

# MCR RULES

## The 81 Play and Hand Pattern Values

PUNG BASED FEATURE HANDS			OTHER FEATURE HANDS				
73	Terminal Pung	Not D or active Wind	1	34	Lesser Hons & knitted	5/6 x hon+knitted tiles	12
60	Round Wind		2	20	Greater Hons & knitted	7x hon + knitted tiles	24
61	Own Wind		2	10	Little Three Dragons	2x Pung, 1x Pair	64
59	Dragon Pung		2	2	Big Three Dragons	3x Pung	88
54	Two Dragons		6	38	Big Three Winds	3x Wind Pungs	12
65	Double Pung	2x Pung same No.	2	9	Little Four Winds	3x Pung, 1x Pair	64
42	Mixed Shifted Pungs	e.g. <b>333.444.555</b>	8	1	Big Four Winds		88
32	Triple Pungs	3x Pung same No.	16	7	Thirteen Orphans	Every End + pr	88
66	2x Concealed Pungs		2	RESTRICTED HANDS			
33	3x Concealed Pungs		16	76	No Honour Tiles	1&9 allowed	1
49	All Pungs		6	75	One Voided Suit		1
40	Reversible Tiles	<b>1-5,89, 2,4-6,89,W</b>	8	68	All simples	2's-8's	2
21	All Even Pungs	4x Pungs - Even nos	24	55	Outside Hand	All Ends inc Chi+W/D	4
24	Pure Shifted Pungs	e.g. <b>333.444.555</b>	24	50	Half flush	Single suit inc. W/D	6
16	Four Pure Shifted Pungs	4x Consecutive	48	22	Full flush	Single suit - no W/D	24
12	Four Concealed Pungs	4x Any concealed	64	52	All types	<b>Dots, Bamb, Char, W, D</b>	6
KAN BASED FEATURE HANDS				37	Lower Four	1-4 only, No Hon	12
74	Open Kan		1	36	Upper Four	6-9 only, No Hon	12
64	Tile Hog	all 4 tiles not as Kan	2	31	All Fives	a 5 in each set	16
67	Closed Kan		2	26	Middle Tiles	4-6 only	24
57	2x Open Kan		4	27	Lower Tiles	1-3 only	24
48	2x Concealed Kan		8	25	Upper Tiles	7-9 only	24
17	3x Kan		32	19	Seven Pairs (inc 2 same)	add conc. If self drawn	24
5	4x Kan		88	6	Seven Shifted Pairs	Single suit	88
CHI BASED FEATURE HANDS				18	All Terminals&Honours	Inc WD, no chi	32
70	Mixed Double Chow	Two suits	1	8	All Terminals	No WD, no chi	64
69	Pure Double Chow	Same suit	1	11	All Honours	All Hons (W/D only)	64
63	All Chi	Any wait, not W/D pr	2	3	All Green	Only Bamb + G Dragon	88
43	Chicken Hand	No scoring feature	8	4	Nine Gates	3x1, 3x9, 2-8 one suit	88
41	Mixed Triple chow	3 same Chow (3 suits)	8	PLAY BASED SCORING FEATURES			
30	Pure Shifted Chows	<b>As mixed+123,345,567</b>	16	77	Edge Wait	no other wait options	1
23	Pure Triple Chow	3x same Chow 1 suit)	24	78	Closed Wait	no other wait options	1
16	4x Pure Shifted Chows	1 or 2 shift - not mix	32	79	Single Wait	no other wait options	1
14	Quadruple Chows	e.g. <b>567, (x4)</b>	48	81	Flower tile replacement		1
71	Short Straight	6 in a sequence	1	80	Self Drawn (SD)	in Open hand	1
72	Two Terminal chows	Same suit <b>123, 789</b>	1	62	Closed Hand (SD)	<b>except</b> winning tile	2
51	Mixed Shifted chows	3 suits <b>123,234,345</b>	6	56	Closed Hand (SD)	<b>including</b> winning tile	4
39	Mixed Straight	<b>1-3, 4-6, 7-9</b> 3 suits	8	58	Last Tile of type exit	All 3 others on show	4
35	Knitted Straight	<b>147, 258, 369</b>	12	53	All melded, pair wait		6
28	Pure Straight	1-9	16	44	Last tile draw		8
13	Pure Terminal Chows	<b>123,123,789,789,55</b>	64	45	Last tile discard claim		8
29	3x Suit Terminal Chows	<b>123,123,789,789,55</b>	16	46	Kan replacement exit	(not flower replace)	8
key	= most common	as in Riichi Yaku		47	Robbing the Kan	(no + fully concealed)	8

Hand numbers per [http://www.mahjong-europe.org/docs/mcr\\_EN.pdf](http://www.mahjong-europe.org/docs/mcr_EN.pdf)

### Winner receives:

**on Win by Discard**  
**8** points from each player  
**plus** Hand Points from **Discarder**

**on Win by Self Draw**  
**8** points from Each Player  
**plus** Hand Points from **Each Player**