

# 国际麻将初级竞赛规则

INTERNATIONAL MAHJONG PRIMARY COMPETITION RULES

# 國際麻雀初級競技規則

世界麻将竞赛中心 授权  
Authorized by the World Mahjong Organization  
世界麻雀競技センター 授權



中華麻將公開賽組委會編

Compiled by Organizing Committee of China Mahjong Championship

中華麻雀オープン競技会組織委員会 編

# **The International Mahjong Primary Competition Rules**

## **Preface**

In order to promote healthy, scientific and friendly Mahjong culture, popularize athletic, intelligence and excise mind Mahjong activities, generalize civilized, standardized and elegant Mahjong competitions. The World Mahjong Contest Center has authorized Organizing Committee of China Majaing Championship to compile a <International Mahjong Primary Competition Rules> from international <Mahjong Competition Rules> by the World Mahjong Organization. It is for popularize study of mind Mahjong and competitions.

### **I. The various kinds of “Fan” and their relevant points**

There are 30 Fans in <International Mahjong Primary Rules>. Points values are based on the degree of difficulty. There are eight point grade: 24, 16, 12, 8, 6, 4, 2, 1. More than one fan can be scored for a winning hand.

#### **The Fan**

<b>Pts</b>	<b>Fan no.</b>	<b>Fan Name</b>	<b>Description</b>
24	1	Seven Pairs	A Hand formed by seven Pairs. (Fully Concealed Hand may be combined if Self-Drawn).
	2	Full Flush	A Hand formed entirely of a single suit.

<b>Pts</b>	<b>Fan no.</b>	<b>Fan Name</b>	<b>Description</b>
<b>16</b>	3	Pure Straight	A Hand using one each of all the numbers 1 through 9 from any one suit, forming three consecutive chows.
	4	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.
	5	All Fives	A Hand in which every set (chow, pung, kong, pair) includes the number "5".
<b>12</b>	6	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.
	7	Upper Four	A Hand created with suit tiles 6 through 9.
	8	Lower Four	A Hand created with suit tiles 1 through 4.
	9	Big Three Winds	A Hand that includes one pung (or kong) of each of the three winds.
<b>8</b>	10	Mixed Straight	A Straight (tiles 1 through 9) formed by chows from all three suits.
	11	Mixed Triple Chow	Three Chows of the same numerical sequence, one in each suit.
	12	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).
	13	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.)
<b>6</b>	14	All Pungs	A Hand formed by four Pungs (or Kongs) and one pair.
	15	Half Flush	A Hand formed by tiles from any one of the three suits, in combination with Honor tiles.
	16	Mixed Shifted Chows	Three Chows, one in each suit, each shifted up one number from the last.
	17	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).
	18	Two Dragons Pungs	Two Pungs (or kongs) of Dragon tiles.

<b>Pts</b>	<b>Fan no.</b>	<b>Fan Name</b>	<b>Description</b>
<b>4</b>	19	Fully Concealed Hand	A Hand that a player completes without any melds, and wins by Self-Draw.
	20	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.)
<b>2</b>	21	Dragon Pung	A Pung or Kong of Dragon Tiles.
	22	Concealed Hand	Having a concealed Hand (no melded sets) and winning by discard.
	23	Tile Hog	Using all four of a single suit tile, without using them as a Kong.
	24	Double Pung	Two Pungs (or Kongs) of the same number in two different suits.
	25	Two Concealed Pungs	Two Pungs achieved without melding.
	26	Concealed Kong	Created when four identical tiles, all self-drawn, are declared as a Kong.
<b>1</b>	27	Melded Kong	A Kong that was claimed from another player or promoted from a melded pung.
	28	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).
	29	No Honors	A Hand formed entirely of suit tiles, without Winds or Dragons.
	30	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.

## **II. How to Add Points During Competitions**

### **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.
- (2) When all its associated Fan are added, they must total at least 6 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 Basic Points and Penalty Points

- (1) Basic Points: points scored, based on the fan claimed by the winning player;
- (2) 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:  $\text{Basic Points} \times 3$  (other three players)
- (2) Win by discard:  $\text{Basic Points} \times 1$  (Discarder pays winner Basic Points)

### 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 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

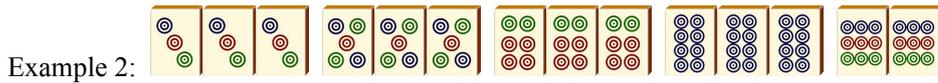


## 2. Full Flush (24 points)

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



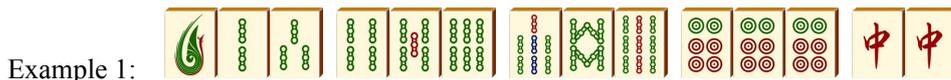
Combined with Flower Tiles.



Combined with All Pungs.

## 3. Pure Straight (16 points)

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



Combined with One Voided Suit.



