8-Point Fan

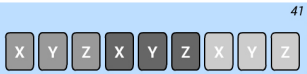
Mixed Straight
39
A straight from 1 through 9 made of Chows from each suit



Reversible Tiles
40
Only vertically symmetrical tiles



Mixed Triple Chow
41
Three identical Chows, one in each suit



Mixed Shifted Pungs
42
Three Pungs, one in each suit, each one higher than the last



Chicken Hand
43
A hand otherwise worth 0 points (excluding flower tiles)

Last Tile Draw
44
Winning upon drawing the final tile in the wall

Last Tile Claim
45
Winning upon someone's discard after the last tile in the wall is drawn

Out with Replacement Tile
46
Winning upon drawing the replacement tile for a Kong

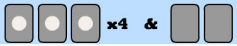
Robbing the Kong
47
Winning off the tile that someone adds to a melded Pung

Two Concealed Kongs
48
Two concealed Kongs



6-Point Fan

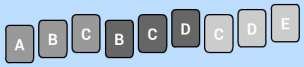
All Pungs
49
Four Pungs or Kongs and a pair



Half Flush
50
Hand contains only tiles of one suit, plus honors



Mixed Shifted Chows
51
Three Chows, one in each suit, each shifted up 1 number from the last



All Types
52
Hand includes tiles from each suit, dragons, and winds



Melded Hand
53
Four melded sets, winning off a discard on a pair wait, with no concealed Kongs

Two Dragons Pungs
54
Two Pungs or Kongs of Dragon tiles



4-Point Fan

Outside Hand
55
Every set involves ones, nines, or honors



Fully Concealed Hand
56
No melded sets, win from self-draw (concealed Kongs allowed)



Two Melded Kongs
57
Two melded Kongs. One Melded and one Concealed is 6 points



Last Tile
58
Winning on a tile that is clearly, to all players, the last of its kind

2-Point Fan

Dragon Pung
59
A Pung or Kong of Dragon tiles



Prevalent Wind
60
A Pung or Kong of the prevalent Wind



Seat Wind
61
A Pung or Kong of the player's seat Wind



Concealed Hand
62
No melded sets, win off discard (allowing concealed Kongs)



All Chows
63
Only Chows and a pair of non-honor tiles



Tile Hog
64
Using all four of the same suit tile, except in a Kong



Double Pung
65
Two Pungs or Kongs of the same number in two different suits



Two Concealed Pungs
66
Two concealed Pungs, one of which can be a Kong



Concealed Kong
67
One concealed Kong

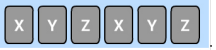


All Simples
68
Only tiles from 2 to 8



1-Point Fan

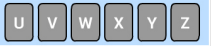
Pure Double Chow
69
Two identical Chows in the same suit



Mixed Double Chow
70
Two identical Chows in different suits



Short Straight
71
Two consecutive Chows in the same suit



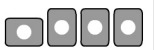
Two Terminal Chows
72
Chows of 1, 2, 3 and 7, 8, 9 in the same suit



Pung of Terminals or Honors
73
A Pung or Kong of ones, nines, or Winds



Melded Kong
74
One melded Kong



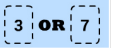
One Voided Suit
75
No tiles from one of any of the three suits



No Honors
76
No Dragons or Winds



Edge Wait
77
Waiting solely for a 3 to complete a 1,2,3 Chow or a 7 to complete a 7, 8, 9 Chow



Closed Wait
78
Waiting solely for a tile in the middle of a Chow (such as a 4 in 3, 4, 5)



Single Wait
79
Waiting solely for a tile to form a pair. Not valid with multiple waits.



Self-Drawn
80
Winning off a tile you draw from the wall

Flower Tiles
81
One point for each declared Flower or Season

88-Point Fan

Big Four Winds
1

Pungs or Kongs of all four Winds



Big Three Dragons
2

Pungs or Kongs of all three Dragons



All Green
3

Only 2, 3, 4, 6, 8 of Bamboo and / or Green Dragons

ONLY 

Nine Gates
4

*Exactly 1, 1, 1, 2, 3, 4, 5, 6, 7, 8, 9, 9, 9 of one suit **

*(not counting the winning tile), no melded sets



Four Kongs
5

Four Kongs


x4

Seven Shifted Pairs
6

Seven pairs of a single suit, each one higher than the previous



Thirteen Orphans
7

One of every terminal and honor, plus a tile making a pair



64-Point Fan

All Terminals
8

Only ones and nines

ONLY 

Little Four Winds
9

Three Pungs or Kongs of Winds and one pair of Winds



Little Three Dragons
10

Two Pungs or Kongs of Dragons and one pair of Dragons



All Honor
11

Only honor tiles

ONLY 

Four Concealed Pungs
12

Four concealed Pungs or Kongs


x4

Pure Terminal Chows
13

1, 1, 2, 2, 3, 3, 5, 5, 7, 7, 8, 8, 9, 9 in one suit



KEY


Kong of any suit


Pair of any kind


Wind tile


Pung of any suit


Tiles of x Suit


Concealed


Chow of any suit (no honors or bonuses)


