MAHJONG MATES SERIES

Taiwanese Mahjong

Scoring v2.8

[LRC-Sep 2026 / DXB-Jun 2026]

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From Confusion To Clarity, One Tile At A TIme

Mahjong Mates Series

Taiwanese Mahjong Scoring & Rules Reference

Taiwanese Mahjong is a distinct 16-tile variant, and this reference sheet covers the Hong Kong-style Taiwanese Mahjong developed in Hong Kong's mahjong community. It was formalized by the Ladies' Recreation Club (LRC) and later carried by expatriate players to Dubai and then to Pakistan in 2025.

About this Reference Sheet

This **Mahjong Mates** series is compilation designed for both new and experienced players. It presents both scoring rules side by side:

- **LRC**: Ladies Recreation Club, Hong Kong (Taiwanese Mahjong Scoresheet, revised Sept 2026)
- **DXB**: Dubai scoring, (revised Jun 2026) It seems to be aligning itself to LRC scoring.

Where values differ, both are shown. Where a hand exists in one system only, the other column is blank.

Before you start, agree at the table on the following:

1. Which scoring column are you using — LRC or DXB?
2. Is there a minimum points threshold to win each round? (DXB suggestion: East 20, South 22, West 24, North 26 / LRC has no minimum).
3. Is Calling / Ting in play? (+5 pts but locks your hand)
4. What is the cap on Dice on the Wall? (DXB suggestion: cap at 6 consecutive dealer wins)
5. Any other house variations?

Looking for the scoring tables? Jump to Section 2: Scoring Reference (pg 6)

1. GAME PROCEDURES

Determining East (Dealer)

- The process must be random. Avoid choosing seats based on preference.
- Take one of each Wind tile, mix face-down in a pile. One player rolls the dice; count anti-clockwise from that player (count them as 1) to find the temporary East seat.
- The temporary East player rolls again to determine who picks first. That player picks a Wind tile and chooses their seat. South sits to East's right, West next, North last.

Dice & Accessories

- Throw dice inside the walls, only after the walls are built.
- The Dealer keeps the dice and wind marker in their left corner after the toss.
- After the round ends, if you lose the hand pass the dice and wind marker to the right for the next Dealer.
- The wind marker and dealer marker rotate only when the Dealer loses the hand.

Building & Breaking the Wall

- All players mix tiles together ('washing') — put effort in; shuffling lightly is not acceptable.
- Each player takes 18 random tiles and builds a wall of 2 rows of 18 tiles face-down along their ruler.
- Push walls into the center at an angle (right hand up). All four corners must touch.
- The Dealer rolls the dice to determine which wall is broken. Count anti-clockwise from East (East: 1, 5, 9, 13, 17). Count from the inside-right of that wall by the dice total, then lift that pair and place it to the right — this creates the Flower Wall.

- The player sitting in front of that wall breaks it. The Dealer does not break their own wall.

Tile Distribution

- East takes the first 4 tiles, then South, West, North — repeat until everyone has 16 tiles.
- The Dealer (East) takes a 17th tile. East discards first, so needs the extra tile.
- Once distributed, reveal and set aside any Flower tiles. Replace them in seat order (anti-clockwise), drawing from the Flower Wall. If a replacement is also a Flower, wait for others to replace first, then draw again.

Flowers

- Replace Flower tiles immediately when drawn. Replacement tiles come from the Flower Wall.
- Replace in seat order. If you draw another Flower as a replacement, wait your turn again.
- Use **'Cheng'** to signal to the next player that they should replace their Flowers from the Flower Wall.

Kong (Gong)

- Claiming a Gong from a discard: expose all 4 tiles in front of you, then draw a replacement from the Flower Wall before discarding.
- Concealed Gong (self-drawn 4th tile): place all 4 tiles face-down in front of you, ***collect 5 pts from each player*** immediately, then draw a replacement. Must be revealed at the end of the hand.
- Adding to a Pong: on your turn, you may add a self-drawn tile to an existing exposed Pong to form a Gong. Draw a replacement from the Flower Wall before discarding.

Robbing a Kong

If a player adds a self-drawn tile to an exposed Pong to form a Kong, it may be claimed by another player to declare Mahjong. ***The player who declared the Kong pays an additional 10 pts to the winner.*** (See also Winning Tile in Scoring.)

Missed Pong / Missed Tile

If you miss a Pong, you cannot claim the same tile again within the same round. You must wait until the next round.

A player can still claim a discarded tile if another player has already drawn the next tile from the Wall but has not yet placed it in their hand or discarded.