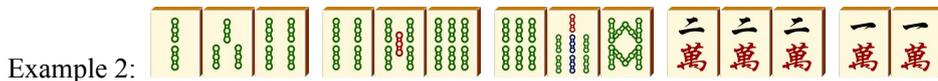
Combined with Dragon Pung, One Voided Suit.

## 4. 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.



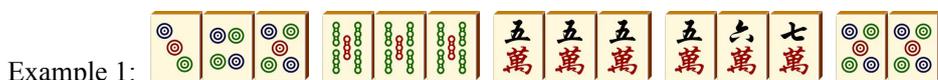
Combined with No Honors.



Combined with One Voided Suit, No Honors.

## 5. All Fives (16 points)

A hand in which every set (Chow, Pung, Kong, Pair) includes the number 5.



Combined with Double Pung, Tile Hog.



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

Hand includes Pungs or Kongs of three of the Winds.

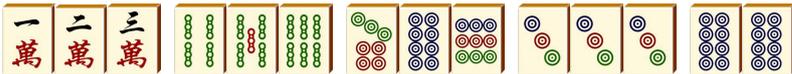
Example 1:  Combined with One Voided Suit.

Example 2:  Combined with All Pungs, Half Flush.

### 10. Mixed Straight (8 points)

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

Example 1:  Combined with Flower Tiles.

Example 2:  Combined with No Honors.

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

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

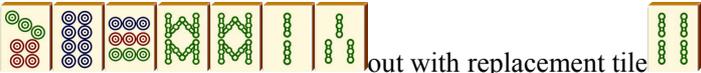
Example 1:  Combined with No Honors.

Example 2:  Combined with No Honors.

### 12. 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).

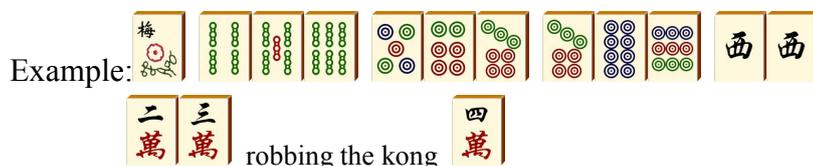
Example:  (Chi) (Melded Kong)

Tiles:  out with replacement tile

Note: Can combined with Melded Kong, No Honors.

### 13. 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.)



Combined with Flower Tiles.

### 14. All Pungs (6 points)

Hand includes four Pungs or Kongs and a pair.



Combined with All Types, Dragon Pung.

### 15. Half Flush (6 points)

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



Combined with Pure Shifted Chows.

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

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



Combined with Tile Hog.

### 17. 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 Dragon Pung.

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

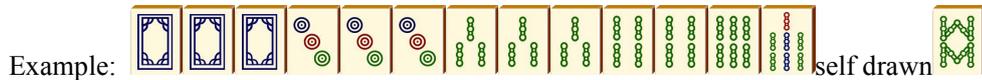
Two Pungs (or Kongs) of Dragon tiles.



Combined with Half Flush.

**19. Fully Concealed Hand (4 points)**

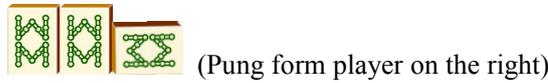
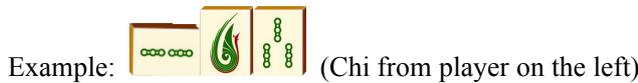
A hand that a player completes without any melds and Self-Draws to win.



Combined with Dragon Pung, Double Pung and Two Concealed Pungs.

**20. 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, One Voided Suit and No Honors.

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

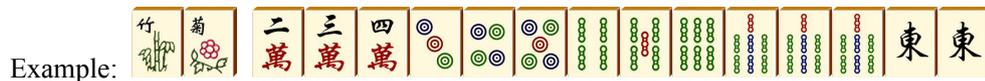
A Pung or Kong of Dragon Tiles.



Combined with Pure Shifted Chow, One Voided Suit.

**22. Concealed Hand (2 points)**

All the tiles are Concealed; winning on a discard.



Combined with Flower Tiles.

**23. Tile Hog (2 points)**

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





## Points of International Mahjong Primary Competition Rules

Points	Fan and Number
<b>24</b>	1.Seven Pairs    2.Full Flush
<b>16</b>	3. Pure Straight    4.Pure Shifted Chows    5.All Fives
<b>12</b>	6. Lesser Honors and Knitted Tiles    7. Upper Four 8.Lower Four    9.Big Three Winds
<b>8</b>	10. Mixed Straight    11. Mixed Triple Chow 12. Out with Replacement Tile    13. Robbing The Kong
<b>6</b>	14. All Pungs    15. Half Flush    16. Mixed Shifted Chows 17.All Types    18.Two Dragons Pungs
<b>4</b>	19. Fully Concealed Hand    20. Last Tile
<b>2</b>	21.Dragon Pung    22.Concealed Hand    23.Tile Hog 24.Double Pung 25. Two Concealed Pungs 26. Concealed Kong
<b>1</b>	27. Melded Kong    28. One Voided Suit 29. No Honor Tiles    30.Flower Tiles