

Mahjong Australia Scoring System

Minimum 15 Points to Win (15分起胡)

1.0 TRIVIAL PATTERNS

1.1 平和 (All Sequences): 5

手牌有四个顺子，没有刻 / 杠。

A hand contains all sequences, no Triplets/Kongs.



1.2 門前清 (All Concealed): 5

和牌之前没有上牌、碰牌、或开明杠。自摸或銃胡均可。（暗杠不影響門前清）

The hand is concealed, without any exposed sets when winning. Winning on discards and concealed Kongs are considered as concealed.

1.3 斷么九 (No Terminals): 5

手牌全由中张数牌（2至8）组成，没有么九，字牌。

A hand consists entirely of middle number tiles (2 to 8); no terminals or honours.



2.0 ONE-SUIT PATTERNS

2.1.1 混一色 (Mixed One-Suit): 40

手牌全由一色的数牌加上字牌组成。

The hand consists entirely of number tiles in one suit, plus honour tiles.



2.1.2 清一色 (Pure One-Suit): 100

手牌全由一色的数牌组成。

The hand consists only one suit.



2.2 九蓮寶燈 (Nine Gates): 480

別稱[九子連環]聽九扉的牌。必有清一色的「1112345678999」加胡出一張。

A 9-way call hand, with "1112345678999" in one suit, winning on any tile in the same suit.



3.0 HONOR TILES

3.1 番牌 (Value Honour): 10 per set



門風或三元牌的刻/杠。（不計圈風）

Triplet of Dragons or own Wind.

3.2.1 小三元 (Small Three Dragons): 60

有二个刻/杠的三元牌，再加上一对三元牌做眼。

（必加計三元牌兩刻，故有40+10+10=60分）

Two Triplets/Kongs of Dragons, plus another pair of Dragons.



3.2.2 大三元 (Big Three Dragons): 160

有三个刻/杠的三元牌。



（必加計三元牌三刻，故有130+10+10+10=160分）

Three Triplets/Kong of Dragons.

3.3.1 小三風 (Small Three Winds): 30

有二个刻/杠的风牌，再加上一对风牌做眼。

Two Triplets/Kong of Winds, plus a pair of Winds



3.3.2 大三風 (Big Three Winds): 120

有三个刻/杠的风牌。Three Triplets/Kongs of Winds



3.3.3 小四喜 (Small Four Winds): 320

有三个刻/杠的风牌，再加上一对风牌做眼。

Three Triplets/Kongs of Winds, plus a pair of Winds.



3.3.4 大四喜 (Big Four Winds): 400

有四个刻/杠的风牌。Four Triplets/Kongs of Winds.



3.4 字一色 (All Honours): 320

手牌全由字牌组成。



The hand consists entirely of honour tiles.

4.0 TRIPLETS AND KONG

4.1 對對和 (All Triplets): 30

手牌有四个刻，没有顺子。

The hand contains 4 sets of Triplets.



4.2.1 两暗刻 (Two Concealed Triplets): 5

手牌有二个暗刻/暗杠。

The hand contains two concealed Triplets/Kongs.

4.2.2 三暗刻 (Three Concealed Triplets): 30

手牌有三个暗刻/暗杠。

The hand contains three concealed Triplets/Kongs.

4.2.2 四暗刻/刻刻和 (Four Concealed Triplets): 160

（必加對對胡和門清，故有125+30+5=160分）

手牌有四个暗刻/暗杠。

The hand contains four concealed Triplets/Kongs.

4.3.1 杠 (One Kong): 5

一个杠 The hand contains one Kong.



4.3.2 两杠 (Two Kongs): 20

两个杠 The hand contains two Kongs.

4.3.3 三杠 (Three Kongs): 120

三个杠 The hand contains three Kongs.

4.3.4 四杠 (Four Kongs): 480

四个杠 The hand contains four Kongs.

5.0 IDENTICAL SETS

5.1.1 一般高 (Two Identical Sequences): 10

两个相同的顺子。

Two sequences in the same suit and the same numbers.



5.1.2 兩般高 (Double Two Sequences): 55

两个一般高，別稱[大七對]，可以吃牌。

The hand contains two "Two identical sequences".



5.1.3 一色三同順 (Three Identical Sequences): 120

三个完全相同的顺子，別稱[太般高]。

Three sequences in the same suit and the same numbers.



5.1.4 一色四同順 (Four Identical Sequences): 480

四个完全相同的顺子，別稱[四海一家]。

Four sequences in the same suit and same numbers.



