

# 麻将竞赛规则

MAHJONG COMPETITION RULES

# 麻雀競技規則

世界麻将组织 编

Compiled by the World Mahjong Organization

世界麻雀組織 編



中国书局出版

China Bookstore Publishing

中国書局出版

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—— 麻将的旨意与精神

Before playing mahjong, you must refine your character. You should keep a serene character, without being impetuous. Neither be proud when you win, nor be stingy when you lose. Neither be happy when in a favorable situation, nor be anxious when in adversity. Do not change your voice and expression because of emotion. Keep a broad mind and be generous. Moral character is the most important; the best thing is to maintain a gentle and cultivated style in playing.

—— The Tenet and Spirit of Mahjong

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—— 麻雀の本旨と精神

麻将源于中国属于世界

于光远

麻将源于中国属于世界

于光远

The Mahjong comes of China, belongs to world.

Yu Guangyuan

マーじゃんはもともと中国に源流を持つ、世界に属する  
于光远

# 麻将竞赛规则

于光远



世界麻将组织 编



中国社会科学出版社

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于亮遠  
甲申春

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# 序

麻将是人类休闲和游戏智慧的创造物，也是休闲与游戏中的玩耍活动。一切玩耍活动都有游戏规则，麻将游戏也不例外。遵守游戏规则，体现一种教养、一种学问、一种智慧、一种德行、一种秩序；体现对他人的尊重、对自我的尊重、对礼仪的尊重、对公正的尊重。

国际《麻将竞赛规则》的编译与出版，是实践“健康、科学、友好的麻将文化”的基础，是麻将游戏的入场券。

麻将与任何游戏品类一样，是智慧相约，是人格相守，是友谊长存，是相互扶助，是解危济困。同其他游戏一样，麻将游戏与规则应得到我们的呵护和遵守。

中国休闲研究中心  
2006年9月

## Foreword

Mahjong is a creature of wisdom of leisure and game, it is also one of the play activities of leisure and game.

Rules is necessary for all play activities, Mahjong is no exception. Following the rules reflects people's knowledge, wisdom, upbringing and integrity, and it also shows respect for other people, ourselves, justice and etiquette.

The translation and publishment of international <Mahjong Competition Rules> is the foundation of practice "healthy, scientific and friendly Mahjong culture", it is admission to Mahjong.

As other games, Mahjong is a game of meeting of wisdom, reflection of integrity, long lives the friendship, helping each other and needed. Mahjong's rules should be treated with respect and dignity.

China Leisure Research Center  
2006.09

## 前書き

麻雀は人類のレジャーやゲームの知恵の創造物であり、レジャーとゲームの遊び方でもあります。すべてのゲームはルールを持っています、麻雀も例外ではありません。

ゲームのルールを守る事は一つの教養、学問、知恵、徳性、秩序を体現し、他人に、自我に、礼儀に、公正に尊重することをも体現します。

国際《麻雀競技ルール》のコンパイラと出版は“健康、科学、友好的な麻雀文化”の実践基礎であり、麻雀ゲームの入场券でもあります。

麻雀はほかのゲームと同じように、互いに知恵を集める事、互いに人格を守り合うこと、互いに助け合うこと、友情を長く続ける事と難儀に遭っても援助してくれることであり、ほかのゲームと同じく、われわれが麻雀ゲームやルールを保護する事と守るべきであります。

中国レジャー研究センター  
2006年9月



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# Preface

Mahjong culture is extensive and profound, it is the intellectual crystallization in human game. Owing to its comprehensive cultural content as well as its merits of being interesting, competitive, and helpful to wisdom and friendship, it has been an enjoyable pastime, leisure activities, entertainment, mind sports for people all over the world very early.

In October of 2005, with joint proposals from the Mahjong Organizations of China, Japan, America, Germany, France, Denmark, the Netherlands and Hungary, the World Mahjong Organization was established in Beijing. With the development of intelligence competitive Mahjong game, the members and fans increase constantly.

In order to expand, develop the Olympic spirit, and advocate a healthy, scientific and friendly Mahjong culture, to improve the communication and development of the Competitive Mahjong Game, and with the participation of Mahjong Organizations of countries all over the world, we have edited and translated International <Mahjong Competition Rules>.

The Rules exist in Chinese edition and in three languages (Chinese, English and Japanese) bound edition. Members of the World Mahjong Organization can translate it into your own language after been authorized by the World Mahjong Contest Center. As disputes may arise out of a faulty translation or different understandings, they must be settled according to the original Chinese edition.

<Mahjong Competition Rules>'s copyright is reserved to the World Mahjong Contest Center (WMCC).

## The World Mahjong Organization

### Chapter One. General Rules

#### 1.1. Tenets

**1.1.1** This Rule System is intended to spread the Olympic-style spirit, calling for the normal, scientific, friendly Chinese Mahjong Culture, promote friendship and cultural exchange among the various countries and regions, host civilized, standardized, high-level, noble and polite

Mahjong Competitions, improve their skill level, and promote the Mahjong culture to develop further.

## **1.2. About this rule system**

- 1.2.1** This rule system applies for all the various contests hosted by the World Mahjong Contest Center and approved by the World Mahjong Organization, hosted by member countries and the contests on the internet authorized by the World Mahjogn Organization.
- 1.2.2** While executing this rule system, changes will be incorporated by the World Mahjong Contest Center when necessary.
- 1.2.3** Power of Interpretation of this Rule System belongs to the World Mahjong Contest Center.

## **Chapter Two.**

### **Notices Regarding Behavior During Competitions**

#### **2.3. Notices**

- 2.3.1** All Mahjong organizations and Mahjong fans coming from various countries or regions who abide by the competition tenets and regulations of the World Mahjong Contest Center are welcome to sign up and join the competitions.
- 2.3.2** The players should be of high moral quality, comply with the moral requirements, play the game fairly, obey the judgments of the referees, respect other players, and improve themselves mentally during the game.
- 2.3.3** All players should dress neatly and behave politely. Smoking is prohibited. Players may not wear or use products which may affect the gameplay of others.
- 2.3.4** The referees and staff of the competitions should be qualified through special training, and execute their tasks seriously, earnestly, fairly, and



correctly according to the regulations.

## **Chapter Three. The General Rules for the Competition of Chinese Mahjong**

### **3.4. Basic Glossary and General Regulations**

#### **3.4.1 One go-around (Lun)**

Everyone has discarded a tile in turn.

#### **3.4.2 A hand (Pan)**

Everything that occurs between a deal and either someone declaring "Hu" or nobody winning (Draw Game). A round usually consists of four hands of mahjong. (In English, the term "hand" is also used to refer to the tiles belonging to one player at a table.)

#### **3.4.3 Round (Quan)**

Everybody has been dealer once. There are four rounds in a complete game of mahjong.

#### **3.4.4 A complete game (Ju)**

Four rounds, or in the case of a tournament, the allotted time to play four rounds has run out. In a tournament setting, a complete game (four rounds or the allotted time has run out) may also be called a "session."

#### **3.4.5 Prevalent wind**

A complete game consists of four rounds, named according to the four winds. The first round is called the East Round, the second round the South round, the third round the West round, and the last round the North round.

#### **3.4.6 Seat Wind**

The indicator of the player's seat in each round (also named according to the four winds). The dealer's Seat is called East, the player to the dealer's right is South, the player opposite to the dealer is called West, and the player to the dealer's left is called North.

#### **3.4.7 Seating**

The placement of the players around the table (based on table number) . It is determined by draw lots or arranged the table numbers and places previously according to the Regulations.

#### **3.4.8 Dealer and non-dealer**

The "dealer" is the player sitting in the seat currently designated East. The other players are "non-dealers" (or simply "players"). After completion of the hand, the dealer should pass the dice to the right, regardless of whether he wins the hand or not.

#### **3.4.9 Seat Rotation**

Players replace seats according to the Rules during playing.

#### **3.4.10 Tiles in the hand**

There are thirteen tiles altogether after the deal, including any melded Chows, Pungs, and Kongs. The Standing Tiles are those concealed tiles which are not discarded by the player. The player's thirteen tiles do not include kong replacements or flowers. The tiles which have not been melded prior to declaring mahjong ("hu") are called "concealed."

#### **3.4.11 The Pair**

When you succeed in making a complete normal-structure hand (as described in section 3.7.2.1), the hand includes one pair ("The Pair").

#### **3.4.12 Chow**

(Noun.) Three sequentially-numbered tiles of the same suit.

#### **3.4.13 Pung**

(Noun.) Three same-number tiles of the same suit (includes both concealed and melded pung) .

#### **3.4.14 A Pair**

Any two identical tiles.

#### **3.4.15 Honor Tiles**

The Wind Tiles and Dragon Tiles, taken together, are called "honors." There are four different Wind Tiles, of which there are four each: East, South, West, North. There are three different Dragon Tiles, of which there are four each: the White Dragon, the Red Dragon and the Green Dragon.

#### **3.4.16 Terminal Tiles**

The Tiles at the ends of a suit (in other words the One and Nine of a suit) and the Honor Tiles.

#### **3.4.17 Chow ("Chi Pai")**

(Verb.) To take the discarded tile of the player to your left and meld them with two of your Standing Tiles to make a chow in front of your concealed tiles after you declare "Chi" (Chi Pai).

#### **3.4.18 Pung ("Peng Pai")**

(Verb.) To take the tile discarded by another, and meld them with a pair from your Standing Tiles to make a Pung after you declare "Pung" (peng pai).

#### **3.4.19 Kong ("Gang Pai")**

(Verb.) To make an exposure consisting of four identical tiles. The term "kong" is also used as a noun to refer to a meld of four identical tiles.

#### **3.4.20 Flower Replacement ("Bu Hua")**

When you take a Flower Tile, you may expose it, declaring "flower" ("hua") and take a replacement tile from the back end of the wall, until there are no more Flower tiles in your hand.

#### **3.4.21 Waiting**

The state of waiting for one tile to complete the hand.

#### **3.4.22 Winning, or going Mahjong ("Hu")**

The state of success: After you take a discarded tile or take a tile by yourself, the fourteen tiles of your hand form a proper and complete structure as the Rules prescribe, and the hand scores eight or more points.

#### **3.4.23 Self-Drawn**

To win by taking a fresh tile from the wall.

#### **3.4.24 Win by Discard**

To win on a tile discarded by another player

#### **3.4.25 Declare**

You should declare (vocalize) "Chi" (when you chow), "Pung" ("Peng"),

"Kong" ("Gang"), "Hua" ("Flower replacement") or "Hu" (when declaring mahjong), before you act.

#### **3.4.26 Various "FAN"**

The names of the scoring elements according to these rules.

#### **3.4.27 Obligatory Discard.**

A tile that is obliged to be discarded on the subsequent turn due to erroneous exposure.

#### **3.4.28 The Winning Tile**

The tile you take for Mahjong (Hu) must be set apart from your row of tiles for examination by others. It is forbidden to put the final tile among your other tiles prior to exposure of the complete hand.

#### **3.4.29 Wrong Tiles Count**

When it's not a player's turn, he must always have thirteen tiles in his hand (not counting exposed flowers). When there are more than or less than thirteen tiles in the player's hand between turns, this is an error that disqualifies the player from declaring "Hu."

#### **3.4.30 Draw Game**

When the wall has been completely depleted and nobody has made a complete winning mahjong hand.

#### **3.4.31 False Hu (False Mahjong)**

When a player declares "Hu," but it is determined that he doesn't have a valid winning hand according to the rules.

