

SCORING CHART WHEN PLAYING MAH JONG USING MAX ROBERTSON'S RULES

INDIVIDUALLY SCORED HANDS e.g. Ordinary, Purity, Buried Treasure, All Honours		GAMES							
		1	2	3	4	5	6	7	8
GROUND SCORE									
Pung - Exposed (2-8)	2								
- Concealed (2-8)	4								
- Exposed Honours	4								
- Concealed Honours	8								
Kong - Exposed (2-8)	8								
- Concealed (2-8)	16								
- Exposed Honours	16								
- Concealed Honours	32								
Each Pair of Dragons	2								
Pair of Owner's Wind	2								
Pair of Wind of the Round	2								
Each Flower or Season	4								
For Punging/Konging first discard made by East Wind	2								
Fishing with a non-scoring hand	10								
Achieving Mah Jong in the only possible place (in the middle of a Chow, with 3 at end or 7 at beginning of a Chow)	2								
Achieving Mah Jong with a tile drawn from the Wall	2								
Achieving Mah Jong by completing the Pair (known as the Sparrow's Head)	2								
Achieving Mah Jong	20								
Bonus for Mah Jong with non-scoring Buried Treasure	10								
TOTAL GROUND SCORE									
DOUBLES									
Pungs/Kongs only - no Chows (MJ & Fishing only)	1								
Each Pung/Kong of Dragons	1								
Pung/Kong of Owner's Wind	1								
Pung/Kong of Wind of the Round	1								
Owner's Flower or Season	1								
Bouquet of Flowers or Seasons (incls 1 for own flower/season)	3								
Achieving Mah Jong with: Loose tile off wall; or last tile off wall; or Robbing Kong	1								
Fishing Doubles/Mah Jong Doubles (as dictated by Max Robertson and shown on our Doubles and Score Guides)									
TOTAL DOUBLES									
ACTUAL TOTAL Ground Score x Total Doubles (see doubles table)									
Pre-determined score (½ Limit / Limit / Double Limit) NB – a pung/kong of each of the Dragons or each of the Winds always scores a Limit whether fishing or not									
FINAL SCORE									