

## Mah Jong Scoring Table

Tile Combinations	Points
Chow	0
Pung or Kong (These multipliers apply only to it.)	2
Major Tiles	x2
Concealed	x2
Kong	x4
Pair of Colors or of Own Wind or of Prevailing Wind (Each player may count only one pair.)	2
Each Flower or Season	4
<b>Bonus Points for Winner:</b>	
Winning	20
Drawing the winning tile oneself	2
Winning with the only tile possible	2
No Scoring Combinations	10

Doubles	Multiplier
Pung or Kong of Colors	x2
Pung or Kong of Own Wind	x2
Pung or Kong of Prevailing Wind	x2
All but last tile concealed	x2
Fully concealed	x4
No Chows	x2
Only One Suit and Honors	x2
Only One Suit or Only Honors or Only Terminals	x8
Only Major Tiles (Not Cumulative with Previous)	x2
Only Minor Tiles	x2
Own Flower or Season	x2
Prevailing Flower or Season	x2
All Four Flowers or Seasons (Not Cumulative with Previous Two)	x16
Going Out on a Loose Tile	x2
Going Out on the last tile before the Dead Wall (May be either drawn or claimed.)	x2
Going Out by Robbing a Kong	x2