#### **3.4.32 The Wall**

After lining up the stacks of tiles, everybody has eighteen stacks of tiles before him. The four player's walls are collectively called The Wall (or sometimes The Great Wall).

#### **3.4.33 The Floor**

The square area surrounded by the walls (tiles) of the four players.

### **3.5. Procedures for Competitions**

#### **3.5.1 Draw Lots**

The Contest Organization should organize the contest in a rigorous way, according to the principles of being public, fair, and impartial. For the teams not present when lots are drawn, the Organizing Committee will appoint someone to draw lots in their place, and the lot is to be considered valid. It also can be arranged on the principle of avoiding same countries or regions players at same table.

#### **3.5.2 Competition Form**

There are to be four players per table. Each table plays as an independent group.

#### **3.5.3 Competition Event Individual, Team and Group Ranking**

#### **3.5.4 Competition Method**

There are three types of competition: Elimination Game, Round Robin, and Mixed Way. Each tournament can only be one and only one of these three types. There must be a minimum of six games or sessions played in a regulation tournament.

#### **3.5.5 Competition equipment and hall**

Mahjong equipments and competition ground used in the competitions sanctioned by the World Mahjong Organization and its member organizations, should meet health and safety standard, and have Certificate of Recognition from the World Mahjong Contest Center, approved by Organizing Committee of competition.

### **1. The Mahjong tiles**

Solid build, neat and smooth, even-distribute in body size, number and picture on tile surface should be clearly visible, color in vivid form, same color and lines should be present at the back of tiles.

- (1) A complete set of tiles is comprised of 6 types of 42 patterns total (Characters, Dots, Bams, Winds, Dragons, and Flowers). There are a

total of 144 pieces.

(2) There are 108 numbered suit tiles divided into 3 suits.

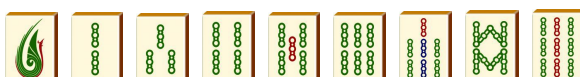
1. **Characters (Wan)**, from 1-9, 4 tiles each for a total of 36 tiles.



2. **Dots (Tong)**, from 1-9, 4 tiles each, for a total of 36 tiles.



3. **Bamboo or Bam (Tiao)**, from 1-9, 4 tiles each, for a total of 36 tiles.



(3) There are 28 Honor Tiles divided into 2 suits.

1. **Winds**: East, West, South, North: 4 tiles each, for a total of 16 tiles.



2. **Dragons**: Red, Green, and White, 4 tiles each, for a total of 12 tiles.



(4) **Flowers**: Eight tiles with different picture on it.



Usually labeled Spring, Summer, Autumn, Winter; Plum, Orchid, Bamboo, Chrysanthemum. There is only 1 of each flower tile for a total of 8 tiles.

## 2 The Dice

The two dice are cubes (regulation size is 1-1.5 centimeters on a side), solid, smooth and hard. They are marked with dots numbering 1, 2, 3, 4, 5, 6, carved into the 6 faces of the cube. The 1 face is opposite the 6 face, the 2 face is opposite the 5 face, the 3 face opposite the 4 face. The center of gravity must be at the cube's center. On Chinese dice, the "1 dot" and "4 dots" are painted red, while the others are painted blue or black. All the dots and colors should be brilliant and easy to read.

## 3 The hall

The hall should be big enough to accommodate all the players at the same

time. The background should be quiet, well ventilated, brightly lit. There should be no mirrors or other reflective surfaces behind the players' seats, and there must be emergency exits.

#### **4 The game table**

The game table must be square and of a stable nature, the square's side length is 80-95 centimeters, and of an appropriate height. The surface of table should be covered with felt or other cloth no more than 0.3 centimeters thick; or using automatic mahjong tables sanctioned by the World Mahjong Contest Center.

#### **5 Chairs**

Chairs must be present and suitable for use to the table.

#### **6 Scores recording equipments**

Competition Score Sheet or sanctioned (by World Mahjong Contest Center or Organizing Committee) electronic recorder can be used.

#### **7 Timer**

There should be a timer in a place easily visible to all the players in the hall; a stopwatch or automatic timer may be used during the competition.

#### **8 The East sign, and other signs**

- (1) "Dong (East)", there should be a sign of "East" on the natural east of the wall, to determine players' seating.
- (2) "Pin", means high moral character and integrity of justice..
- (3) "Jing (Quiet)", to remind everybody to keep the noise down

### **3.5.6 Time limits**

It is normal for one game or session to be limited to no more than 150 minutes (no more 15 minutes for break). When there is only 15 minutes left in a game session, the head referee notifies the players. The current session is over when all Hands are played; the ongoing hand should end

immediately when time is up, score is calculated by precious finished Hands.

### **3.5.7 Sequence of events**

#### **1. Sign-in and registration**

The players should come to the designated place to sign in and register at the designated time.

#### **2. Enter the contest hall, and sit at the designated table**

The players should come into the competition hall in advance of the designated time, and sit down at the assigned table; the referee will inspect the tables to verify that the players are present and correctly seated. When head referee announce start of the session, all players should stand up and bow to each other, players will seat afterward. Keep silence in the contest hall, only the words for contest is exception. Players and referees should thank each other after session is finished.

#### **3. Mix the tiles**

(1) All the players should turn all the tiles face down.

(2) Players mix them with both hands so that the tiles are thoroughly and randomly mixed. Each player should mix the tiles in front of himself, and then push them into the middle, then continue mixing.

(3) If the referee considers that the tiles are not mixed enough, he has the right to order the players to continue mixing. Automatic machines, if available, are permitted to be used.

#### **4. Build walls**

Each players should take 36 tiles, piling 2 tiles into a stack, using 18 stacks to make a wall before himself; the four walls are used to make a square on the table. If players have any objection to how tile wall formed, player can rise hand to call a referee and current Hand should begin after one time rebuilding the Tile Wall.



## **5. Throw the dice and start the game**

(1) The dice must be thrown twice. The two dice should be grasped in one palm and thrown by the dealer into the Floor between the walls, from 10-20 centimeters above the table.

(2) The dealer is the first to throw the dice; the resulting number is used to determine who will roll the dice the second time. Count the number from the dealer anticlockwise (the sum of 5 or 9 means the dealer will throw the dice again; 2, 6, or 10 means the player to the dealer's left, South, will roll; 3, 7, or 11 means the player opposite to the dealer, West, will roll; 4, 8, or 12 means the player to the dealer's right, North, will roll).

(3) The number resulting from the second throw of the dice will be added to the number resulting from the first throw to determine where the wall will break.

(4) Counting from the right-hand end of the player's (who throw the dice second time) wall, the wall is broken after the stack indicated by the two rolls of the dice. The dealer takes the first 4 tiles (2 stacks) clockwise from the break; the next player, South, takes the next 4 tiles to the left of the gap, and so on. After all 4 players have taken 4 tiles 3 times for a total of 12 tiles, the dealer continues to take tiles, but this time he takes the upper tile from the first stack on the end of the wall, and the upper tile from the third stack ("one and three"). The other three players take one tile each in turn, starting from the first stack the dealer took from, and ending with the bottom of the second stack. When the deal has been completed, the dealer has 14 tiles altogether, while each of the other players hold 13.

## **6. Arrange tiles and make Flower replacements**

Each player may arrange the taken tiles by type, suit, and number order. The players may then check for any Flower Tiles. If a player has any Flower Tiles, expose them between the wall and one's standing tiles, and take replacement tiles from the *back* end of the wall. The dealer replaces flower tiles first until the replaced tile isn't the flower tile, then followed by South, West, and North follow in turn, until no player has any more

Flower tiles concealed in the hand. After Flower replacements, if the dealer cannot declare “hu”, he will discard one unwanted tile. The whole time from rearranging tiles to the dealer's first discard should occur within 20 seconds.

### **3.6 How to Play**

#### **3.6.1 Regulations governing verbal calls during the game**

During the progress of game, the player must verbalize all claims for discards, to make a chow, pung, or kong, and when picking a flower or declaring mahjong. When declaring Chow (Chi Pai) the player must say "Chi." When declaring Pung (Peng Pai), the player must say "Pung." When declaring Kong (Gang Pai), the player must say "Kong" (or "Gang")." When declaring mahjong (Hu Pai), the player must say "Hu." When taking a Flower replacement (Bu Hua), the player must say “Hua.” He should not call out the names of the tiles when discarding, and is forbidden to discuss, gossip or communicate in his native language or other foreign language.

#### **3.6.2 The order of turns**

All play process include: taking tile, discard, Chow (Chi), Pung (Peng), Kong (Gang), taking a Flower replacement, till declaring Mahjong (Hu) or Draw Game, players should take turns in counterclockwise order, starting with the dealer.

#### **3.6.3 How to take a tile from the wall**

Player takes a fresh tile in counterclockwise order. The order is: Dealer, South, West, North. After the player to the left has discarded a tile and put it into the floor, the next player may take a fresh tile from the wall.

#### **3.6.4 How to discard a tile**

After a player takes a new tile from the wall, or makes a Chow, Pung, or Kong, or replaces a Flower, if the hand is not a complete mahjong hand, he must discard one tile within 10 seconds. It is permissible to discard a

tile identical to one which has been Chowed or Punged. The discarded tile must be shown to others before your concealed hand, then put it into the the Floor between the walls; you should place your discarded tiles one by one, from left to right in rows of 6, the first row being closer to the center of the table and the last row being closer to the outer edge of the table.

### **3.6.5 How to make exposures (melds)**

When taking a discard, the completed set or element must be laid flat, exposed to the view of the other players. The taken discard should be rotated 90 degrees from the others, and placed within the exposure in such a way as to indicate which player had discarded it. When taken from the upper player (the player to the left), the taken tile is placed to the left side of the exposure (Chow, Pung, or Kong). When taken to make a Pung or Kong from the opposite player, the taken tile should be placed between the other tiles of the meld. When taken to make a Pung or Kong from the lower player (the player to the right), the taken tile should be placed to the right side of the meld. Exposures should be placed before the player's hand (between the hand and the center of the table).

### **3.6.6 How to Chow**

When a tile discarded by the upper player may be used to form a Chow with two of your concealed tiles, say "Chi." Expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees and placing it to the left of the other two tiles. Note that you should allow a brief moment before speaking your claim, to be sure that nobody else claims it for Pung or Kong. You are permitted to Chow, Pung, or win on the same kind of tile which you had discarded previously, or which was just discarded by another player.

### **3.6.7 How to Pung**

When a tile discarded by another player matches a pair among your concealed tiles, you can call "Pung." Then expose your two tiles before the concealed portion of your hand, and take the discard, turning it 90 degrees, and placing it in such a manner as to indicate from whom it was taken (as per section 3.6.5). Calls for "Pung" or Kong must occur within 3 seconds of discarding. Calls for Pung (Kong) trump calls for chow.

### 3.6.8 How to Kong

When you Kong (meld a set of 4 identical tiles), you must take a replacement tile from the back end of the wall. You may not Kong in the same turn as one in which you have melded a Chow or a Pung.

There are 2 ways to Kong:

**1. Melded Kong:** When you have three identical tiles concealed within the hand, you can call a matching discard; say "Kong." Meld your three tiles, then take the discard, rotating it 90 degrees and place it within the meld to indicate which player discarded it (as per section 3.6.5). Then take a replacement tile from the end of the wall. With a Melded Kong, the hand is no longer concealed (even if there are no other melds in your hand).

**2. Concealed Kong:** When you have four identical tiles concealed within the hand, you can call "Kong," putting the 4 tiles face down before your standing concealed tiles, and take a replacement tile from the back end of the wall. At the end of the hand, you are obliged to reveal the Concealed Kong to the others. With a Concealed Kong, the hand can be considered to be Concealed (if nothing else is melded).

