



MAHJONG MATES SERIES

# Hong Kong New Style Mahjong Scoring

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From Confusion To Clarity, One Tile At A Time

## Why Hong Kong New Style (HKNS)?

Hong Kong New Style Mahjong is often the best style for beginners because it teaches the core building blocks of mahjong in a clear and structured way. Players learn the fundamentals shared across most styles: pattern recognition, efficient hand building, sequences and triplets, discard reading, and the rhythm of play.

Once those foundations are in place, moving into styles like Karachi Style Mahjong, Parsi Mahjong, or Taiwanese Mahjong becomes much easier. At that stage, players are no longer learning what mahjong is but they are simply adapting to different rules, scoring systems, and strategies.

In that sense, Hong Kong style acts as a foundation language for mahjong and helps one appreciate the nuances of the other variations. Please note that there is no single official Hong Kong New Style rulebook. Different clubs or groups may have slightly different house rules.

Ultimately, Mahjong is best learned around a table. If this scoring guide helped you, feel free to share it with your Mahjong group. Visit [Mahjongmates.com](http://Mahjongmates.com) and follow us on Instagram: [mahjong.mates](https://www.instagram.com/mahjong.mates)

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*Mahjong Mates*

### Before You Start — Agree at the Table

#### **Before every session (and every game), agree on:**

1. What is the minimum faan to win? (Common: 3 faan)
2. What is the faan limit? (Common: 10 or 13 faan)
3. Do bonus faan (flowers, concealed pungs) count toward the minimum? (Standard: Only hand patterns meet minimum faan count)
4. How many rounds are being played? (e.g. East only, full four winds, two hours)
5. Any house variations? (e.g. Maloney & Thompson book special hands allowed)

# Faan Scoring

## REMINDER

- Commonly played faan hands. This is not a complete list of HK New Style patterns. Regional and group variations exist.
- Faans stack unless a higher pattern replaces a lower one (e.g. All Concealed Pungs replaces All Pungs. Do not add both)
- Any optional rules must be agreed before play
- Standard hand means the normal 4 melds + 1 pair structure (any mix of chows/pungs/kongs plus a pair)
- **3 Faan minimum to win · Decide on LIMIT before play (e.g. stop counting at 10)**

## A. PUNG-BASED PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) All Pungs	4 pungs + pair	Any suits or honors	3	All sets are pungs (triplets) + a pair
2) Concealed Pung (per pung)	Per concealed pung	Any suits or honors	+1	Each concealed pung earns +1 faan
3) Mixed Double Pung	2 same number pungs	Across 2 suits	2	e.g. 7-7-7 Dots and 7-7-7 Characters
4) All Concealed Pungs	All pungs concealed	Any suits or honors	8	<b>Self-drawn</b> / not melded. (Replaces All Pungs, not additive)
5) All Kongs	4 kongs	Any suits or honors	13	All four sets are kongs

## B. CHOW-BASED PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) All Chows	4 chows + pair	Any suits, <b>No honors</b>	2	At 3-faan minimum, needs another faan to win
2) Pure Double Chow	2 identical chows	Same suit	2	Two identical sequences in the same suit
3) Mixed Triple Chow	3 same-number chows	All 3 suits	3	Same sequence in each of the three suits

### C. SUIT-BASED PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) One Voided Suit	Standard hand	2 suits only; <b>no honors</b>	1	Uses tiles from only 2 of the 3 suits
2) All Simples	Standard hand	Only 2–8; <b>no 1s /9s /honors</b>	2	No terminals or honor tiles
3) Pure Straight 1–9	123 + 456 + 789	Same suit	3	Three chows: 1-2-3, 4-5-6, 7-8-9
4) Mix Flush	Standard hand	One suit + honors	3	One number suit with winds and/or dragons
5) Full Flush	Standard hand	One suit only; <b>no honors</b>	6	Stack with other patterns to reach Limit

### D. TERMINALS & HONORS PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) Seat Wind Pung	1 pung	Own seat wind	1	
2) Round Wind Pung	1 pung	Current round wind	1	Pung of the round wind
3) Dragon Pung	1 dragon pung	Any dragon	1	Each dragon pung = 1 faan; max 3
4) Small 3 Dragons	2 pungs + pair	2 dragon pungs + pair of 3rd	5	Pair must be the remaining dragon
5) All 3 Dragons	3 dragon pungs	Red + Green + White	8	All three dragon pungs
6) Small Four Winds	3 pungs + pair	3 wind pungs + pair of 4th	6	Pair must be the remaining wind
7) All Four Winds	4 wind pungs	All winds	13	Pungs of all four wind tiles
8) Mixed Terminals & Honors	Pungs only	Only 1s, 9s, winds, dragons	4	<b>No simples; no chows</b>
9) All Terminals	Pungs only	Only 1s and 9s; <b>no honors</b>	10	<b>No honors and no chows</b>
10) All Honors	Pungs only	Only winds and dragons	10	Only wind and dragon tiles