6.0 SIMILAR SETS

Similar Sets are sets with same numbers in 3 different suits. All 3 suits must be present; 2-suit patterns are not recognized.

6.1 三相逢(Three Similar Sequences) : 35

三色同数的三个顺子，别称[三相逢，三姐妹]。
Three same number sequences in 3 different suits.



6.2.1 三色小同刻(Small Three Similar Triplets) : 30

三色同数的二个刻/杠，加一对做眼。
Two Triplets/Kongs with same numbers in two different suits, and a pair with same numbers in the 3rd suit.



6.2.2 三色同刻(Three Similar Triplets) : 120

三色同数的刻/杠，别称「三結義，兄弟碰」。
Three same number Triplets/Kongs in three suits.



7.0 CONSECUTIVE SETS

The same suit in consecutive numbers.

7.1 一条龙 (Pure Dragon) : 40

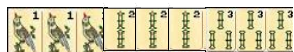
别称[清龙]。同一色的「123」、「456」及「789」的三个顺子。

A "123" sequence, a "456" sequence, and a "789" sequence, all in the same suit.



7.2.1 三連刻(Three Consecutive Triplets) : 100

同一色的数字连续的三个刻/杠，别称[姐妹碰]。
Three Triplets/Kongs in consecutive numbers in the same suit.



7.2.2 四連刻(Four Consecutive Triplets) : 200

同一色的数字连续的四個刻/杠。
Four Triplets/Kongs in consecutive numbers in the same suit.



8.0 TERMINALS

Terminals are the 1 and 9 number tiles. The Greater patterns consist of terminal tiles only, while the lesser patterns include also "123" and "789" sequences.

8.1.1 混全帶么(Mixed Lesser Terminals) : 40

每一组牌及眼均带有么九或字牌。

In each of the 4 sets and the pair of eyes, there is at least one terminal tile and sets of honour tiles.



8.1.2 純全帶么(Pure Lesser Terminals) : 50

每一组牌及眼均带有么九数牌。

In each of the 4 sets and the pair of eyes, there is at least one terminal number tile. No honour tiles.



8.1.3 混么九(Mixed Greater Terminals) : 100

手牌全由么九加上字牌组成，别称[花么九，混老頭]。

The hand consists entirely of terminal tiles and honour tiles.



8.1.4 清么九(Pure Greater Terminals) : 400

手牌全由么九数牌组成，别称[清老頭]。

The hand consists entirely of terminal number tiles.



9.0 INCIDENTAL BONUSSES

9.1.1 海底撈月 (Last card) : 10

摸[海底牌] (牌墙里除亡牌外的最后一張)。
Self-draw win on the last tile before dead wall.

9.1.2 河底撈魚 (Final Discard) : 10

他家摸了海底牌后，打的最后一張[河底牌]时，
铙和和牌。
Winning on the last discarded tile.

9.2 杠上開花 (Win on Kong) : 10

补杠时摸的一張牌时自摸和牌 (如果牌同时是「海底牌」，则可跟海底撈月相加)。

Self-draw win on a "supplement" tile.
(If the supplement tile is also the last tile, both patterns can be counted.)

9.3 搶杠 (Rob a Kong) : 10

別家開小明杠時，以「搶杠」方式胡該牌。

Winning by robbing a Kong.
(when a player makes a "small exposed Kong").

9.4.1 天和 (Blessing of Heaven) : 155

莊家配牌的14張立刻和出 (開暗杠后不算)
East wins with initial 14 tiles.
(It will not be counted if East declared a kong)

9.4.2 地和 (Blessing of Earth) : 155

闲家配牌的13張已听牌，而在莊家打出的首張牌和出，若莊家開了暗杠便不算。
Calling with initial 13 tiles, winning on 1st discard from East. (not counted if East declared a Kong)

10.0 IRREGULAR HANDS

Irregular Hands are hands that do not consist of 4 sets and a pair.

10.1 十三么九 (Thirteen Terminals) : 200

十三么九牌里，其中有一对，另外十二种各一张。
Among the 13 types of terminals and honours, the hand contains one pair of one type, and one tile each of the other 12 types.



10.2 七對子 (Seven Pairs) : 30

手牌由七对牌构成。别称「小七对」。
四只相同的牌，若未开杠，可当作两对。
The hand consists of seven pairs. Four identical tiles can be counted as two pairs as long as Kong is not declared.