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### 3.7. How to Make a Complete Mahjong Hand

#### 3.7.1 Procedure for Making Mahjong

When one player succeeds in making a winning hand, he must declare "Hu" or "Hu Pai", exposing his hand. Then he must announce what fan his hand contains, and how many points he earns, using already discarded tiles (or digital devices) to count winning hand, for the referee and other 3 players to check and confirm. The other 3 players shouldn't expose their hands before confirmation. A call for "Hu" takes priority over claims for Kong, Pung, or Chow.

#### 3.7.2 Requirements for a complete mahjong hand

- 1 The basic type of mahjong hand is structured with four sets and a pair, in

which a set is a chow, a pung, or a kong, as follows:

- (1) 11, 123, 123, 123, 123;
- (2) 11, 123, 123, 123, 111 (or1111);
- (3) 11, 123, 123, 111, 111 (or1111);
- (4) 11, 123, 111, 111, 111 (or1111);
- (5) 11, 111, 111, 111, 111 (or 1111).

**2** A few of the permissible hands use special structures, utilizing pairs or single tiles as follows:

- (1) 11, 11, 11, 11, 11, 11, 11 (Seven Pairs hands);
- (2) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 11 (Thirteen Orphans)
- (3) 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1 (Lesser/Greater Honors and Knitted Tiles)

(Note: 1 = a single tile; 11 = a pair; 111 = a pung; 1111 = a kong; 123 = a chow)

**3** Two ways to make mahjong

- (1). Self-Drawn (to make mahjong by taking a fresh tile from the wall yourself, including the replacement tile when you kong or get a flower tile ),
- (2). By discard (to make mahjong with a tile discarded by another, including Robbing the Kong).

**4** The Winner

Only one player can win current hand. When more than one person declares "Hu" on a discard, the nearest next player following the discarder is the winner.

### 3.8. The Various Kinds of “Fan” and Their Relevant Points

There are 81 different scoring elements (“fan”) altogether. There are nine Series: Series of Honor Tiles; Series of Number Tiles; Series of Pungs; Series of Seven Pairs; Series of Tile Types Composition (Flower tiles except); Series of All Involved; Series of Broken; Series of Way making Mahjong and Series of Special . Point values are based on the degree of difficulty. There are twelve point grades: 88, 64, 48, 32, 24, 16, 12, 8, 6, 4, 2, and 1. More than one fan can be scored for a winning hand.

#### 3.8.1 The 81 "Fan"

Pts.	Fan no.	Fan name	Description
88	1	Big Four Winds	Pungs or Kongs of of all four Wind Tiles.
	2	Big Three Dragons	Pungs or Kongs of all three Dragon Tiles
	3	All Green	A hand in which the chows, pungs and pair(s) are made up solely of "green" tiles: 2 Bam, 3 Bam, 4 Bam, 6 Bam, 8 Bam, and Green Dragon.
	4	Nine Gates	Holding the 1,1,1,2,3,4,5,6,7,8,9,9,9 tiles in any one of the suits, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. (Fully Concealed may be combined if Self-Drawn).
	5	Four Kongs	Any hand that includes four kongs. They may be concealed or melded.
	6	Seven Shifted Pairs	A hand formed by seven pairs of the same suit, each shifted one up from the last. (Fully Concealed Hand may be combined if Self-Drawn).

	7	Thirteen Orphans	A hand created by singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. (Fully Concealed Hand may be combined if Self-Drawn).
64	8	All Terminals	The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles, without Honor Tiles.
	9	Little Four Winds	A hand that includes three Pungs or Kongs of Wind Tiles, and a pair of the fourth Wind.
	10	Little Three Dragons	A hand that includes two Pungs or Kongs of the Dragon Tiles, and a pair of the third Dragon.
	11	All Honors	The pair(s), Pungs or Kongs are all made up of Honor Tiles.
	12	Four Concealed Pungs	A hand that includes four Concealed Pungs or Kongs (achieved without melding). (Fully Concealed Hand may be combined if Self-Drawn).
	13	Pure Terminal Chows	A hand consisting of two each of the lower and upper terminal Chows in one suit only, and a pair of fives in the same suit.
48	14	Quadruple Chow	Four chows of the same continuous number sequence in the same suit.
	15	Four Pure Shifted Pungs	Four Pungs (or Kongs) in the same suit, each shifted one up from the last.
32	16	Four Pure Shifted Chows	Four chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both.
	17	Three Kongs	A hand containing three Concealed Kongs. (Points for concealment may be added).

	18	All Terminals and Honors	The Pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles and Honor Tiles.
24	19	Seven Pairs	A Hand formed by seven Pairs. (Fully Concealed Hand may be combined if Self-Drawn).
	20	Greater Honors and Knitted Tiles	Formed by seven single honors and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Fully Concealed Hand may be combined if Self-Drawn.
	21	All Even Pungs	A Hand formed with Pungs or Kongs of 2, 4, 6, and 8 tiles, pair of the same.
	22	Full Flush	A Hand formed entirely of a single suit.
	23	Pure Triple Chow	Three chows of the same numerical sequence and in the same suit.
	24	Pure Shifted Pungs	Three Pungs or Kongs of the same suit, each shifted one up from the last.
	25	Upper Tiles	A Hand consisting entirely of 7, 8, and 9 tiles.
	26	Middle Tiles	A Hand consisting entirely of 4, 5, and 6 tiles.
	27	Lower Tiles	A Hand consisting entirely of 1, 2, and 3 tiles.
16	28	Pure Straight	A Hand using one each of all the numbers 1 through 9 from any one suit, forming three consecutive chows.
	29	Three-Suited Terminal Chows	A Hand consisting of 1-2-3 and 7-8-9 in one suit (Two Terminal Chows), 1-2-3 and 7-8-9 in another suit, and a pair of fives in the remaining suit.



	30	Pure Shifted Chows	Three Chows in one suit, each shifted either one or two numbers up from the last, but not a combination of both.
	31	All Fives	A Hand in which every set (chow, pung, kong, pair) includes the number "5".
	32	Triple Pung	Three Pungs (or Kongs) of the same number in each suit.
	33	Three Concealed Pungs	Three Concealed Pungs or Kongs (achieved without melding).
12	34	Lesser Honors and Knitted Tiles	Formed by single honors, and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboo, 2-5-8 of Characters, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in this order). Fully Concealed Hand may be combined if Self-Drawn.
	35	Knitted Straight	A special Straight which is formed not with standard chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in the order in this example.
	36	Upper Four	A Hand created with suit tiles 6 through 9.
	37	Lower Four	A Hand created with suit tiles 1 through 4.
	38	Big Three Winds	A Hand that includes one pung (or kong) of each of the three winds.
8	39	Mixed Straight	A Straight (tiles 1 through 9) formed by chows from all three suits.

8	40	Reversible Tiles	A Hand created entirely with those tiles which are vertically symmetrical, which means the carved designs look the same if you turn them upside-down. These tiles are the 1,2,3,4,5,8, and 9 Dots, the 2,4,5,6,8, and 9 Bams, and the White Dragon.
	41	Mixed Triple Chow	Three Chows of the same numerical sequence, one in each suit.
	42	Mixed Shifted Pungs	Three Pungs (or kongs), one in each suit, each shifted up one number from the last.
	43	Chicken Hand	A Hand that would otherwise earn 0 points (excluding the Flower Tiles).
	44	Last Tile Draw	Going out (making Mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.)
	45	Last Tile Claim	Going out (making Mahjong) off the discard which is the last tile in the game.
	46	Out with Replacement Tile	Going out (making mahjong) on the replacement tile drawn after achieving a kong (not on a Flower replacement). When a Flower Tile is taken after Konging, and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).
	47	Robbing The Kong	Winning off the tile that somebody adds to a melded pung (to create a Kong). (The points for Last Tile may not be combined.)
	48	Two Concealed Kongs	A Hand that includes two Concealed Kongs.
6	49	All Pungs	A Hand formed by four Pungs (or Kongs) and one pair.

6	50	Half Flush	A Hand formed by tiles from any one of the three suits, in combination with Honor tiles.
	51	Mixed Shifted Chows	Three Chows, one in each suit, each shifted up one number from the last.
	52	All Types	A Hand in which each of the five sets (pungs, kongs, chows, pairs) is composed of a different type of tile (Characters, Bamboos, Dots, Winds, and Dragons).
	53	Melded Hand	Every set in the hand (chow, pung, kong, and pair) must be completed with tiles discarded by other players. All sets must be exposed, and the player goes out on a single wait off another player.
	54	Two Dragons Pungs	Two Pungs (or kongs) of Dragon tiles.
4	55	Outside Hand	A Hand that includes terminals and honors in each set, including the pair.
	56	Fully Concealed Hand	A Hand that a player completes without any melds, and wins by Self-Draw.
	57	Two Melded Kongs	A Hand that includes two Melded Kongs. (One Melded Kong and one Concealed Kong are 6 points).
	58	Last Tile	Winning on a tile that is the last of its kind. (It must be clear to all players based on the discards and exposures.)
2	59	Dragon Pung	A Pung or Kong of Dragon Tiles.
	60	Prevalent Wind	A Pung or Kong of the Wind Tile corresponding to the current Prevalent Wind.

	61	Seat Wind	A Pung or Kong of the Wind Tile corresponding to the player's Seat position at the table. (Dealer is East; proceeding counter-clockwise from the Dealer, other players' seats are South, West, North.)
	62	Concealed Hand	Having a concealed Hand (no melded sets) and winning by discard.
	63	All Chows	A hand consisting of all chows, with no Honors.
	64	Tile Hog	Using all four of a single suit tile, without using them as a Kong.
	65	Double Pung	Two Pungs (or Kongs) of the same number in two different suits.
	66	Two Concealed Pungs	Two Pungs achieved without melding.
	67	Concealed Kong	Created when four identical tiles, all self-drawn, are declared as a Kong.
	68	All Simple	A Hand formed without Terminal or Honor Tiles.
1	69	Pure Double Chow	Two identical chows in the same suit.
	70	Mixed Double Chow	Two chows of the same numbers but in different suits.
	71	Short Straight	Two chows in the same suit that run consecutively after one another to make a six-tile straight.
	72	Two Terminal Chows	Chows of 1-2-3 and 7-8-9 in the same suit.

1	73	Pung of Terminals or Honors	A Pung or Kong of Ones, Nines, or Winds. (A dragon pung scores 2 points.)
	74	Melded Kong	A Kong that was claimed from another player or promoted from a melded pung.
	75	One Voided Suit	A Hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).
	76	No Honors	A Hand formed entirely of suit tiles, without Winds or Dragons.
	77	Edge Wait	Waiting solely for a 3 to form a 1-2-3 chow, or solely for a 7 to form a 7-8-9 chow. Not valid if waiting for more than one tile. Not valid if the edge wait is combined with any other waits.
	78	Closed Wait	Waiting solely for a tile whose number is "inside" (in the middle) to form a chow. Not valid if waiting for more than one tile. Not valid if the closed wait is combined with other waits.
	79	Single Wait	Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).
	80	Self-Drawn	Going out (making mahjong) with a fresh tile picked from the wall.
81	Flower Tiles	Each tile carved with Chinese word of Spring(or Summer, Autumn, Winder, Plum, Orchid, Bamboo, Chrysanthemum) will award you one point when you succeed in Hu. Flower replacement to be Hu, the point of Self-Drawn can add. It can't add the points of Hu While Kong, it not Flower replacement can discard.	

