

Patterns (10 categories)			
Trivial patterns		Identical groups	
Chicken hand (no value)	1	Pure double chi (iipeikou)	10
All chi	5	Two pure double chi (ryanpeikou)	20
Concealed hand	5	Pure triple chi	120
All simples (tanyao)	5	Pure quadruple chi	480
One-suit patterns		Similar groups	
Half flush (honitsu)	40	Mixed triple chi (sanshoku)	35
Full flush (chinitsu)	80	Small mixed triple pon	30
Nine gates (true chuuren)	480	Mixed triple pon (sanshoku doukou)	120
Honour tiles		Shifted groups	
Value pon (dragon/seat wind)	10	Pure straight (itsu)	40
Little three winds	30	Pure shifted pon	100
Big three winds	120	Four pure shifted pon	200
Little four winds (shousuushii)	320	Terminals	
Big four winds (daisuushii)	400	Outside hand (chanta)	40
Little three dragons (shousangen)	40	Pure lesser terminals (junchan)	50
Big three dragons (daisangen)	130	All terminals & honours (honroutou)	100
All honours (tsuuiisou)	320	All terminals (chinroutou)	400
Pon/kan		Incidental bonus	
All pon (toitai)	30	Last tile discarded/drawn (houtei/haitei)	10
Two concealed pon	5	Replacement tile after kan (rinshan)	10
Three concealed pon (sanankou)	30	Robbing kan (chankan)	10
Four concealed pon (suuankou)	125	Heavenly hand (tenhou oya)	155
One kan	5	Earthly hand = Win on dealer's first discard	155
Two kans	20	Irregular	
Three kans (sankantsu)	120	Seven pairs (chiitoitsu)	30
Four kans (suukantsu)	480	Thirteen orphans (kokushi)	130
Max limit	320	Patterns from different categories can be added In same series, only 1 pattern can be counted (except value pons)	
Same turn immunity		Dead wall of 14 tiles	

Pay-off scheme	Winner	Discarder	Other
Ron/tsumo >25pt	+ Score*3	- Score	- Score
Ron >25pt	+ Score*3	- (score*3) - 50	- 25
Tsumo >25pt	+ Score*3	/	- Score