E. GOING OUT PATTERNS				
Pattern	Structure	Requirement	Faan	Notes
1) Edge Wait	Win condition	3 for 1-2-3 or 7 for 7-8-9	1	Winning on the edge tile. Only 3 and 7 are edge tiles.
2) Closed Wait	Win condition	Middle tile of chow	1	e.g. holding 1-3, waiting for 2
3) Single Tile Wait	Win condition	Pair only	1	Winning on the pair tile only
4) Last Tile Draw	Win condition	Last valid tile in game	1	Self-drawn last valid tile
5) Last Discard Win	Win condition	Very last discard	1	Winning on the very last discard
6) Robbing the Kong	Win condition	Pung upgraded to kong	1	Winning by stealing that upgrade tile
7) Fully Concealed Hand	Win condition	Entirely concealed + self-drawn	3	No revealed kongs
8) Pair of 8, 5 or 2	Win condition	Pair only	1	8 5 2 as Pair of eyes
F. FLOWERS & SEASONS (BONUS)				
Pattern	Structure	Requirement	Faan	Notes
1) Own Flower/Season	Bonus tile	Matches your seat	+1	E=1, S=2, W=3, N=4
2) Round Flower/Season	Bonus tile	Matches current round	+1	Flower/season matching the round number
3) No Flowers/Seasons	Bonus condition	No bonus tiles drawn	+1	You drew no flower or season tiles
4) Complete Flower/Season Set	Bonus set	All four flowers or all four seasons	+4	All four bonus tiles
5) Seven Flowers	Immediate win	7 flowers drawn	3	May declare win on drawing 7th flower
6) Eight Flowers	Immediate win	8 flowers drawn	8	May declare win on drawing 8th flower

G. SPECIAL HANDS & HIGH-VALUE HANDS				
Pattern	Structure	Requirement	Faan	Notes
1) Seven Pairs	7 pairs	Any tiles	4	No melds
2) Seven Twins	7 pairs	Winds, dragons, 1s and 9s only	6	No simples except terminal 1s/9s
3) Pearly Dragon	Standard hand	Dots suit + White Dragon	6	Full Dots flush with White Dragon pung/pair. Stackable
4) Jade Dragon	Standard hand	Bamboo suit + Green Dragon	6	Full Bamboo flush with Green Dragon pung/pair. Stackable
5) Ruby Dragon	Standard hand	Characters suit + Red Dragon	6	Full Characters flush with Red Dragon pung/pair. Stackable
6) Wind Snake	Unique structure	1-9 one suit + E-S-W-N + one tile paired	8	One of each wind; one tile paired
7) Dragon Snake	Unique structure	1-9 one suit + R-G-W + pair of winds	8	One of each dragon; one wind tile paired
8) Knitting	7 pairs	Two suits; matching numbers	8	Paired tiles; one suit number matches other suit number
9) Triple Knitting (Crochet)	4 mix-suit sets + pair	One of each suit; same number	8	Any matched pair allowed
10) Beijing Garden	Unique structure	1-7 one suit + E-S-W-N + R-G-W	8	One each wind and one each dragon type
11) Nine Gates	Fully concealed	1-1-1-2-3-4-5-6-7-8-9-9-9 one suit + one number pair	10	Any tile of same suit completes hand
12) Thirteen Orphans	Fully concealed	Each terminal/honor + one tile paired	13	One each 1/9 and honor tile + one duplicate

# Payment Table & Faan Ladder

## How to Use This Table

Find the row for the winning **Faan** and choose the column for **By Discard** or **Self-Drawn**.

**EXAMPLE:** Entries like `8+8+16` mean the three losers pay those amounts (last number is the amount paid by discarder); the **Total Chips** column shows the sum (`32 / 48`).

*Before play, decide on your group's Limit. Rows below your chosen limit are not used.*

Faan	Points	By Discard	Self-Drawn	Total Chips
3	8	8 + 8 + 16	16+16+16	32 / 48
4	16	16+16+32	32+32+32	64 / 96
5	24	24+24+48	48+48+48	96 / 144
6	32	32+32+64	64+64+64	128 / 192
7	48	48+48+96	96+96+96	192 / 288
8	64	64+64+128	128+128+128	256 / 384
9	96	96+96+192	192+192+192	384 / 576
10	128	128+128+256	256+256+256	512 / 768
11	192	192+192+384	384+384+384	768 / 1152
12	256	256+256+512	512+512+512	1024 / 1536
13	384	384+384+768	768+768+768	1536 / 2304

<p><b>Win by Discard</b></p> <p>Discarder pays double Other two players pay single</p>	<p><b>Self-Drawn Win</b></p> <p>All three players pay double</p>	<p><b>Maximum — LIMIT</b></p> <p>Decide before play what LIMIT faan will be</p>
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## Faan Ladder

*A visual guide to hand value. Start at Chicken Hand (0) and climb.*

<b>0 — Chicken Hand</b>	Valid hand, minimum patterns. Cannot win at 3-faan tables.
<b>1–2 Faan</b>	Seat Wind Pung, Dragon Pung, Edge Wait, One Voided Suit, All Chows (needs extra faan)
<b>3 Faan (Minimum Win)</b>	All Pungs, Mixed Triple Chow, Pure Straight 1-9, Half Flush, Fully Concealed Hand
<b>4–5 Faan</b>	All Simples + Half Flush stacked, Seven Pairs, Small 3 Dragons, Mixed Terminals & Honors
<b>6 Faan</b>	Full Flush, Small Four Winds, Pearly/Jade/Ruby Dragon, Seven Twins
<b>8–10 Faan</b>	All Concealed Pungs, All 3 Dragons, Wind/Dragon Snake, Beijing Garden, Nine Gates, All Terminals, All Honors
<b>13 Faan</b>	Thirteen Orphans, All Four Winds, All Kongs — maximum payment regardless of chip table