### 3.9. How to Add Points During Competitions

#### 3.9.1 How to Score A Winning Hand

Precondition for scoring is a winning hand had been declared, the Competition Points as basic calculating base, according to Scoring Principle, scoring on the score sheet.

##### 1. Prerequisites for declaring "Hu" (Mahjong)

(1) Structured as per the permissible hand types outlined in the Rules (see section 3.7.2).

(2) When all its associated Fan are added, they must total at least 8 points or more.

(3) The method of obtaining the final winning tile must be in accordance with the permissible methods outlined in the rules.

##### 2. The Points structure of winning Hand

**It composes Extra Points, Basic Points and Penalty Points**

(1) **Extra Points:** Non-winning players must pay 8 points to the winning player;

(2) **Basic Points:** points scored, based on the fan claimed by the winning player;

(3) **Penalty Points:** if a player has fouled during the play of the hand, the relevant points must be subtracted after the Hand or a complete Game (Session) has been finished.

##### 3. How to calculate the points after a hand is finished

A following formula should be followed when count points

(1) **Win by self-drawn:** Extra Points + Basic Points ,then multiply  $\times 3$  (each player pays Extra Points + Basic Points to the winner);

(2) **Win by discard:** Extra Points  $\times 3$  + Basic Points  $\times 1$  (Discarder pays winner Basic Points + Extra Points, and the other two players pay the winner Extra Points only).

##### 4. The procedure for recording of points:

The player himself must declare (adding up the Fan Points of his hand), then the other players may check, and the referee verifies. After this, nobody should question the result of the accounting afterwards. If players have objections, they must be made during the

accounting process. The referee will record the result on the score sheet and require the 4 players to sign.

5. The method for recording of points:

Score Sheet can be used or Scoring Equipments authorized by World Mahjong Contest Center or Organizing Committee of authorized competitions. The contest results must be recorded fairly, scientifically and correctly.

## **6. Principles for counting the basic points**

The chart above lists all of the 81 kinds of fan. First, determine the primary fan, which is the highest scoring fan. Then add lesser fans according to the following principles:

(1) The Non-Repeat Principle: When a fan is inevitably implied or included by another fan, both fan may not be scored.

(2) The Non-Separation Principle ("Unbreakable"): After combining sets to create a fan, it is forbidden to rearrange those same sets to create a different fan.

(3) The Non-Identical Principle: Once a set has been used to create a fan, it is not allowed to use the same set together with other sets to create the same fan.

(4) Freedom to Choose the Highest Points ("the High- versus- Low Principle"): If you can use a set to form both a high-score fan and a low-score fan, it is your right to choose the high-score fan.

(5) The Account-Once Principle ("Exclusionary rule"): When you have combined some sets to create a fan, you can only combine any remaining sets once with a set that has already been used.

### **3.9.2 Accounting the points of a complete game (four rounds)**

1, Session Points: The total Table Points in one session; it will not bring into

next Session.

2, Competition Points: It break into 4, 2, 1, 0 points. The players will get relevant points base on their final standing.

3, Players and referees should sign their name on the Score Sheet after session is ended.

### **3.10. Ranking Players After A Competition and Mahjong Pin System**

**3.10.1** Players are ranked based on Table Points gained during the competition, In a case in which multiple players have equal Table Points, the player who earned the most Contest Points ranks higher. (Contest Points are the sum of all scores earned by the player during each game session.)

**3.10.2** Mahjong Pin System: When players had achieve certain level of ranking in Mahjong competitions sanctioned by the World Mahjong Organization, applicant must apply Pin Certificate himself after confirmed by authorized organization, a Pin Certificate will be given to applicant. The Pin (include Net Pin) approving right is given by the Organization authorized by the World Mahjong Contest Center.

### **3.11. Fouls and Penalties**

A player who violates the rules or regulations will be penalized with a warning, and/or forfeiture of points, and/or loss of right to win the current hand, and/or loss of the right to enter future competitions, and/or cancellation of rank or grade, cancellation of contest qualification, and/or open criticism.

#### **3.11.1 Warning**

For a minor infraction or for a first infraction, a player who fouls, violates the rules, or disturbs others during a competition may receive a warning from an referee.

#### **3.11.2 Forfeiture of points**

1. Being late: After a competition has begun, the player is docked 10 Contest points if late by 10 minutes or less; 20 points if late by 11-15



minutes. These points will not be added to the present player's scores. The player is considered to have forfeited the current session if he is late by more than 15 minutes, but is still eligible for future sessions during the tournament.

2. Rules Violation: the player violating rules may be docked 5, 10, 20, 30, 40, 50, or 60 contest points depending on the severity of the infraction (at the discretion of the referees), which are not to be added to the other players scores.

### **3.11.3 Loss of right to win current hand**

For certain infractions as per the rules and as determined by the referee, the player's penalty may be the loss of the right to declare mahjong during the current hand.

### **3.11.4 Loss of right to enter later competitions**

For severe infractions as decided by the referees and judges, an offending player may be disqualified from entering further competitions; open criticism will follow when severe. The length of time to be excluded from contests is reported by the referee and General referee to the Organizing Committee.

### **3.11.5 Forfeiture of competitive rank and disqualification**

For serious fouls or illegal benefit from the contest, a player may lose competitive rank and may be disqualified from the competition, or even from further competitions.

### **3.11.6 Specific violations and relevant penalties**

The severity of the penalty varies according to the criteria of the rule system.

#### **1. Cheating**

The referee has the right to disqualify a player when he replaces a concealed standing tile by steal or hide, or other cheats.

## **2. False Chow, Pung, Kong or Flower replacement**

When a player has erred in making chow, pung, kong, or flower replacement, the player forfeits the right to declare mahjong during the current hand.

## **3. Empty Chow, Pung, Kong Call (Change of mind)**

Players are not permitted to call a tile for exposure and then decide not to take the tile. This "change of heart" is known as making an "empty" call. The player will be warned the first time he makes an empty Chow, Pung, or Kong in one Hand (Pan); the second time he'll forfeit 5 points; third time he'll forfeit 10 points; fourth time he'll forfeit 20 points, and so on.

## **4. Touching the Tile**

Touching the wall tile before his upper player has discarded a tile is a foul. The player will be warned first time in one Hand (Pan), and second time will forfeit 5 points; third time will forfeit 10 points; fourth time will forfeit 20 points, and so on. When a player has erred in taking the tile. If the tile was not revealed, the offending player may replace the tile to its original position. If the tile was revealed, the offending player may not "Hu" during the current Hand, but must accompany the rest of the players in playing for the remainder of the current Hand.

## **5. Late Pung call**

Declaring Pung after the 3 seconds allotted after the discard is a foul. In any one Hand (Pan), the player will be warned first time; and second time will forfeit 5 points; third time will forfeit 10 points; fourth time will forfeit 20 points, and so on.

## **6. Errors of False Hu**

When a player calls "Hu," it's required that the hand fully utilize 14 tiles (not counting Flowers and the 4th tile in a Kong) to make a valid hand, and that the hand be worth 8 points or more (not counting the points for Flowers). Failure to meet these requirements is known as "False Hu" or

"False Mahjong."

**(1) Below Minimum Score**

If a player declares mahjong but the hand is worth less than 8 points or he consider the discarded Tile is his Waiting Tile mistakenly, he forfeits 10 points to each of the other three players respectively, and is not permitted to win the current hand.

**(2) Erroneous Call for "Hu":**

If a player is not yet waiting and mistakenly calls "Hu" on a discard (perhaps thinking he is waiting already, or need Chi or Pung once at least for Waiting), he forfeits 20 points to the other three players respectively, and is forbidden to win the current hand.

**7. How to cope with erroneously exposed tiles**

(1) A tile exposed during the process of the game will be obliged to be discarded on the player's next turn.

(2) If a player exposes all his tiles after somebody declares Hu, he is making a foul. If it is determined that the declarer had indeed won, the player showing his tiles will get a warning; if the declarer's hand is determined to be invalid, the player who exposed his tiles forfeits his right to be win the current hand, and he is obliged to discard his shown tiles one by one to the other players who may then use the tiles, until are all discarded and replaced by fresh tiles. In addition, if a player push his hand tiles or the wall tiles, causing the current Hand can't proceed continuously, if a referee verifies the above to be the case, the offending player forfeits 30 points to each of the remaining players.

(3) A player who knocks over another player's tile forfeits 5-60 points to the offended player according to the referee's discretion. And the referee shall decide whether he may continue to play.

(4) If the player who declares "hu" is found not to have "hu," it will not be penalized according to 3.11.6.7

## **8. Wrong Tile Count**

If a player has more than 13 or fewer than 13 tiles between turns, he or she may not declare "hu" during that hand. The player may continue to pick, discard, and claim tiles, but cannot win that hand.

## **9. Passing information**

The player who tips another player, or transfers information (true or false) by explanation, hint, expression, or other overt behavior, commits a severe foul. No matter whether the recipient of the information benefits or not, the information giver forfeits the right to win the current hand.

## **10. Severe disturbance to the competition**

For an obvious disturbance violation, the player who persists in disobeying the referee's demands will be disqualified from the competition, and subject to open criticism.

## **11. Other**

(1) After calling "Chi," "Pung," or "Kong" the called-for discard should be taken within a reasonable time. If not taken after other player had put a new tile into the wall, he has to continue playing, with no right to declare mahjong, until the end of the hand.

(2) After calling "Hu," the called-for tile should be taken before counting points. Failure constitutes False Hu.

(3) A player must not declare "Chi," "Pung," or "Kong," followed immediately by the declaration of "Hu." When a discarded tile completes the hand, the player must say "Hu" only. Commission of this error, or errors involving "Hu" declarations in nonstandard ways, or failure to reveal his standing concealed tiles, prohibit his winning on the present turn; he'll have to discard a tile and hope to declare "Hu" on another turn. If a player shows his tiles but neglects to declare "Hu," he forfeits the right to win, and must continue playing.

(4) Revealing one's tiles before declaring "Hu" forfeits the player's right to win the current hand.

(5) Stretching out the hand across the discard floor to take a fresh tile from the wall forfeits the right to take the present discard. If a player stretches out his hand in this manner, yet takes the discard anyway, he shall be forbidden to chow, pung, and kong and win the current hand.

(6) After declaring "Hu", the player should use discarded tiles from the discard floor to tally the points. Each face-up tile represents 1 point; one face-down tile represents 10 points. If tiles from the player's hand become mixed with other tiles used for tallying the points, this is a foul. After the referee verifies the error, the player's win is declared invalid; the hand continues but the player may not win it.

(7) No Late Appeal

When a question arises, it should be reported to referees immediately. It is not permitted to ask for consultation after the game has continued.

(8) Players should leave competition ground after finish their current session. Referees should give warnings or penalties if players had cause distractions.

### **3.12. Appeals Judge's Decisions**

#### **3.12.1 Right of Appeal**

A player or his team's leader may appeal judgments made by an referee.

#### **3.12.2 Time limits for appeals**

Any appeal should be submitted within 30 minutes after the end of the game session in question. The party who appeals should render a complaint fee of 200 USD or equivalent local currency in cash. If the player wins, the fee will revert back to the player; otherwise the money is lost.

#### **3.12.3 The written appeal**

The appeal should be offered in writing, with the signatures of the player and/or his team leader.

#### **3.12.4 The way of appeal**

All written appeals are given to the Arbitration Committee.

### **3.13. Procedures for Appeals**

#### **3.13.1 Appeals concerning the rules**

Appeals concerning the rules and the competitive regulations, the chief referee is responsible for judging. If you are unsatisfied with conclusion, you may give the written appeal to the arbitration committee.