Dealer Rotation

The Dealer retains the East seat if they win the hand. The deal passes to the right if any other player wins, or if no one wins the round.

No Winner (Dead Hand)

If **no one wins the round, each player places 5 pts in their corner**. These pts are collected by the next player who wins by self-draw.

False Mahjong

Declaring Mahjong with an incomplete hand: 25 pts to each other player. Round is void; the Dealer retains their seat and any dice on the Wall remain. See Additional Notes for full details.

Incorrect Tile Count

Too many or too few tiles: you cannot declare Mahjong, declare sets, or collect Kong/Flower money. Continue drawing and discarding until the hand ends. This is not a False Mahjong.

SCORING REFERENCE (MOST PLAYERS START HERE)

2. SCORING

Be methodical: do not skip steps.

1. Follow the scoring order in the table below.
2. Always remember which tile was the Mahjong tile. Lay it side way so you remember.
3. Decide if there will be minimum points per round

2.1 BASE POINT / MAHJONG	LRC	DXB
Mahjong (Applies to all hands including Special Hands.) ***Always place your winning tile horizontally to remember which tile it was.***	5	
2.2 TING / CALLING / CLOSING	**LRC**	**DXB**
No Calling allowed in Nico Nico or Orphan hands.		
Declare ready by turning concealed tiles face-down on your turn. (*penalty of 5 points to other players for peeking*)	5	
2.3 GOOD EYES	**LRC**	**DXB**
Good Eyes: pair of 8s, 5s or 2s (any suit) *In Nico Nico, the winning Mahjong tile must be an 8, 5 or 2*	2	

2.4 WINNING TILE	LRC	DXB
East Seat / Dealer tile (East wins, or East gives the Mahjong tile)	1	

2.4 WINNING TILE	LRC	DXB
Self-Draw		
- **From the Wall**	**1**	
- **From the Flower Wall** (winning tile drawn from Flower Wall)	**5**	
- **Fully Concealed Hand** (no tiles exposed except Flowers & Gongs)	**10**	
- **Fully Exposed Hand –** NO TING (only 1 tile concealed, waiting for Pair/Eyes)	**10**	
Discard Win		
- **Fully Concealed Hand –** no tiles exposed except Flowers & Gongs. Win from a discard.	**5**	
- **Fully Exposed Hand** – NO TING (only 1 tile concealed, waiting for Pair/Eyes)	**15**	
Win by Robbing a Gong (Player tries to complete a gong, then another player claims tile to mahjong)	**10**	
Win by Self Drawing a Gong (Player makes a Gong, draws from flower wall to another Gong, draws again and Self Draws). All self drawn		**30**
Human Hand – win within 4 discarded/declared tiles	**80**	—
Win within 7 discarded/declared tiles on the table	**20**	**50**
Win within 10 discarded/declared tiles on the table	**10**	—

2.4 WINNING TILE	LRC	DXB
Seabed Hand: winning tile is the LAST tile picked from the Wall	10	20
Earthly Hand: winning tile is the 1st discard by East. Only South, West or North may declare.	90	
Heavenly Hand: East dealt a complete hand before their 1st discard. Only East may declare.	100	
Dealer throws triple dice 1–5 (e.g. 3-3-3) : other players each **pay the Dealer 5 pts immediately**	5	
Dealer throws triple 6-6-6 : other players each **pay the Dealer 10 pts immediately**	10	

2.5 BONUS TILES [Flowers/Seasons]	LRC	DXB
No Flower, **No** Honors tiles in an ALL Sheung Hand (don't stack)	15	
No Flower, & Honor tiles (Dragons/Winds)	5	
No Flower tiles	1	
No Honor tiles (Dragons/Winds)	1	
No Terminal tiles **AND No** Honor tiles	5	
Flower: 1 point for each Flower tile	1	
Flower of player's seat	1	
Mixed Bouquet: Red & Blue tiles 1–4. **All players pay 5 pts immediately**	5	

Full Bouquet: all Red OR all Blue tiles 1–4. **All players pay 10 pts immediately.** (A player can collect both.)	**10**	
7 Flowers: **Instant Self Draw Win.** No other points awarded. Give minimum points based on round. *20 for E, 22 for S, etc.	**20**	**20***
8 Flowers: **Instant Self Draw Win**. No other points awarded.	**40**	
(If player forgets to replace the tiles from the Flower Wall and declares Mahjong, it is considered False Mahjong and game forfeited. Pay 25 to each player)		

