

Scoring tables

Minipoints						
Winning condition		Value pair and wait		Triplets/Quads	Melded	Concealed
Seven pairs (no further minipoints)	25	Pair of dragons	2	Triplet, 2-8	2	4
Winning	20	Pair of seat/round winds	2	Triplet, terminals/honours	4	8
By discard, concealed hand	10	Edge/closed/pair wait	2	Quad, 2-8	8	16
By self-draw (not in case of pinfu)	2	Open pinfu	2	Quad, terminals/honours	16	32

Legend – East	Legend – Non-East
Payment for a win by discard Payment by all for a win by self-draw	Payment for a win by discard Non-East payment for a win by self-draw East payment for a win by self-draw

The tables are described in section 4.1.3.