#### **3.13.2 Other appeals**

Other appeals should be settled by related department appointed by the Contest Committee.

#### **3.13.3 Judgment on appeals**

The Arbitration Committee has right of head referee which is appointed by the Rule System to judge, check, but no right to deny the judgment made by the chief referee according to the requirement of the Rule System and other regulations of the contest.

## Appendix 1

### The Various Fan and their Relevant Points, With Examples

- ① The fan are defined according to the descriptions in this rule book.
- ② The combinations of tile examples include only the shown tile examples, but not the combination of the fan and other changes. Even if there would be any change, addition (calculation) is made according to the principle of the addition (calculation) method.
- ③ Below the definitions, inclusion/exclusion examples are given. When one fan must inevitably coexist with another fan, it is not permitted to claim and score for both.

#### 88-Point Fan

##### 1. Big Four Winds (88 points)

The hand includes Pungs (or Kongs) of all four Wind Tiles. Does not combine with Big Three Winds, All Pungs, Prevalent Wind, Seat Wind, or Pung of Terminals or Honors.



Combined with Half Flush.



Combined with All Terminals and Honors, and Half Flush.



Combined with All Honors.

##### 2. Big Three Dragons (88 points)

The hand includes Pungs (or Kong) of all three Dragon Pungs tiles. Does not combine with Two Dragons or Dragon Pung.



Combined with Half Flush.



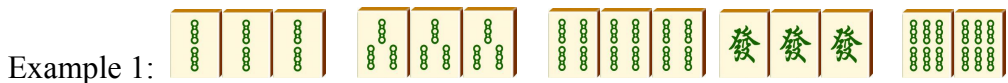
Combined with All Terminals and Honors, and One Voided Suit.



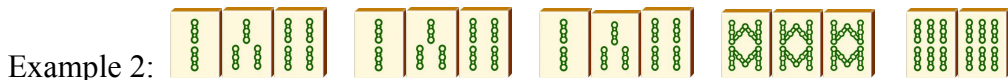
Combined with All Honors, Prevalent Wind or Seat Wind if it exists.

### 3. All Green (88 points)

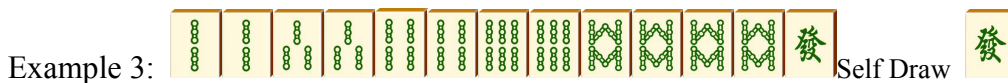
Hand is composed entirely of any of the 2,3,4,6,8 of Bamboo and/or Green Dragon. Combined with Full Flush and Half Flush.



Combined with Pure Shifted Pungs, All Pungs, Half Flush and Dragon Pung



Combined with Pure Triple Chow and Full Flush





Combined with Seven Pairs, Half Flush, Fully Concealed Hand and Tile Hog

#### 4. Nine Gates (88 points)

Holding the 1,1,1,2,3,4,5,6,7,8,9,9 tiles in one suit, creating the nine-sided wait of 1,2,3,4,5,6,7,8,9. Does not combine with Full Flush, Concealed Hand, and Pung of Terminals or Honors. (Combines with Fully Concealed Hand if Self-Drawn.)



Combined with Pure Straight, Fully Concealed Hand and Tile Hog.

#### 5. Four Kongs (88 points)

A hand that includes four Kongs. Points for concealed pungs may be added. Does not combine with Single Wait.



Combined with All Types and Dragon Pung..



Combined with Big Three Dragons, and All Honors.

#### 6. Seven Shifted Pairs (88 points)

Hand is composed of seven pairs in the same suit, each shifted one up from the last. Does not combine with Full Flush, Concealed Hand, or Single Wait.

(Combines with Fully Concealed Hand if Self-Drawn).



Combined with All Simples.

### 7. Thirteen Orphans (88 points)

Hand is composed of singles of any 12 of the 1, 9, and Honor tiles, along with a pair of the 13th. Does not combine with All Types, Concealed Hand, or Single Wait. (Combines with Fully Concealed if Self-Drawn).



### 64-Point Fan

### 8. All Terminals (64 points)

The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles, without Honor Tiles. Does not combine with All Pungs, Outside Hand, Pung of Terminals or Honors and No Honors.



Combined with Double Pung (times two).



Combined with Triple Pung

### 9. Little Four Winds (64 points)

Hand includes three Pungs or Kongs of Winds, and a pair of the fourth Wind. Combines with Prevalent Wind and Seat Wind, but does not combine with Big Three Winds, or Pung of Terminals or Honors.



Combined with Half Flush, and Outside Hand.



Combined with All Honors and Dragon Pung.

### 10. Little Three Dragons (64 points)

Hand includes Pungs or Kongs of two Dragons and a pair of the third Dragon. Does not combine with Dragon Pung, or Two Dragons.



Combined with Pung of Terminals or Honors, and One Voided Suit.



Combined with All Terminals and Honors, and Half Flush.

### 11. All Honors (64 points)

The Pair(s), Pungs or Kongs are all made up of Honor Tiles. Can be formed with Pungs or Kongs, any of which may be concealed or melded. Does not combine with All Pungs, Outside Hand, and Pung of Terminals or Honors.



Combined with Two Dragon Pungs



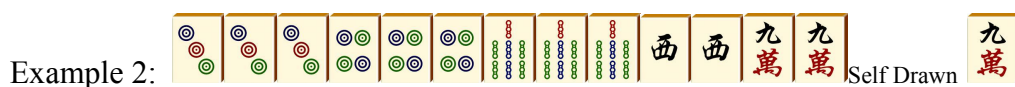
Combined with Little Three Dragons.

## 12. Four Concealed Pungs (64 points)

Hand includes four Pungs or Kongs achieved without melding. Does not combine with All Pungs or Concealed Hand. Does combine with Fully Concealed Hand if Self-Drawn.



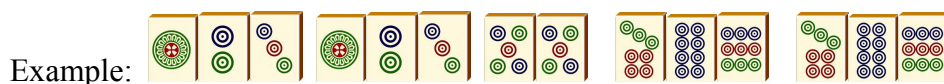
Combined with Pung of Terminals or Honor, Single Wait, and No Honors.



Combined with Fully Concealed Hand, and Pung of Terminals or Honors

## 13. Pure Terminal Chows (64 points)

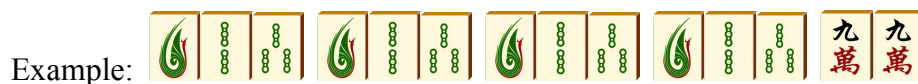
Hand consists of two each of the lower and upper terminal Chows in one suit, with a pair of fives in the same suit. Does not combine with Seven Pairs, Full Flush, All Chows, Pure Double Chow, or Two Terminal Chows.



## 48-Point Fan

## 14. Quadruple Chow (48 points)

Four chows of the same numerical sequences in the same suit. Does not combine with Pure Shifted Pungs, Tile Hog, or Pure Double Chow.



Combined with Outside Hand, All Chows and One Voided Suit.

### 15. Four Pure Shifted Pungs (48 points)

Four Pungs or Kongs in the same suit, each shifted one up from the last. Does not combine with Pure Triple Chow or All Pungs.



Combined with Full Flush.

### 32-Point Fan

### 16. Four Shifted Chows (32 points)

Four chows in one suit, each shifted up 1 or 2 numbers from the last, but not a combination of both. Does not combine with Short Straight, and Two Terminal Chows.



Combined with All Chows, All Simples, and One Voided Suit.



Combined with All Chows and One Voided Suit.

### 17. Three Kongs (32 points)

Hand contains three Kongs. May combine with Concealed Kong, Two Concealed Kongs, and Three Concealed Pungs if the Kongs are all concealed.



Combined with All Pungs, Double Pung, and All Simples.

### 18. All Terminals and Honors (32 points)

The pair(s), Pungs or Kongs are all made up of 1 or 9 Number Tiles and Honor Tiles. Does not combine with All Pungs, Outside Hand, and Pung of Terminals or Honors.



Combined with All Types, Dragon Pung, and Double Pung.

### 24-Point Fan

### 19. Seven Pairs (24 points)

Hand consisting of seven pairs. Does not combine with Concealed Hand or Single Wait. May combine with Fully Concealed Hand if Self-Drawn.



Combined with Fully Concealed Hand, Tile Hog, One Voided Suit, and No Honors.

### 20. Greater Honors and Knitted Tiles (24 points)

Formed by 7 single Honors (one of every Wind and Dragon), and singles of suit tiles belonging to separate Knitted sequences (for example, 1-4-7 of Bamboos, 2-5-8 of Characters, and 3-6-9 of Dots). Does not combine with All Types or Concealed Hand. May be combined with Fully Concealed Hand if Self-Drawn.




Combined with Fully Concealed Hand.

### 21. All Even Pungs (24 points)

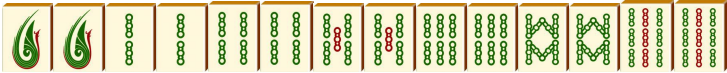
A hand formed with Pungs or Kongs of even-numbered suit tiles, and a pair of the same. Does not combine with All Pungs or All Simples.

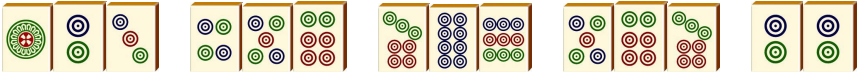
Example 1:  Combined with Double Pungs.

Example 2:  Combined with Triple Pung and Up Four.

## 22. Full Flush (24 points)

All the tiles are in the same suit. Does not combine with No Honors.

Example 1:  Combined with Seven Pairs (and Fully Concealed Hand if Self-Drawn).

Example 2:  Combined with Pure Straight, and All Chows.

Example 3:  Combined with Pung of Terminals or Honors, and Short Straight.

## 23. Pure Triple Chow (24 points)

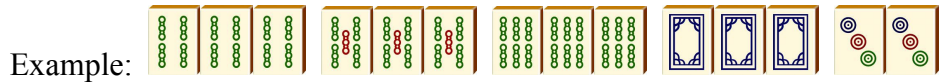
Three chows of the same numerical sequence and in the same suit. Does not combine with Pure Shifted Pungs or Pure Double Chow.



Combined with All Fives, and All Chows.

## 24. Pure Shifted Pungs (24 points)

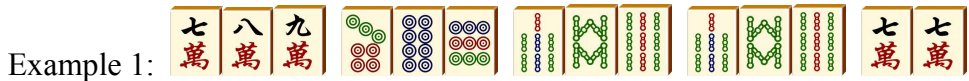
Three Pungs or Kongs of the same suit, each shifted one up from the last. Does not combine with Pure Triple Chow.



Combined with Reversible Tiles, All Pungs, and Dragon Pung.

## 25. Upper Tiles (24 points)

Hand consisting entirely of 7, 8, and 9 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, All Chows and either Pure Double Chow or Mixed Double Chow (not both).



Combined with Double Pung, Tile Hog and Mixed Double Chow.

## 26. Middle Tiles (24 points)

A hand consisting entirely of 4, 5, and 6 tiles. Does not combine with All Simple.



Combined with Pure Shifted Pungs, and One Voided Suit.





Combined with Seven Pairs (and Fully Concealed Hand if Self-Drawn).

### 27. Lower Tiles (24 points)

A hand consisting entirely of 1, 2, and 3 tiles. Does not combine with No Honors.



Combined with Mixed Triple Chow, All Chows, and either Pure Double Chow or Mixed Double Chow (not both).