2.6 WAITING TILES	LRC	DXB
Waiting by Pairs: holding 2 pairs, waiting to Pong with either one. Need 1 of two tiles to Mahjong	**2**	
^False Single Wait: Waiting for only 1 tile to Mahjong, but that final tile can be a multiple of choices (2 or more sets of tiles), between 2 or more sets; and is already calling mahjong with a single tile wait, but NOT a single tile choice	**2**	—
True Single Wait: only 1 specific tile can complete the hand. *(Can't be used for Nico Nico and Orphan Hands)*	**2**	

2.7 SUIT HANDS	LRC	DXB
Pure Suit Hand: 1 suit only (either Bamboo, Character or Circle). **No** Winds or Dragons.	**90**	
Semi Pure Hand: 1 suit + Winds and/or Dragons	**30**	
2 Suits Hand WITH Flowers, No Honors	**5**	
2 Suits Hand, No Flowers, **No** Honors	—	**10**
All 5 Type Hand: Winds, Dragons, Bamboo, Circle, Character	**10**	

2.8 PATTERN	LRC	DXB
All Pong Hand: 5 Pong sets + Pair/Eyes	**25**	
SHEUNG HANDS (sequences)		
- **All Sheung Hand**: 5 Sheung sets + Pair (Flowers/Winds/Dragons allowed)	**5**	
All Honor Hand: Dragons & Winds only. Also award points for any Big/Little Winds or Big/Little Dragons	**90**	—

2.9 STEP UP SHEUNGS	LRC	DXB
Step Up: (3x Sheungs each stepping 1 number up from the last, No extra for 4 sets)		
Mixed Step Up Sheungs - LRC: *must use all 3 suits.* - *DXB: any suit combination* 	**5**	
ALL Step Up Sheungs (5 sets, any suit combination + pair) May be mixed suits. May be exposed or concealed.	**20**	
All Step Up Hand: Same Suit, 5 sets	**90**	

2.10 1-9 same suit - DRAGON SEQUENCE (three Sheungs: 1-2-3, 4-5-6, 7-8-9)	LRC	DXB
'Mixed': spread across all 3 suits. 'Pure': all in the same suit. In LRC, you cannot collect points for both mixed and pure dragon.		
Mixed Dragon Sequence: Exposed / Partially Concealed, ALL 3 suits	**5**	
Mixed Dragon Sequence: Concealed, all 3 suits	**10**	
Pure Dragon Sequence: Exposed / Partially Concealed, same suit	**10**	**15**
Pure Dragon Sequence: Concealed, same suit	**20**	

2.11 Same Suit Sequence - BROTHER SHEUNGS (e.g. 123 + 123)	LRC	DXB
2 Brother Sheungs (123 + 123, same suit)	**5**	
3 Brother Sheungs (123 + 123 + 123, same suit) 	**15**	
4 Brother Sheungs (123 + 123 + 123 + 123, same suit)	**30**	

2.12 Different suit sequence - SISTER SHEUNGS	LRC	DXB
2 Sister Sheungs (e.g. 345 + 345, different suits)	**3**	
3 Sister Sheungs (e.g. 678 + 678 + 678, different	**10**	
4x Sister Sheungs (e.g. 678 + 678 + 678 + 678)	--	**25**
5x Sister Sheungs (eg. 678 + 678+ 678+ 678+ 678)	--	**40**

2.13 CONCEALED Triplets - PONGS	LRC	DXB
Note: Exposed pong becomes a concealed pong if you self-draw a gong.		
2 Concealed Pongs	5	
3 Concealed Pongs	10	15
4 Concealed Pongs	15	30
5 Concealed Pongs (awarded once, includes 25 pts for All pong hand)	80	
5 Concealed Pongs: No Gong, Self Draw	—	100

2.14 Different suits, same number triplets- SISTER PONGS:	LRC	DXB
Remember to also add points for any Concealed Pongs.		
2 Sister Pongs (e.g. 999 + 999, different suits)	3	5
3 Sister Pongs (e.g. 333 + 333 + 333, different suits) 	10	15

2.15Same suit, sequential triplets - NEIGHBORS / UNCLE PONGS:	LRC	DXB
2 Sets (e.g. 222 + 333), same suit	5	
3 Sets (e.g. 333 + 444 + 555)	15	
4 Sets (e.g. 111 + 222 + 333 + 444)	30	
5 Sets (e.g. 111 + 222 + 333 + 444 + 555)	60	
5 Set + Pair sequential order: 111 + 222 + 333 + 444 + 555 + 66	80	

