using three suits to make four groups and a pair. No Honours. Each group of three must be the same number in all three suits, and the pair must be the same number in any two suits.
9 Gates (Gates of Heaven)	10+	Using one suit . Three 1's, a sequence of 2,3,4,5,6,7,8 and three 9's and any one other match tile from the same suit. Reveal the Mahjong hand with match tile to one end.
13 Orphans	10+	1 & 9 of each suit , one of each Honours and a match tile. The match tile can be a 1 or 9 or Honour. Reveal the Mahjong hand with match tile to one end.
Hidden Treasure	10+	Any four Pongs, no Kongs, and any pair. Win by self-draw. All tiles must be from wall only.
Little Snake	10+	1 to 9 of one suit and five different Honours.
Great Snake	10+	1 to 9 of one suit , and a Pong/Kong of an Honour, and a pair of Honour.

Additional Points

Each of the following can add an extra point to your Mahjong score:

Pong/Kong of Dragons	Pong/Kong of Wind of round	Pong/Kong of Wind of your seat
Win on last tile of the wall	Win on last discard	Win on replacement tile from the flower wall
Self-draw to Mahjong (everyone pays)	Concealed hand (if not in above list of concealed hands)	No Flowers
All 4 Red Flowers (Bouquet)	All 4 Blue Flowers (Bouquet)	Flower for Round (Red)
		Flower for Seat (Blue)