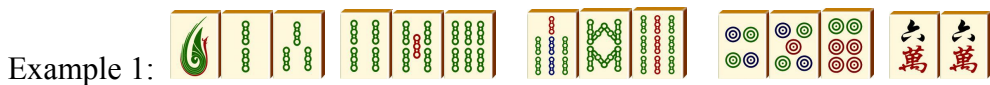


Combined with Mixed Shifted Pungs, All Pungs, Double Pung, and Pung of Terminals or Honors.

### 16-Point Fan

### 28. Pure Straight (16 points)

Hand using one of every number, 1-9, in three consecutive chows, in the same suit.



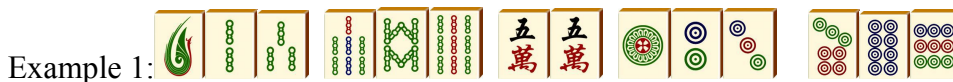
Combined with All Chows, and Mixed Double Chow.



Combined with Dragon Pung, and One Void Suit.

### 29. Three-Suited Terminal Chows (16 points)

Hand consisting of 1-2-3 + 7-8-9 in one suit (Two Terminal Chows), 1-2-3 + 7-8-9 in another suit, a pair of fives in the third suit. Doesn't combine with Mixed Double Chow, Two Terminal Chows, No Honors, or All Chows.

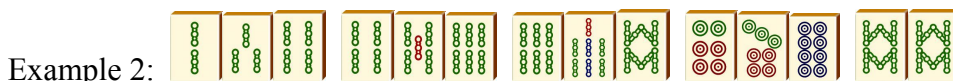


### 30. Pure Shifted Chows (16 points)

Three chows in one suit, each shifted up either one or two numbers from the last, but not a combination of both.



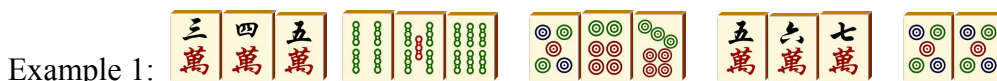
Combined with No Honors.



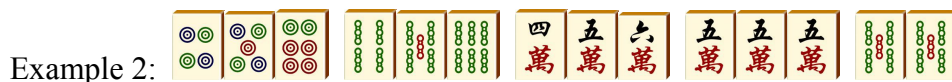
Combined with All Chows, All Simple, Mixed Double Chow, and One Voided Suit.

### 31. All Fives (16 points)

A hand in which every set (Chow, Pung, Kong, Pair) includes the number 5. Does not combine with All Simple.



Combined with Mixed Shifted Chows, All Chows, and Mixed Double Chow.



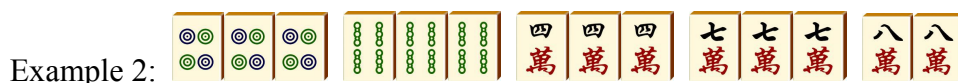
Combined with Middle Tiles, Mixed Triple Chow, and Tile Hog.

### 32. Triple Pung (16 points)

Three Pungs or Kongs of the same number, in each suit.



Combined with Outside Hand, No Honors, and Pung of Terminals or Honors (times 3).



Combined with All Simples and All Pungs.

### 33. Three Concealed Pungs (16 points)

Three Pungs achieved without melding.



Combined with All Pungs, All Simples, Concealed Hand, and One Voided Suit.



Combined with All Types, Fully Concealed Hand, Dragon Pung, and Pung of Terminals or Honors.

## 12-Point Fan

### 34. Lesser Honors and Knitted Tiles (12 points)

A hand made of singles of the following tiles: Any Honors, along with Suit tiles that belong to different Knitted sequences (for example, 1-4-7 of Characters, 2-5-8 of Bamboos, and 3-6-9 of Dots - each of the 3 suits must belong to a different Knitted sequence, but not necessarily in the order listed here). Does not Combine with All Types and Concealed Hand. (Combines with Fully Concealed Hand if Self-Drawn.)



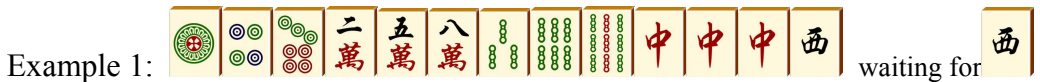
Combined with Fully Concealed Hand.



Combined with Knitted Straight.

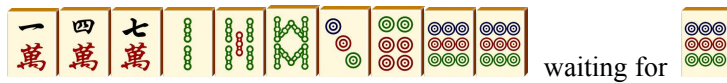
### 35. Knitted Straight (12 points)

A special Straight which is formed not with standard Chows but with 3 different Knitted sequences. For example, 1-4-7 of Dots, 2-5-8 of Characters, and 3-6-9 of Bamboos - but not necessarily in this order.



Combined with All Types, Concealed Hand, Dragon Pung and Single Wait.

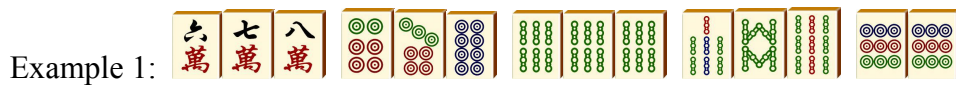




Combined with All Chows.

### 36. Upper Four (12 points)

A hand created solely with suit tiles 6 through 9. Does not combine with No Honors.



Combined with Mixed Double Chow.



Combined with Seven Pairs (can combine with Fully Concealed Hand if Self-Drawn).

### 37. Lower Four (12 points)

A hand created with suit tiles 1 through 4 only. Does not combine with No Honors.



Combined with All Chows, and Mixed Double Chow (times 2).



Combined with All Pungs, Double Pung, and Pung of Terminals or Honors.

### 38. Big Three Winds (12 points)

Hand includes Pungs or Kongs of three of the Winds.



Combined with All Terminals and Honors, and One Voided Suit.



Combined with All Pungs, Half Flu.

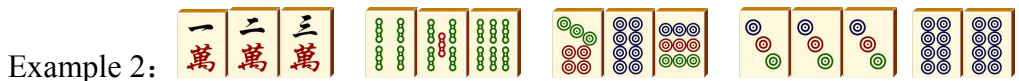
### 8-Point Fan

### 39. Mixed Straight (8 points)

Three chows in three suits making 9 continuous numbers (1-9).



Combined with All Chows and Pure Double Chow.



Combined with No Honors.

### 40. Reversible Tiles (8 points)

A hand created entirely with those tiles which are vertically symmetrical (1,2,3,4,5,8,9 Dots, 2,4,5,6,8,9 Bams, and White Dragon). Does not combine with One Voided Suit.



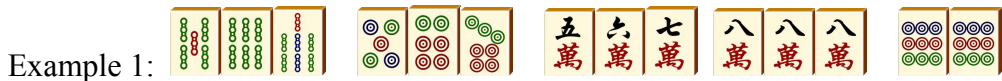
Combined with All Fives, Tile Hog, All Chows, and Pure Double Chow (times two).



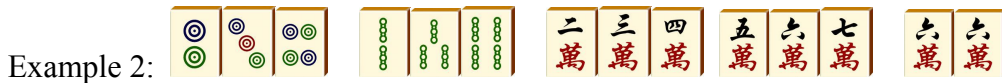
Combined with All Pungs, Dragon Pung, Double Pung, and Pung of Terminals (times two).

#### 41. Mixed Triple Chow (8 points)

Three chows of the same numerical sequence, one in each suit.



Combined with No Honors.



Combined with All Chows, All Simple, and Short Straight..

#### 42. Mixed Shifted Pungs (8 points)

Three Pungs or Kongs, one in each suit, each shifted up one number from the last.



Combined with No Honors.



Combined with All Pungs, Double Pung, and All Simple.

### 43. Chicken Hand (8 points)

A hand that would otherwise earn 0 points (excluding Flowers).



The 2 and 5 dots are not Last Tile and not Self-Drawn.

### 44. Last Tile Draw (8 points)

Going out (making Mahjong) on a pick of the very last tile of the wall. (Points for Self-Drawn may not be combined.)

### 45. Last Tile Claim (8 points)

Going out (making Mahjong) off the discard which is the last tile in the game.

### 46. Out with Replacement Tile (8 points)

Going out (making mahjong) on the replacement tile drawn after achieving a kong (not on a Flower replacement). Combines with Melded Kong (or Concealed Kong), but doesn't combine with Self-Drawn. When a Flower Tile is taken after Konging, and upon winning on the Flower replacement, points for Self-Drawn may be added (but Out With Replacement Tile does not apply in this case).

### 47. Robbing The Kong (8 points)

Winning off the tile that somebody adds to a melded pung (to create a Kong). (The points for Last Tile may not be combined.)



#### 48. Two Concealed Kongs (8 points)

Hand includes two Concealed Kongs.



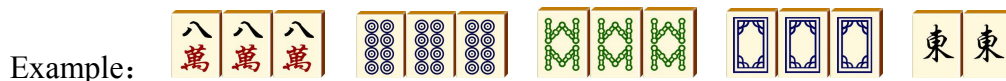
Example: With two concealed Kongs, Pung Characters 7, then Self-Drawn Characters 7.

Combined with Last Tile, Tile Hog, Pung of Terminals or Honors, One Voided Suit, No Honors, and Self-Drawn.

#### 6-Point Fan

#### 49. All Pungs (6 points)

Hand includes four Pungs or Kongs and a pair.



Combined with Triple Pung, All Types, and Dragon Pung.

#### 50. Half Flush (6 points)

Formed by tiles from any one of the three suits, in combination with Honors.



Combined with Pure Shifted Chows and Short Straight.

#### 51. Mixed Shifted Chows (6 points)

Three chows one in each suit, each shifted up one number from the last.



Combined with All Chows and All Simples.

### 52. All Types (6 points)

A hand in which each of the five sets is composed of a different type of tile (Characters, Bamboos, Dots, Winds, and Dragons).



Combined with Pung of Terminals or Honors and Dragon Pung.

### 53. Melded Hand (6 points)

Every set in the hand, including the pair, must be completed with tiles discarded by other players. Does not combine with Single Wait.



Combined with Tile Hog, All Simples, Melded Kong, One Voided Suit, and Flowers.

### 54. Two Dragons Pungs (6 points)

Two Pungs (or Kongs) of Dragon tiles.

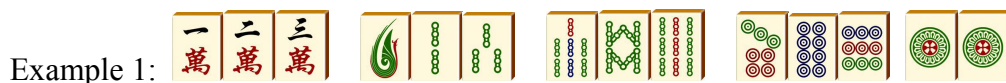


Combined with Two Terminal Chows and One Voided Suit.

## 4-Point Fan

### 55. Outside Hand (4 points)

Hand includes Terminals and Honors in each set, including the Pair.



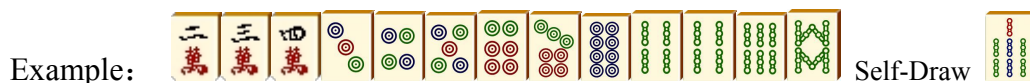
Combined with All Chows, Two Terminal Chows, and Mixed Double Chow (times 2).



Combined with Mixed Double Chow, Two Terminal Chows, One Voided Suit, and Dragon Pung.

### 56. Fully Concealed Hand (4 points)

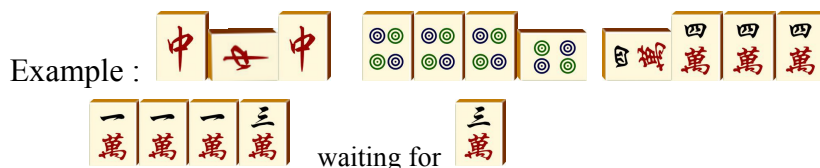
A hand that a player completes without any melds and Self-Draws to win.