2.16 WIND TILES (East · South · West · North)	LRC	DXB
1 Pong of Winds	**1**	
1 Pong of Winds – Players Seat	**1**	
1 Pong of Winds – Round Wind	**1**	
Little Three Winds: 2 Wind Pongs + 1 Wind Pair	**15**	
Big Three Winds: 3 Wind Pongs	**30**	
Little Four Winds: 3 Wind Pongs + 1 Wind Pair	**50**	**60**
Big Four Winds: 4 Pongs of Winds	**60**	**80**

2.17 DRAGON TILES (Red · Green · White)	LRC	DXB
1 Dragon Pong – Points for each one	**2**	
Little Dragons: 2 Dragon Pongs + 1 Dragon Pair	**20**	
Big Dragons: 3 Dragon Pongs	**40**	

2.18 All 4 of the Same Tile - GONG	LRC	DXB
Note: All Gongs count as a Concealed Pong		
Open Gong (each) *(Exposed pong converts to concealed pong, if you self-draw a gong)*	**1**	
Each Concealed Gong **Player immediately collect 5 pts from all players**	**+2**	
Must reveal Concealed Gong at end of hand. ***Penalty for not revealing concealed gong: 10 pts to each player.***		

2.19 Four identical number tiles arranged into valid sets in multiple ways: FOUR IN 2, 3 OR 4 WAYS	LRC	DXB
Four in 2 Ways *4-5-6 + 6-6-6* (1 sheung + 1 pong)	5	
Four in 3 Ways *5-6-7 + 4-5-6 + 6-6* (2 sheungs + 1 pair)	10	15
Four in 4 Ways *6-7-8 + 5-6-7 + 4-5-6 + 6-7-8*	20	20

2.20 TERMINALS TILES	LRC	DXB
Honors but No Terminals: no 1s or 9s, **WITH** Honors/Cardinals	-	5
No Terminal Tiles & **No** Honors: no 1s or 9s, no Honors	5	
Terminal Only **WITH** Honors: [Terminal pongs, sheungs must include 1, 9s, honor pongs and/or pair of eyes (honors or terminal eyes]	20	
Terminal Only **- No** Honors: [Terminal pongs, sheungs must include 1, 9s, Eyes are 1s or 9s; no honor tiles]	40	
1x Terminal Pong Set (111 + 999, same suit)	3	5
2x Terminal Pong Sets (Same suits)	15	20
1x Terminal Sheung Set (123 + 789, same suit)	3	5
2x Terminal Mixed Sheung Sets (123 + 789 and 123 + 789, each top and bottom must be same suit)	15	
2x Terminal Pure Sheung Sets (123 + 789 & 123 + 789, All sets in same suit)	20	

2.21 SPECIAL HANDS – No Ting (closing)	LRC / DXB
For Special Hands: *Award the Special Hand points first, then count all other applicable points as normal.* - *No calling allowed in Nico Nico or Orphan hands*	
Nico Nico : 7x pairs + 1x Pong (fully concealed)	
Nico Nico base. All tiles self-drawn except Mahjong tile which may be a discard or self-drawn).	**40**
Nico Nico + 1 Gong (2 pairs not declared as Concealed Gong)	**50**
Nico Nico + 2 Gongs (4 pairs not declared as Concealed Gongs)	**65**
13 Orphans Hand : fully concealed	
1s & 9s of all 3 suits + 1 of every Wind & Dragon + any Pong or Sheung + 1 of any Orphan tile as Pair/Eyes. Winning Mahjong tile may be a discard or self-drawn.	**90**
16 Orphans Hand : fully concealed	
3x Sheungs of each suit (each unrelated by at least 2 numbers) + 1 of each Wind & Dragon + 1 Orphan tile as Pair/Eyes. Winning Mahjong tile may be a discard or self-drawn.	**50**
Chicken Hand	
A winning Mahjong hand with NO elegant combinations. that only adds up to 14 points, ie. 1 point hand; 5 pts mahjong (probably by having just 1 non seat flower)	**20**

Dragons + Relevant Suits		
LRC Jade Hand (Pong of Green Dragons + all Bamboo suits only as sheungs or pongs ONLY)	**20**	
LRC Ruby Hand (Pong of Red Dragons + all Characters suits only as sheungs or pongs ONLY)	**20**	
LRC Diamond Hand (Pong of White Dragons + all Circles suits only as sheungs or pongs ONLY)	**20**	
LRC Sapphire Hand (Pong of White Dragons & Character suits only as sheungs or pongs ONLY)	**20**	--

3. ADDITIONAL NOTES

Chasing Tiles (Instant Payout)

When all 4 of the same tile are discarded in the same round, the player who discarded the 1st tile pays immediately:

Dragon & Wind tiles	5 pts to each other player
Suit tiles	10 pts to each other player

Exception: West Wind tile

Discarding all four West Winds in the same round is considered inauspicious. The fourth player may reveal and retain the tile, discard another tile, and immediately pay 5 points to each player who chased it. The West Wind must be discarded in the next round.

