

Mah-Jong Score Card – BMJA Rules

Name:		Points	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
MJ	For going Mah-Jong	20						
MJ	Winning tile drawn from the wall	2						
	Minor pung (exposed)	2						
	Minor pung (concealed)	4						
	Major pung (exposed)	4						
	Major pung (concealed)	8						
	Minor kong (exposed)	8						
	Minor kong (concealed)	16						
	Major kong (exposed)	16						
	Major kong (concealed)	32						
	Pair of dragons	2						
	Pair of own Wind	2						
	Pair of prevailing Wind	2						
	Flower or Season	4						
BASIC SCORE								
	<i>DOUBLE FOR:</i>		<i>Number</i>	<i>Number</i>	<i>Number</i>	<i>Number</i>	<i>Number</i>	<i>Number</i>
	Pung or kong of any Dragon							
	Pung or kong of own Wind							
	Pung or kong of prevailing Wind							
	Own Flower or Season							
	Complete set of Flowers or Seasons							
	Original call (fishing after first discard, hand unaltered)							
MJ	No Chows (but not when playing the goulash)							
MJ	All the same suit (with Winds and/or Dragons)							
MJ	All 1s and 9s (with Winds and/or Dragons)							
MJ	All concealed (suit(s), with Winds and/or Dragons)							
MJ	Going MJ with a loose tile (from the kong box)							
MJ	Going MJ with last available tile from the wall							
MJ	Going MJ with the final discard							
MJ	Going MJ by robbing the kong							
MJ	Going MJ from an original call							
NUMBER OF DOUBLES								
FINAL SCORE – Max. 1,000 (East Wind pays/receives double)								

MJ For player who goes Mah-Jong

Under "Game" column – insert number of points scores for all pungs/kongs, etc