

# Hong Kong Old Style Scoring

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## Initial Points

Because HKOS mahjong is also a gambling game, no initial points are specified. If you are playing casually everyone can start arbitrarily with 500 points.

## Criteria

The hand must contain 14 tiles and be composed of four sets and a pair (with the exception of special limit hands). If two players call mahjong for the same discard, the player sitting closest to the discarder in turn order is given the tile. An exception to this is when a player completes a [Thirteen Orphans](#) hand the turn order does not matter.

Decide on a minimum number of fan needed before calling mahjong (3 fan is common). When declaring a win on a discard, the player must display his hand first before adding the discarded tile. In case of a self-drawn win, the drawn tile is displayed first followed by his hand.

## Miss Win

Should a player fail to declare a winning tile, he/she cannot claim any identical discarded tile until his next draw.

## Outline

If the winner wins by self-draw, then all other players pay him however much his hand is worth (or double its worth depending on the variation).

If the winner wins by discard, the player who discarded the winning tile (known as the discarder) is penalized. One common method of penalizing the discarder is forcing the discarder to pay the full value of the winning hand, while the other two players only pay half. Alternatively, the discarder must pay one or two times the value of the winning hand, while the other players pay nothing. Make sure your mahjong group agrees on a method of payment before starting a game.

**Win by a discarded tile:** Discarder pays winner double the full score.

**Win by self-drawn tile:** All player's pay double the full value of the winner's hand.




## Scoring Table


Only the winning hand is scored. Determine which scoring elements apply to the winning hand then add. Use the table to convert the fan into points. However, different sources use different tables.

Variation 1

Variation 2

Variation 3

Value	Hand	Description	Pattern Type
1 fan	No Flowers and no Seasons	Hand contains no flowers and seasons.	Special
1 fan	Seat Flower	Hand contains player's flower.	Special
1 fan	Seat Season	Hand contains player's Season.	Special
1 fan	All Chows	Hand consists only of chows and a pair of suit tiles. 	Chow-Based
1 fan	Dragon Pung	Hand includes a pung (or kong) of dragons. 	Terminals/Honors
1 fan	Seat/Prevalent Wind	Hand includes a pung (or kong) of the player's seat or round wind. 	Terminals/Honors
1 fan	Self-drawn Win	Winning on a tile drawn from the wall.	Going Out
1 fan	Last Tile Draw	Self-drawn win on the last tile of the wall.	Going Out
1 fan	Last Tile Discard	Win by discard on the discard after the last tile of the wall is drawn.	Going Out
1 fan	Robbing the Kong	Winning off the tile that somebody adds to a melded pung.	Going Out
1 fan	Out on Replacement	Winning on the replacement tile drawn after declaring a kong. Counts as self-drawn.	Going Out

2 fan	All Flowers	Hand contains all flower tiles. Implies Seat Flower. 	Special
2 fan	All Seasons	Hand contains all seasons tiles. Implies Seat Season. . 	Special
3 fan	All Pungs	Hand consists all pungs. 	Pung-Based
3 fan	Half Flush	Hand consists only of honors and suit tiles of one suit. 	Suit-Based
4 fan	Little Three Dragons	Hand has two dragon pungs and a pair of the third dragon. 	Terminals/Honors
4 fan	Seven Pairs	Hand is composed of seven pairs of tiles. 	Special
6 fan	Full Flush	Hand consists only of suit tiles of one suit. 	Suit-Based
Limit	Four Concealed Pungs	Hand has four concealed pungs and a pair and self-drawn win. 	Pung-Based
Limit	Big Three Dragons	Hand has three dragon pungs. 	Terminals/Honors
Limit	Little Four Winds	Hand has three pungs and a pair of winds. 	Terminals/Honors
Limit	Big Four Winds	Hand has four pungs of winds. 	Terminals/Honors
Limit	All Honors	Hand consists only of honor tiles. 	Terminals/Honors

Limit	All Terminals	Hand consists only of terminals. 	Terminals/Honors
Limit	Nine Gates	Concealed hand of 1112345678999 in one suit and winning on any tile of the same suit. 	Suit-Based
Limit	Thirteen Orphans	Hand made of single tiles of 12 honors and terminals, plus a pair of the 13th. 	Special
Limit	All Kongs	Hand has four kongs and a pair. 	Kong-Based
Limit	Jade Dragon	Hand is composed of pung (or kong) of bamboo tiles and a pung of green dragons. 	Suit-Based
Limit	Ruby Dragon	Hand is composed of pung (or kong) of character tiles and pung of red dragons. 	Suit-Based
Limit	Pearl Dragon	Hand is composed of pung (or kong) of dot tiles and a pung of white dragons. 	Suit-Based
Limit	Blessing of Heaven	East wins with initial hand.	Going Out
Limit	Blessing of Earth	Non-east player wins on East's first discard.	Going Out

The table below is called a **fan-laak** table. In this one, certain fan values convert to the same amount of points. This helps to limit the scores.

This variation uses:

**Win by a discarded tile:** Discarder pays winner double score and the other players pay normal the winner's score.

**Win by self-drawn tile:** All player's pay double value of the winner's hand.

Scoring Table			
Fan	Points	By discard	Self drawn
0	1	$1 + 1 + 2 = 4$	n/a
1	2	$2 + 2 + 4 = 8$	$4 + 4 + 4 = 12$
2	4	$4 + 4 + 8 = 16$	$8 + 8 + 8 = 24$
3	8	$8 + 8 + 16 = 32$	$16 + 16 + 16 = 48$
4, 5, 6	16	$16 + 16 + 32 = 64$	$32 + 32 + 32 = 96$
7, 8, 9	32	$32 + 32 + 64 = 128$	$64 + 64 + 64 = 192$
10+	64	$64 + 64 + 128 = 256$	$128 + 128 + 128 = 384$

## Scoring Examples

### Example 1

Consider the following example. East (東) round; South (南) position.

melded pung	concealed tiles	melded chow	melded pung	out on

Half Flush                      3 fan

Dragon Pung                      1 fan

No Flowers                      1 fan

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5 fan

Payment      64 (32 + 16 + 16) points

The hand has a total of 5 fan. The discarder would pay 32, while all other players pay 16 points each.

## Example 2

Consider the following example. East (東) round; East (東) position.

					
melded pung	concealed tiles	melded chow	melded pung	pair	self-drawn

Seat Wind                      1 fan

Prevalent Wind                1 fan

Self-Drawn Win                1 fan

No Flowers                     1 fan

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   4 fan

Payment            96 (32 x 3) points

The hand is worth 4 fan but was completed with a self-drawn tile. Each opponent would have to pay 32 points each.

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