Dice on the Wall: Consecutive Dealer Wins

The Dealer must have won the previous hand as Dealer before placing a die. After winning the 1st hand as Dealer, place 1 die on the Flower Wall showing (1). Each subsequent win, advance the die by 1:

Die shows	Dealer Wins	Bonus pts if Dealer wins
1	2 consecutive games	+3
2	3 consecutive games	+5
3	4 consecutive games	+7
4	5 consecutive games	+9
5	6 consecutive games	+11

Note: If the Dealer gives the winning tile to another player, they must also pay that player the die bonus points that would have been awarded to the winner

- If the Dealer forgets to place the die before their first discard, they play without it. If they win, they forfeit that round's die bonus. However, they still pay the die bonus to any player they give the winning tile to.
- No limit should be set on how many times the die can advance: a player's flow of luck should not be broken. Each win beyond 5, just add +2 points (DXB suggestion: cap at 6.)

Incorrect Number of Tiles (Stop and Drop)

A player with too many or too few tiles must keep playing but CANNOT:

- Declare Mahjong
- Collect Flower or Gong money
- Make or declare a Sheung, Pong, Gong or Concealed Gong
- *They still PAY Flower money and Chasing tile points to other players.* This is not False Mahjong.

Swap Calling

- Can't take a discarded tile to make a sequence and then immediately throw away another tile of the same sequence.

Missing a Discarded Tile

Two rules to know:

- You can still claim a discarded tile if the next player has already drawn from the Wall and seen it; PROVIDED they have not yet placed it into their hand or discarded.
- If you miss a discarded tile you cannot claim the same tile again if it is discarded later in the same round. You must wait until the next round. (* 'Round' here means everyone has discarded once and it is your turn again: not a full Wind Round.)

Multiple Mahjong Winners

- Up to 3 players can win from the same discarded tile.
- Start with the player to the right of the discarder. Calculate and pay that hand, then pass the winning tile to the next winner and repeat.
- Applies to discarded tiles only: not self-draws.

No Mahjong: When No One Wins the Round

Dead Hand procedure:

- Dealer seat passes to the right.
- Each player places 5 pts in their corner (total 20 pts in play).
- These pts are collected by the next player who wins by self-draw.
- If the self-draw winner forgets to claim before the new Dealer throws the dice, the pts carry over to the next self-draw winner.
- If the self-draw winner forgets to claim before the new Dealer throws the dice, the pts carry over to the next self-draw winner.

False Mahjong

Penalty: 25 pts to each other player

The round is void. A new round starts with the same Dealer. The Dealer does not give up the East seat and any dice on the Wall remain unchanged.

Common causes:

- Declaring a winning hand that is incomplete.
- ***Placing the Mahjong tile into your hand before declaring: always place it horizontally across the completed set***.
- Drawing the 7th Flower without first replacing from the Flower Wall.

Calling / Ting Pai

Ting (tīng pái): the standard Taiwanese term for declaring a ready hand. The LRC calls it Calling; Dubai calls it Closing. Same rule.

Worth +5 pts. Must be agreed at the table before the game starts.

How to call Ting:

- On your turn only.
- Pick up a tile from the Wall or Seabed.
- Discard.
- Turn all remaining concealed tiles face-down. No verbal declaration required.

Once called, you forfeit the right to:

- Add to a concealed Pong to create a Gong: discard the tile instead.
- Look at or adjust your concealed tiles until you or another player wins.

You can still collect Flower money after calling. The False Mahjong penalty still applies.

Hand Check and Scorer

Use the Mahjong Mates Hand Check & Scorer for ease of scoring: Available at www.mahjongmates.com/scorer/ or www.mahjongmates.com/handchecktw/

If there are any corrections or revisions needed in this booklet, email hello@mahjongmas.com

Mahjong is best learned around a table.
If this guide helped you, feel free to share it with your Mahjong group.

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