Combined with All Chows, All Simples, Short Straight, Mixed Double Chow, and Closed Wait. (Self-Drawn 7 Bam.)

### 57. Two Melded Kongs (4 points)

Hand includes two Melded Kongs. (One Melded Kong and one Concealed Kong make 6 points.)



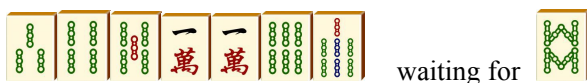
2 Melded Kongs, Pung Red Dragon, won on discarded 1 Character.

Combined with All Pungs, Dragon Pung, Double Pung, Pung of

Terminals or Honors, and One Voided Suit.

**58. Last Tile (4 points)**

Winning on a tile that is the last of its kind. (It must be clear to all players based on the discards and exposures.)



Combined with Tile Hog, Short Straight, No Honors, and One Voided Side.

**2-Point Fan**

**59. Dragon Pung (2 points)**

A Pung or Kong of Dragon Tiles.



**60. Prevalent Wind (2 points)**

A Pung or Kong of the Wind Tile corresponding to the current Prevalent Wind.

Example: Possessing three East Wind Tiles in the East Wind Round, or three West Wind Round.

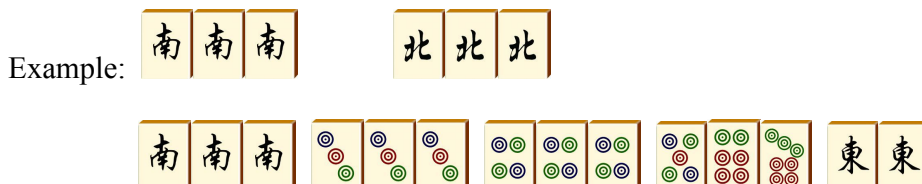


Combined with All Pungs, Dragon Pung, and One Voided Side.

### 61. Seat Wind (2 points)

A Pung or Kong of the Wind Tile corresponding to the player's Seat position at the table. (Dealer is East; proceeding counter-clockwise from the Dealer, other players' seats are South, West, North.)

For Example: Possessing three South Wind Tiles when the player seats South, or three North Wind Tiles when player seats south.



Combined with Half Flush, and Prevalent Wind. (The winner seats south in the South Wind round).

### 62. Concealed Hand(2 points)

All the tiles are Concealed; winning on a discard.



Combined with All Chows, All Simples, and Short Straight (times two).

### 63. All Chows (2 points)

Hand consists of all Chows and no Honors. No Honors is implied.



Combined with Mixed Shifted Chows and Short Straight.

### 64. Tile Hog (2 points)

Using all four of a single suit tile, without using them as any kind of Kong.



Combined with Upper Four, and Mixed Triple Chow.

### 65. Double Pung (2 points)

Two Pungs of the same number in two different suits.



Combined with All Pungs, and All Simple.

### 66. Two Concealed Pungs (2 points)

Two Pungs which are achieved without melding.



Combined with Concealed Hand, Two Terminal Chows, Single Wait, One Voided Suit, and No Honors.

### 67. Concealed Kong (2 points)

Created when four identical tiles, all self-drawn, are declared as a Kong.



Must put four tiles face down before your standing tiles. You must reveal the Concealed Kong to be others after the Hand is ended.

### 68. All Simple (2 points)

Hand formed without any Terminal or Honor Tiles.



Combined with Mixed Shifted Chows.

### 1-Point Fan

#### 69. Pure Double Chow (1 point)

Two identical chows in the same suit.



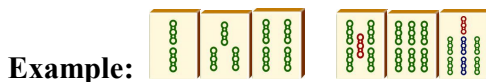
#### 70. Mixed Double Chow (1 point)

Two chows of the same numbers but in different suits.



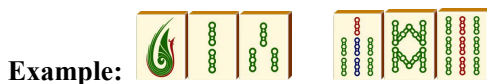
#### 71. Short Straight (1 point)

Two chows in the same suit that run consecutively after one another to make a six-tile straight.



#### 72. Two Terminal Chows (1 point)

Chows of 1-2-3 and 7-8-9 in the same suit.



**73. Pung of Terminals or Honors (1 point)**

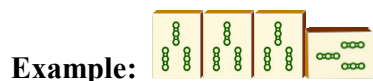
A Pung or Kong of Ones, or Nines, or Winds. (A dragon pung scores 2 points.)



Combined with Pure Straight, and Dragon Pung.

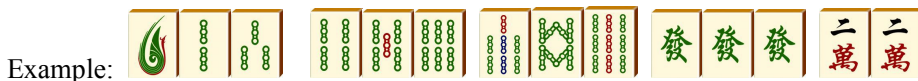
**74. Melded Kong (1 point)**

A Kong that was claimed from another player or promoted from a melded pung.



**75. One Voided Suit (1 point)**

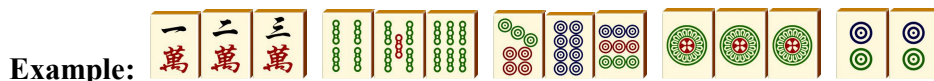
A Hand that uses tiles from only two of the three suits (it lacks any tiles from one of the three suits).



Combined with Pure Straight, and Dragon Pung.

**76. No Honor Tiles (1 point)**

A Hand formed entirely of suit tiles, without Winds or Dragons.



Combined with Mixed Straight, and Pung of Terminals or Honors.

**77. Edge Wait (1 point)**

Waiting solely for a 3 to form a 1-2-3 chow, or solely for a 7 to form a 7-8-9 chow. Not valid if waiting for more than one tile. Not valid if the edge wait is combined with any other waits.





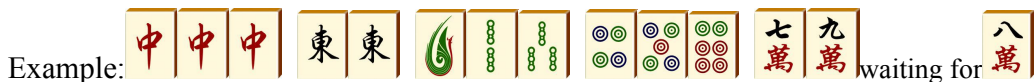
Combined with Outside Hand, Two Terminal Chows, and Mixed Double Chow (times 2).



Does't combine with Edge Wait.

### 78. Closed Wait (1 point)

Waiting solely for a tile whose number is "inside" (in the middle) to form a chow. Not valid if waiting for more than one tile. Not valid if the closed wait is combined with other waits.



Combined with Mixed Straight, All Types, and Dragon Pung.



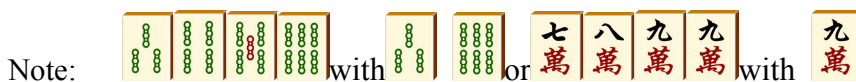
Does't combine with Closed Wait.

### 79. Single Wait (1 point)

Waiting solely for a tile to form a pair. Not valid if waiting for more than one tile (for example, holding 1-2-3-4 and waiting on the 1 and 4).



Combined with Two Dragons Pungs, Mixed Double Chow, and One Voided Suit.



Does't combine with Single Wait.

## **80. Self-Drawn**

**Going out (making mahjong) with a fresh tile picked from the wall.**

## **81. Flower Tiles (1 point)**

**Each tile carved with Chinese word of Spring(or Summer, Autumn, Winter, Plum, Orchid, Bamboo, Chrysanthemum) will award you one point when you succeed in Hu. Flower replacement to be Hu, the point of Self-Drawn can add. It can't add the points of Hu While Kong, it not Flower replacement can discard.**

## Appendix 2

### The Player's Oath

In the whole process participant The \_\_\_\_\_ Mahjong Competition.

I promise

1. I will obey the laws and the regulations of the host country.
2. I will obey the tenets of the World Mahjong Organization, develop and expand the Olympic spirit, and advocate a healthy, scientific and friendly Mahjong culture.
3. I will obey all the regulations and instructions made for the contest.
4. I will obey the sports moral, I will never play the game for gambling.
5. I'm in a healthy state, which is guaranteed by the doctor. I'm competent to the contest.
6. The incidental hurt, sudden disease and the other trouble caused by me, I agree that I will pay for medical service.
7. I agree that my name and photos can be used as a source for promoting the healthy, scientific and friendly Mahjong culture, in the reports by the Organizing Committee and the media, broadcasting through TV.
8. I'm responsible for my own belongings and private safety. I will pay for the loss of other's belongings and safety which are caused by me.
9. I'm responsible for dealing with insurance in contesting and traveling, I will pay the fee of insurance.

I can fully understand the items above, and I admit that the items above are legal. If there is any violation, all by myself and the guarantee.

The player's signature

Date of signature:

If you think it necessary to tell the special disease and allergic state to the Organization Committee, you'd better write them clearly to the Reception Department of the Organization Committee.

**Appendix 3 Chart for Table Rotation**

<b>Table Rotation</b>									
<b>Game One</b>					<b>Game Two</b>				
<b>Table #</b>	<b>Player Numbers</b>				<b>Table #</b>	<b>Player Numbers</b>			
<b>Game Three</b>					<b>Game Four</b>				
<b>Table #</b>	<b>Player Numbers</b>				<b>Table #</b>	<b>Player Numbers</b>			
<b>Game Five</b>					<b>Game Six</b>				
<b>Table #</b>	<b>Player Numbers</b>				<b>Table #</b>	<b>Player Numbers</b>			
<b>Game Seven</b>					<b>Game Eight</b>				
<b>Table #</b>	<b>Player Numbers</b>				<b>Table #</b>	<b>Player Numbers</b>			

## Appendix 4

### Procedure for Seat Rotation

Seats rotate so that everybody has a chance to sit in every position, and everybody has a chance to be dealer, and to sit in each other player's Upper position.

Round	Position			
	East	South	West	North
1 (East Wind Round)	East (A)	South (B)	West (C)	North (D)
2 (South Wind Round)	South (B)	East (A)	North (D)	West (C)
3 (Western Wind Round)	West (C)	North (D)	South (B)	East (A)
4 (North Wind Round)	North (D)	West (C)	East (A)	South (B)

### Exchange of Wind Position

1 <sup>st</sup> Round	2 <sup>nd</sup> Round
South West ———— East   North	(Exchange) N      E ↓    ↑      ↑    ↓ W      S North ———— South   West
3 <sup>rd</sup> Round	4 <sup>th</sup> Round
(Exchange) East North ↗      ↘ South   West South ———— West   East	(Exchange) S      N ↑    ↓      ↓    ↑ E      W West ———— North   South

## Appendix 5    Score Sheet For A Game Session

Game

Group

Table

Time: From \_\_\_to\_\_\_

<b>Team</b>													
<b>Player #</b>													
<b>Player</b>													
<b>Position</b>	East			South			West			North			
<b>Table Points</b>													
<b>Total Points</b>													
<b>Signature</b>													
<b>Hand</b>	+	-	Total	+	-	Total	+	-	Total	+	-	Total	Remarks
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													
11													
12													
13													
14													
15													
16													
<b>Total</b>													

**Signature of the referee:**

**Signature of the General referee Chief.0:**

**Date:** \_\_\_\_\_

(Sum the total points carefully, write down clearly and carefully, then verify and sign. Results are final once signed!)

