

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

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)

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.