Dan's Shanghainese MJ rules

6	flush (all one suit)
3	flush with words ("mixed flush")
3	all 3-of-a-kind tricks + pair trick
1	all run tricks + pair trick
1	3-of-a-kind trick in special suit
1	3-of-a-kind trick, wind of the seat
1	3-of-a-kind trick, wind of the round
6	13 orphans (1 and 9 of each suit, 1 each wind, special, 14th card any one of these)
1	self draw winning card
1	self draw winning card from tail end of wall
2	self draw winning card on last draw
4	win on deal (only possible for dealer)
1	independence (win w/o picking up any discards)
1	two regular suits, no words ("lacking one suit")
3	123, 456, 789 same suit ("pure dragon")
1	123, 456, 789 any combination of suits ("mixed dragon")
1	123, 789 same suit
6	xyz, xyz and abc, abc same suit
3	xyz, xyz, xyz in three suits ("three sisters")
1	xyz, xyz, same suit
3	5 tricks in 5 suits (3 regular suits, one special, one wind)
3	all 5 tricks contain a 1 or 9
2	all 5 tricks contain a 1, 9 or word
1	no tricks contain a 1, 9 or word
1	pair trick is 2, 5, or 8
6	seven pairs
1	anarchy (fourteen unconnected cards, (y-x > 2))
6	anarchy on deal ("13 unconnected")

Dan's Hong Kong MJ rules

Scoring:

- 0 *faan* (*gai wu*/chicken hand)= 1 + 1 + 2 (*chuut chong*) = 4 total
- 1 *faan* (*ping wu*)= 2 + 2 + 4 (*chuut chong*) = 8 total
- 2 *faan* = 4 + 4 + 8 (*chuut chong*) = 16 total

Standard Hong Kong House Rules:

- *daai/siu seung gong* If a player has the wrong number of tiles at any point, player must play the game to end but is not allowed to win.
- warning calls must be made (*bao baak baan, gaau jeung, sap yi jeung*)

Hands:

6 (*ching yat sik*) flush (all one suit)
3 *(wan yat sik*) flush with words ("mixed flush")
3 *(deui deui wu*) all 3-of-a-kind tricks (+ eyes)
1 *(ping wu*) all run tricks (+ eyes)
1 3-of-a-kind trick in special suit
1 3-of-a-kind trick, wind of the seat
1 3-of-a-kind trick, wind of the round
6 *(sap saam yiu)* 13 orphans (1 and 9 of each suit, 1 each wind, special, 14th card any one of these)
1 *(ji moh*) self draw winning card
1 self draw winning card from tail end of wall
2 *(hoi dai laau yuet)* self draw winning card on last draw
4 *(tin wu*) win on deal (only possible for dealer)
6 *(daai saam yuen)* 3-or-4-of-a-kind of each of Reds/Greens/Whites
4 *(siu saam yuen)* 3-or-4-of-a-kind of two of Reds/Greens/Whites, pair of third
6 *(daai sei hei)* 3-or-4-of-a-kind of each of 4 winds
4 *(siu sei hei*) 3-or-4-of-a-kind of each of 3 winds, pair of 4th
1 independence (win w/o picking up any discards)