



OKLAHOMA MAHJONG

Scoring Helper

Fu	1 Han	2 Han	3 Han	4 Han	5 Han	6-7	8-10	11-12	13+
20	----	400 / 700 ----	700 / 1300 ----	1300 / 2600 ----	Mangan 2000 / 4000 8000 [12000]	Haneman 3000 / 6000 12000 [18000]	Baiman 4000 / 8000 16000 [24000]	Sanbaiman 6000 / 12000 24000 [36000]	Yakuman 8000 / 16000 32000 [48000]
25	----	---- 1600 [2400]	800 / 1600 3200 [4800]	1600 / 3200 6400 [9600]					
30	300 / 500 1000 [1500]	500 / 1000 2000 [2900]	1000 / 2000 3900 [5800]	Mangan					
40	400 / 700 1300 [2000]	700 / 1300 2600 [3900]	1300 / 2600 5200 [7700]						
50	400 / 800 1600 [2400]	800 / 1600 3200 [4800]	1600 / 3200 6400 [9600]						
60	500 / 1000 2000 [2900]	1000 / 2000 3900 [5800]	Mangan						
70	600 / 1200 2300 [3400]	1200 / 2300 4500 [6800]							
80	700 / 1300 2600 [3900]	1300 / 2600 5200 [7700]							
90	800 / 1500 2900 [4400]	1500 / 2900 5800 [8700]							
100	800 / 1600 3200 [4800]	1600 / 3200 6400 [9600]							
110	900 / 1800 3600 [5300]	1800 / 3600 7100 [10600]							

Usage Key:

Tsumo payment from non-dealer to non-dealer	Tsumo payment to and from the dealer
700 / 1300 2600 [3900]	
Ron payment to non-dealer	Ron payment to dealer

Fu (minipoints)

Mahjong Points		
Mahjong (win)		+20
Tsumo		+2**
Concealed Ron		+10
Chiitoitsu (7 pairs)		25*
* fixed value - no other fu ** excluding pinfu		
Mentsu (meld) Points	Open	Closed
Koutsu (pon) - simples	+2	+4
Koutsu - terminal/honor	+4	+8
Kantsu (kan) - simples	+8	+16
Kantsu - terminal/honor	+16	+32
Shuntsu (chi)	+0	+0
Jantou (head) Points		
Jantou - Dragon, Seat Wind, Table Wind		+2
Machi (wait) Points		
Penchan (edge)		+2
Kanchan (closed)		+2
Tanki (pair)		+2
Ryanmen (2-sided)		+0