

SCORE TRACKER: <https://mahjongmates.com/scorer/>



A. PUNG-BASED PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) All Pungs	Four pungs + pair	Any suits or honors	3	All sets are pungs (triplets) + a pair
2) Concealed Pung	Per concealed pung	Any suits or honors	+1	Each concealed pung earns +1 faan
3) Mixed Double Pung	Two same number pungs	Across two 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	Pungs must be self-drawn
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	Four chows + pair	Any suits, no honors	2	<i>At 3-faan minimum, needs another 1 faan to win</i>

SCORE TRACKER: <https://mahjongmates.com/scorer/>



C. SUIT-BASED PATTERNS *(Patterns 1,2,3 help increase faans in an all-chow hand)*

Pattern	Structure	Requirement	Faan	Notes
1) One Voided Suit	Standard hand	Two suits only; no honors	1	Uses tiles from only two of the three suits. Don't make hand with third suit
2) All Simples	Standard hand	Only numbers 2 through 8; no 1s / 9s / honors	2	Play hands between numbers 2 and 8 only. 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 Can be revealed or concealed
4) Mix Flush	Standard hand	One suit only + honors	3	One suit only (chows or pungs) with honor pungs (winds and/or dragons)
5) Full Flush	Standard hand	One suit only; no honors	6	Stack with other patterns to reach Limit

D. TERMINALS & HONORS PATTERNS

Pattern	Structure	Requirement	Faan	Notes
1) Seat Wind Pung	One pung	Own seat wind	1	$E=1, S=2, W=3, N=4$
2) Round Wind Pung	One pung	Current round wind	1	<i>Pung of the round wind</i>
3) Dragon Pung	One dragon pung	Any dragon	1	<i>1 faan for each dragon pung.. If all three dragons then 8 faan</i>
4) Small 3 Dragons	Two pungs + pair	Two dragon pungs + pair of the 3 rd dragon	5	<i>Pair must be the remaining dragon</i>

Mahjong Mates Faan Scoring Cheat Sheet (HK new style)

SCORE TRACKER: <https://mahjongmates.com/scorer/>



5) All 3 Dragons	Three dragon pungs	Red + Green + White	8	<i>All three dragon pungs</i>
6) Small Four Winds	Three pungs + pair	3 wind pungs + pair of 4th	6	<i>Pair must be the remaining wind</i>
7) All Four Winds	4 wind pungs	All winds	13	<i>Pungs of all four wind tiles</i>
8) Mixed Terminals & Honors	Pungs only	Only 1s, 9s, winds, dragons	4	<i>No simples ie numbers 2 through 8; no chows</i>
9) All Terminals	Pungs only	Only 1s and 9s; no honors	10	<i>No honors and no chows</i>
10) All Honors	Pungs only	Only winds and dragons	10	<i>Only wind and dragon tiles</i>

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	<i>Winning on the edge tile. Only 3 and 7 are edge tiles.</i>
2) Closed Wait 	Win condition	Middle tile of chow	1	<i>e.g. holding 1-3, waiting for 2</i>
3) Single Tile Wait 	Win condition	Pair only	1	<i>Winning on the pair tile only</i>

Mahjong Mates Faan Scoring Cheat Sheet (HK new style)

SCORE TRACKER: <https://mahjongmates.com/scorer/>



4) Last Tile Draw	Win condition	Last valid tile	1	Self-drawn last valid tile, ie you can see the other tiles on the table or revealed by others
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 or 2 as pair of eyes

F. FLOWERS & SEASONS (BONUS)

Pattern	Structure	Requirement	Faan	Notes
1) Own seat Flower/Season	Bonus tile	Matches your seat wind	+1	Wind numbers are E=1, S=2, W=3, N=4
2) Round Flower / Season (aka prevailing wind)	Bonus tile	Matches current round wind	+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 or continue playing
6) Eight Flowers	Immediate win	8 flowers drawn	8	May declare win

G. SPECIAL HANDS & HIGH-VALUE HANDS (Concealed except to Mahjong)

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	Pungs only	Dots suit + White Dragon	6	Dot pungs with White Dragon pung
4) Jade Dragon	Pungs only	Bamboo suit + Green Dragon	6	Bamboo pungs with Green Dragon pung

SCORE TRACKER: <https://mahjongmates.com/scorer/>



5) Ruby Dragon	Pungs only	Characters suit + Red Dragon	6	Character pungs with Red Dragon pung	
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 only; 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	Pair is also of different suit	
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 tile paired	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 tile paired	

Mahjong Mates Faan Scoring Cheat Sheet (HK new style)

SCORE TRACKER: <https://mahjongmates.com/scorer/>



Payment Table & Faan Ladder

The points awarded for a hand are 2^{faan} . Before play, decide on your group's Limit. Rows above your chosen limit are not used.

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

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	32	32+32+64	64+64+64	128 / 192
6	64	64+64+128	128+128+128	256 / 384
7	128	128+128+256	256+256+256	512 / 768
8	256	256+256+512	512+512+512	1024 / 1536
9	512	512+512+1024	1024+1024+1024	2048 / 3072
10	1024	1024+1024+2048	2048+2048+2048	4096 / 6144
11	2048	2048+2048+4096	4096+4096+4096	8192 / 12288
12	4096	4096+4096+8192	8192+8192+8192	16384 / 24576
13	8192	8192+8192+16384	16384+16384+16384	32768 / 49152

By Discard: the discarder pays double, the other two players each pay single.

Self-Drawn: all three other players pay the full self-drawn amount.

Suits and Honors

Characters (also: Cracks)		East South West North WINDS
Bamboo (also: Boos)		
Dots (also: Circles)		
		Red White Green DRAGONS