

# Singapore Mahjong Scoring Rules

## Super Beginner Essentials

- A winning hand = 4 sets (pung/chow/kong) + 1 pair
- You **MUST** have at least **1 double** to win
- Flowers/Animals give doubles automatically
- If someone throws the tile you win on → they pay full; others half
- If you self-draw → all pay full
- Robbing the Kong → counts as win; treated as discard win
- Pung = 3 identical tiles. Chow = 3 consecutive tiles (same suit). Kong = 4 identical tiles
- Honor tiles = Winds & Dragons. Terminals = 1s & 9s

## Core Doubles (most common)

Item	Doubles
Each Flower	1
Each Animal	1
Pung Own Wind / Round wind	1 each
Pung a Dragon	1
Small 3 Dragons	3
Big 3 Dragons	Limit
Half Flush	2
Full Flush	4
Pure Straight (1-9 same suit)	1
Mixed Pung-Pung Hu	2
All Pungs	2

## Pinghu (sequence-only quick rules)

- No Winds, Dragons, Flowers, Animals
- All Chows, no Pungs
- Must win on a non-single wait (unless self-draw)
- No edge waits (1-2 waiting on 3), no middle waits (4-6 waiting on 5)
- Self-draw overrides these restrictions

## Instant Payouts

These apply immediately during play  
(not only at final scoring)

Event	Concealed	Open
Kong	2	1
Flower/Season Marriage	2	1
Cat & Mouse	2	1
Rooster & Centipede	2	1
4 Flowers	4	2
4 Animals	5	2

## Limit Hands (always max payout)

- 4 Winds
- All Honors
- 4 Kongs
- All Terminals
- Nine Gates
- 8 Flowers
- Heavenly Win
- Earthly Win
- 13 Wonders
- Hidden Treasures (concealed pungs)