Dragon tile

SOME *At least one of each type*

ONLY *Hand can only contain*

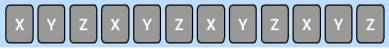
EACH *All sets in hand contain some*

⊘ *Hand cannot contain*

48-Point Fan

Quadruple Chow
14

Four identical Chows in the same suit



Four Pure Shifted Pungs
15

Four Pungs or Kongs in the same suit, each one 1 higher than the previous



32-Point Fan

Four Pure Shifted Chows
16

Four Chows in one suit each shifted up 1 or 2 numbers from the last, but not both


x4

Three Kongs
17

Three Kongs


x3

All Terminals and Honors
18

Only ones, nines, and honors

ONLY 

24-Point Fan

Seven Pairs
19

Seven pairs


x7

Greater Honors and Knitted Tiles
20

Exactly one of each honor and singles of suit tiles belonging to separate knitted sequences



All Even Pungs
21

Only Pungs or Kongs consisting of even tiles, with an even pair

Full Flush
22

Only one suit

ONLY 

Pure Triple Chow
23

Three identical Chows in the same suit



Pure Shifted Pungs
24

Three Pungs in the same suit, each one 1 higher than the last



Upper Tiles
25

Only sevens, eights, and nines

ONLY 

Middle Tiles
26

Only fours, fives, and sixes

ONLY 

Lower Tiles
27

Only ones, twos, and threes

ONLY 

Win by self-draw

Non-winning players each pay the point value of the hand plus eight.

Win by discard

Discarder pays winner the point value of the hand plus eight, other non-winners pay the winner 8 points



16-Point Fan

Pure Straight
28

Three consecutive Chows from one to nine in a single suit



Three-Suited Terminal Chows
29

1, 2, 3 and 7, 8, 9 both in two suits, and a pair of 5s from the last suit



Pure Shifted Chows
30

Three Chows in one suit each shifted up 1 or 2 numbers from the last, but not both


x3

All Fives
31

Every set involves a five

EACH 

Triple Pung
32

Three Pungs of the same number in each suit



Three Concealed Pungs
33

Three concealed Pungs, at least one of which is a Kong

x3

12-Point Fan

Lesser Honors and Knitted Tiles
34

Single honors and singles of suit tiles belonging to separate knitted sequences

Knitted Straight
35

A straight from 1 through 9 that cycles through suits

Upper Four
36

Only tiles from six to nine

ONLY

Lower Four
37

Only tiles from one to four

ONLY

Big Three Winds
38

Three Pungs or Kongs of Winds

x3

SCORING:

FIRST, DETERMINE THE PRIMARY FAN, WHICH IS THE HIGHEST SCORING FAN. THEN ADD LESSER FAN ACCORDING TO THE FOLLOWING PRINCIPLES:

(1) THE ***NON-REPEAT PRINCIPLE***: WHEN A FAN IS INEVITABLY IMPLIED OR INCLUDED BY ANOTHER FAN, BOTH FAN MAY NOT BE SCORED.

(2) THE ***NON-SEPARATION PRINCIPLE*** ("**UNBREAKABLE**"): AFTER COMBINING SETS TO CREATE A FAN, IT IS *FORBIDDEN* TO REARRANGE THOSE SAME SETS TO CREATE A DIFFERENT FAN.

(3) THE ***NON-IDENTICAL PRINCIPLE***: ONCE A SET HAS BEEN USED TO CREATE A FAN, IT IS *NOT ALLOWED* TO USE THE SAME SET TOGETHER WITH OTHER SETS TO CREATE THE SAME FAN.

(4) ***FREEDOM TO CHOOSE THE HIGHEST POINTS*** ("**THE HIGH- VERSUS- LOW PRINCIPLE**"): IF YOU CAN USE A SET TO FORM BOTH A HIGH-SCORE FAN AND A LOW-SCORE FAN, IT IS *YOUR RIGHT* TO CHOOSE THE HIGH-SCORE FAN.

(5) THE ***ACCOUNT-ONCE PRINCIPLE*** ("**EXCLUSIONARY RULE**"): WHEN YOU HAVE COMBINED SOME SETS TO CREATE A FAN, YOU CAN *ONLY* COMBINE ANY REMAINING SETS ONCE WITH A SET THAT HAS ALREADY BEEN USED.