Appendix 6

**Record of Fouls**

\_\_\_\_\_Game # \_\_\_\_\_Group # \_\_\_\_\_Table #

<b>Player's Team</b>	<b>Player's Name</b>	<b>Player's Number</b>	<b>Game/round/table/position of the Foul</b>	<b>Nature of Foul</b>	<b>Relevant penalty</b>	<b>Remarks</b>

**referee** \_\_\_\_\_

**Date** \_\_\_\_\_

## Appendix 7 Sheet for Tabulating Final Results of Competitions

No.	Team	Name	Total Points of Single Players			Total Points of All Players			A game One			A game Two								
			TP	CP	Rank	TP	CP	Rank	TP	Sum	CP	Sum	TP	Sum	CP	Sum				

TP—Table Points; CP—Contest Points



## Appendix 8

### The various kinds of “FAN” s and relevant points

series	points	88	64	48	32	24	16	
Series of Honor Tiles	Big Four Winds		Little Four Winds					
	Big Three Dragons		Little Three Dragons					
		All Honors						
Series of Number Tiles	Shifted Chows				Four Pure Shifted Chows		Pure Shifted Chows	
	Same Chows			Quadruple Chow		Pure Triple Chow		
	Chow						Pure Straight	
	Top Chows		Pure Terminal Chows				Three-Suited Terminal Chows	
Series of Pungs	Pungs		Four Concealed Pungs		Four Pure Shifted Pungs	All Terminals and Honors	Pure Shifted Pungs	Triple Pung
			All Terminal				All Even Pungs	Three Concealed Pungs
	Kongs	Four Kongs			Three Kongs			
Series of Seven Pairs	Seven Shifted Pairs					Seven Pairs		
Series of Full Chows	All Green					Full Flash		
	Nine Gates							
Series of All Involved						Upper Tiles	All Fives	
						Middle Tiles		
						Lower Tiles		
Series of Broken						Greater Honors and Knitted Tiles		
Series of Being Whole(Hu)								
Series of Special	Thirteen Orphans							
Total	7	6	2	3	9	6		

	12	8	6	4	2	1	
Big Three Winds			Two Dragons Pung		Dragons Pung		
					Prevalent Wind		
					Seat Wind		
			Mixed Shifted Chows		All Chows		
		Mixed Triple Chow				Pure Double Chow	
						Mixed Double Chow	
Knitted Straight	Mixed Straight					Short Straight	
						Two Terminal Chows	
		Mixed Shifted Pungs	All Pungs		Double Pung	Pung of Terminals or Honors	
					Two Concealed Pungs		
		Two Concealed Kongs		Two Melded Kongs	Concealed Kong	Melded Kong	
			All Types			One Voided Suit	
			Half Flush			No Honors	
Upper Four				Outside Hand			
Lower Four							
Lesser Honors and Knitted Tiles							
		Out with Replacement Tile	Melded Hand	Last Tile	Concealed Hand	Edge Wait	
		Robbing The Kong					
		Last Tile Draw		Fully Concealed Hand	All Simples		Self-Drawn
		Last Tile Claim					
		Chicken Hand				Tile Hog	
		Reversible Tiles				Flower Tiles	
	5	10	6	4	10	13	

## Appendix 9

### Mahjong Pin-Ranking System

#### 1. General Principles

##### Tenet for Making and Executing Pin System

#### 1.1 Tenet and Spirit of Mahjong

Join the game and compete in Mahjong, encourage the moral merit firstly. Must collect oneself, must not lack of patience. Don't be proud during getting the Tile needed, don't grudge when losing the Tile. Don't be pleased in smooth state, don't be worried in trouble. Don't show by facial expression, or by sound. Wide mind and excellent character are dearest. To be a kind and gentle person is most important.

1.2 Mahjong is fruit of human wisdom, living fossil of intangible culture heritage, Mahjong culture is extensive and profound. For promoting Olympic spirit, the healthy, scientific and friendly Mahjong culture, so that inherit and develop the culture moral idea containing in Mahjong, normalize the intellectual Mahjong competition, promote the scientific, intellectual Mahjong competition system and Pin-Ranking system, so that the Mahjong competition will become an advanced, distinguish and graceful program incorporated with leisure, entertainment and competition.

1.3 Based on the international <Mahjong Competition Rules> issued by the World Mahjong Organization, constitute the normal, unified judging standard and the confirming method for judging the Mahjong competitive level, for the purpose of giving the players' skilled performances an objective, public and fair judgment.

1.4 Encourage players participate in all Mahjong competitions, improve their skill, achieve greater success, develop good behavior and appearance during the game, and promote healthy, scientific and friendly Mahjong culture together.

#### 2. The Definition of Pin

##### 2.1 Pin: Character, Rank, Screening and Difference

It represents pursue of due culture and our morals.

It represents skill level of Mahjong fans and players.

2.2 Mahjong Pin System: A system that fairly determine skill level of Mahjong fans and players.

#### 3. The structure of the Pin System

3.1 The Pin system is graded into nine Pin: Pin 1, Pin 2, Pin 3, Pin 4, Pin 5, Pin 6, Pin 7, Pin 8, Pin 9. The Pin 1 is the highest while the Pin 9 is the lowest.

3.2 All the Pin Holders' standard of behavior should accord with regulation 2.3.1, 2.3.2 and 2.3.3 of <Mahjong Competition Rules>.

3.3 Every Pin Certificate Holder has achieved level of high understanding of Mahjong culture and self-cultivation. It is same on all level of Pin.

The level of Pin only represents holders' competition and playing skill, nothing more.

3.4 According international <Mahjong Competition Rules>, there are three technical aspects of determine one's Pin: "Table Points, Competition Points, the place in competition."

3.5 Pin Table Points fall into regular competition's "Pin Standard" and web play of "Web Pin Standard"; those two standard are separate and not the same.

#### 4. Computational Method of Mahjong Pin System

4.1 Pin Table Points: Sum of all Table Points in all competitions

4.2 Competition Points: Sum of all Competition Points in all competitions

4.3 The Place in Competition:

It represents the player's Rank in the formal competition, and the Index of player's competitive results.

4.4 The above Points and results must be won in the Mahjong competitions, which is registered or authorized by the World Majong Contest Center.

4.5 When a player's standard reach to the definite level, he must apply the corresponding Pin. The standard aren't enough or substitute each other isn't allowed.

Pin	Accumulated Standard Points	Accumulated Competition Points	Acquired Rank Individual, Team, Group
Pin 9	20		
Pin 8	30		
Pin 7	40		
Pin 6	60	1000	Top 16 of the individual, the third place of the Team
Pin 5	80	1500	Top 12 of the individual, the second place of the Team
Pin 4	100	2000	Top 8 of the individual, the Champion of Team
Pin 3	120	3000	Top 6 of A class competition
Pin 2	160	4000	Top 3 of A class competition
Pin 1	200	5000	Top 1 of A class competition

#### 4.6 The list of Pin Standard

Note 1: Accumulate positive Competition Score as the final result of the Competition only.

2: All the three standards of Pin 1- Pin 6 must be satisfied, may not be lacked or substituted each other.

#### 4.7 The List of Web Pin Standard

Web Pin	Accumulated Standard Score	Acquired Rank (Individual)
Web Pin 9	1000	
Web Pin 8	3000	
Web Pin 7	5000	
Web Pin 6	10000	Top 24 of the web competition
Web Pin 5	15000	Top 16 of the web competition
Web Pin 4	20000	Top 12 of the web competition
Web Pin 3	30000	Top 8 of the web competition
Web Pin 2	40000	Top 6 of the web competition
Web Pin 1	50000	Top 3 of the web competition

Note: Grading can only be given when players reach a certain rank and corresponding points.

#### 5. Class of Competition

The Mahjong competitions registered or approved by the World Mahjong Contest Center are divided into three classes: A class, B class and C class. The international <Mahjong Competitions Rules> must be executed in the competitions of all classes.

##### 5.1 A class competition

5.1.1 The players: not less than 60, and the sessions: not less than 6.

5.1.2 The World Mahjong Championship, International Mahjong Championship or World Mahjong Competitions, which is hosted, authorized, registered and approved by the World Mahjong Contest Center.

##### 5.2 B class competition

5.2.1 The players: not less than 60, and the sessions: not less than 6.

5.2.2 The Continental Mahjong Competitions or multi countries Mahjong Competitions, country Mahjong competition, bilateral or multi lateral Mahjong competition between countries, authorized, registered and approved by the World Mahjong Contest Center.

5.3 C class competition

5.3.1 The players: not less than 40, and the sessions: not less than 6

5.3.2 The local or district Mahjong competitions, the bilateral friendly Mahjong competitions between two regions or two countries.

5.3.3 Web Mahjong competitions registered or authorized by the World Mahjong Contest Center.

5.3.4 Web Mahjong competitions must be held in the public internet.

6. Confirm Institute of Pin

6.1 Mahjong Pin Committee under the World Mahjong Contest Center; it is composed of qualified experts.

6.2 Mahjong Pin Committee is responsible for confirming Pin Level.

6.3 Mahjong Pin Committee is responsible for drafting, revising and interpretation of Mahjong Pin System.

7. Procedure of Confirmation of Mahjong Pin Level

7.1 Players can apply for Mahjong Pin Level through E-Mail or in writing to Mahjong Pin Committee any time.

7.2 Plyers should fill out <Application for Mahjong Pin Level> and present certificated competition results signed by qualified referee when apply for Mahjong Pin Level.

Application and other copy of certificates can be faxed or E-mailed to the Mahjong Pin Committee of the World Mahjong Contest Center.

7.3 Mahjong Pin Committee will reach its finding base on players' applications and competition results.

7.4 After the applicant's Pin Level was confirmed, the World Mahjong Contest Center will issue Pin Certifications to players, create the file, published on the Mindmahjong.com.

**8. Power of interpretation of Mahjong Pin System is reserved to Technic, Pin and Rules Committee of the World Mahjong Contest Center.**

World Mahjong Contest Center

## Application Table for Pin Level

My own results in the following competitions:

Name		Sex	Age	Nationality	Certificate No.			Contact Info				
Competition Name		Time		Place	Class	Players	Sessions	TP	CP	Individual Rank	Group Ranking	Team Rank
Applying Pin	Pin	Applying Time			Sum of Points							

Please confirm

I promise to develop the Olympic spirit, initiate the healthy, scientific and friendly Mahjong culture, oppose gambling, fake and shoddy behaviour, I will do my best for promoting the development of competitive Mahjong movement, please check.

Applicant:

Date:

Check Unit:

Date

## Postscript

Chinese and English edition of international <Mahjong Competition Rules> was set up in 2006 under Mr. Yu GuangYuan, the President of the World Mahjong Organization, according to the passion and participation of Mahjong fans from the whole world. The President Yu Guangyuan also advice that international <Mahjong Competition Rules> should improve itself constantly, participants should enjoy the challenge presented by competition. During the First World Mahjong Championship 2007, Congress of the World Mahjong Organization passed resolution that make Chinese, English and Japanese as the official language of the Congress of the World Mahjong Organization. After few years of practice and improvement, according to the resolution of Congress of the World Mahjong Organization, Chinese, English and Japanese edition of international <Mahjong Competition Rules> was published.

The World Mahjong Contest Center directed effort for Chinese, English and Japanese edition of international <Mahjong Competition Rules>, this edition absorbed the practical experience gathered from various contests as well as ideas gathered from website feedback which was then revised and summarized by professors and scholars. This edition will nomalize scientifically the intellectual Mahjong competition. Publishing the Chinese, English, and Japanese edition of the international <Mahjong Competition Rules> will enlarge the people's international communications of culture among the various countries (regions), increase the understanding and friendship each other. Here we show great gratitude for all the Mahjong organizations and fans from various countries (regions) who have been spreading the Mahjong culture for such a long time, especially. the Organization Technical Committee of the World Mahjong Organization, the Organization Committee for Open Contest of Chinese Mahjong, and all the players in this game.

Mahjong culture is extensive and profound rich in content. We will improve international <Mahjong Competition Rules> in the future practice.

The World Mahjong Contest Center  
2013