香港麻雀 番數表 • Faan chart

Hong Kong Mahjong Scoring Sheet

Every pattern and special hand as the Hong Kong Mahjong app scores them: what adds up, what doesn't, and the 10-faan maximum.



How to count a hand

1. **Limit hand?** It pays the 10-faan maximum on its own. Stop counting.
2. **Add it up** Add every pattern that fits. Watch the "Includes" and "Not with" tags.
3. **Self-drawn?** Add 1 faan.
4. **Cap & minimum** Capped at 10 faan (爆棚). To win you need 0 faan at Beginner tables, 3 at Advanced and Pro Table.

1 faan add up freely

Self-Drawn Win 自摸

1 faan

You draw the winning tile from the wall yourself.

+ **Adds up with** every hand, limit hands included

Concealed Hand 門前清

1 faan

You claimed no chow, pung or kong from a discard. Concealed kongs keep the hand concealed.

+ **Adds up with** Everything else

× **Not with** Seven Pairs, Nine Gates, Thirteen Orphans (concealed already)

All Chows (Ping Wu) 平糊

1 faan

All four sets are chows (runs); the pair can be any tile.



+ **Adds up with** Concealed, Self-Drawn, flushes

× **Not with** Any pung or kong, Seven Pairs

Dragon Pung / Kong 三元牌刻子

1 faan

A pung or kong of Red, Green or White Dragon — 1 faan for each set.



+ **Adds up with** 1 per dragon set

× **Not with** Small/Great Three Dragons, Jade/Ruby/Pearl (already in)

Seat Wind 門風

1 faan

A pung or kong of your own seat's wind.



South seat

+ **Adds up with** Prevailing Wind if it's the same wind

× **Not with** Small/Great Four Winds, All Kongs

Prevailing Wind 圈風

1 faan

A pung or kong of the round's wind. Single hands are always the East round.



East round, East seat = 2 faan

+ **Adds up with** Seat Wind (double wind = 2 faan)

× **Not with** Small/Great Four Winds, All Kongs

3 to 5 faan the big scorers

All Pungs 對對糊

3 faan

Four pungs or kongs plus a pair — no chows.



+ **Adds up with** Dragons, winds, flushes, Three Dragons

× **Not with** All Chows, Seven Pairs, All Kongs

Half Flush 混一色

3 faan

One number suit plus honours (winds and/or dragons).



+ **Adds up with** All Pungs, dragons, winds, Small Four Winds

× **Not with** Full Flush, Nine Gates, Jade/Ruby/Pearl, All Kongs

Seven Pairs 七對

4 faan

Seven pairs, fully concealed. Four identical tiles count as two pairs.



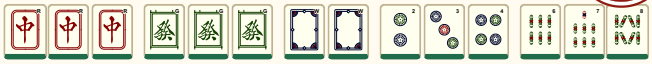
+ **Adds up with** Half/Full Flush, All Honours, Self-Drawn

× **Not with** Concealed Hand, All Chows

Small Three Dragons 小三元

5 faan

Pungs of two dragons plus a pair of the third.



⊃ **Includes** the two dragon pungs

+ **Adds up with** All Pungs, flushes, winds

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6 to 8 faan big hands, still below the limit

Small Four Winds 小四喜

6 faan

Pungs of three winds plus a pair of the fourth.



⊃ **Includes** Seat & Prevailing Wind

\+ **Adds up with** All Pungs, Half Flush, dragons

Full Flush 清一色

7 faan

Every tile from one number suit — no honours.



\+ **Adds up with** All Pungs, All Chows, Seven Pairs, Concealed

× **Not with** Half Flush, Nine Gates

Great Three Dragons 大三元

8 faan

Pungs or kongs of all three dragons.



⊃ **Includes** the three dragon pungs

\+ **Adds up with** All Pungs, Half Flush, winds

Minimum to win

Beginner tables	**no minimum**
Advanced tables	**3 faan**
Pro Table (高手場)	**3 faan**
Maximum (爆棚)	**10 faan**

Limit hands always pay the 10-faan maximum

All Honours 字一色

10 faan

Only winds and dragons — no number tiles.



★ **Scored alone • pays the maximum**

Nine Gates 九蓮寶燈

10 faan

Concealed 1-1-1-2-3-4-5-6-7-8-9-9-9 of one suit plus any tile of that suit.



★ **Scored alone • pays the maximum**

Jade / Ruby / Pearl Dragon

10 faan

One suit plus a pung of its dragon only: bamboo + Green, characters + Red, dots + White.



★ **Scored alone • pays the maximum**

Great Four Winds 大四喜

13 pays 10

Pungs or kongs of all four winds.



★ **13 faan → pays the the 10-faan maximum**

All Kongs 十八羅漢

13 pays 10

Four kongs plus a pair — 18 tiles.



★ **13 faan → pays the 10-faan maximum**

Thirteen Orphans 十三幺

13 pays 10

Every 1, 9 and honour once, plus one duplicate. Concealed.



★ **13 faan → pays the 10-faan maximum**

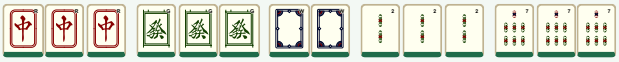
Worked examples



Self-drawn, Red Dragon pung claimed

Half Flush 3 + Red Dragon 1 + Self-Drawn 1 = **5 faan**

Each player pays 48 → winner +144



Won on a discard

Small Three Dragons 5 + All Pungs 3 + Half Flush 3 = 11 → **10 (max)**

Discarder pays 512

Many real tables also score flowers and situational faan. Full chart: mahjonggame.hk/learn/hk-mahjong/scoring



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