

# Riichi Mahjong Scoring Reference

Note: *Italicized* hands are concealed.

## One-Han Yaku: Iihan Yaku

### *Riichi*

Waiting hand declared at 1000 points stake.

*Riichi Ippatsu* earns +1 yaku: Going out in the 1<sup>st</sup> round after declaring Riichi.

*Daburu Riichi* earns +1 yaku: Declaring Riichi in the 1<sup>st</sup> round of a hand.

### *Menzen Tsumo*

Self-draw on a fully concealed hand. As usual, can be combined with other yaku.

### *Pinfu*

Four chi and a valueless pair – going out must be declared on a two-sided wait.



### *Iipeikou*

Two identical chi of the same suit.



### Tanyao

No terminals or honors (“All Simples”) *Concealed* in some rules sets.



### Sanshoku Doujun

The same chi in each suit: *Two yaku when concealed*.



### Ittsu

Straight: *Two yaku when concealed*.



### Yakuhai

1 yaku per pon or kan of dragons, seat wind or prevailing wind.



### Chanta

All sets contain terminals/honors with at least one chi: *2 yaku when concealed*.



- Rinshan Kaihou      Going out on a tile drawn from the dead wall after declaring a kan.
- Chankan              Going out on a tile used to extend a pon to a kan (aka *Robbing a Kong*).
- Haitei Raoyue        Going out on the last possible tile, be it the last tile of the wall or the discard following it.

1	2	3	4	5	6	7	8	9	1 Bam	E	S	W	N

Notes

### Two-Han Yaku: Ryanhan Yaku

**Chi-Toi**                      Seven pairs where no two may be identical.



**Sanshoku Doukou**        The same pon or kan in each suit.



**San Ankou**                Three *concealed* pons and/or kans. These must be selfdrawn while the 4<sup>th</sup> set may be open.



**San Kantsu**                Three kans.



Toitoi

Four pons and/or kans



Honitsu

A hand consisting of a single suit, plus honor tiles.



Shousangen

Two pons or kans of dragons and a pair of dragons.



Honroutou

All sets consisting of terminals or honors.



Junchan Taiyao

All sets contain terminals with at least one chi. **3 yaku when concealed.**



### Three-Han Yaku: Sanhan Yaku

Ryanpeikou

Two times two identical chi.



### Five-Han Yaku: Uhan Yaku

Chinitsu

One suit with no honors – *six yaku when concealed.*



## Yakuman

### *Kokushi Musou*

One of each honor tile and terminal and one duplicate.



### Chuuren Poutou

1 1 1 2 3 4 5 6 7 8 9 9 plus one duplicate of the same suit.



### *Tenhou*

East out on initial fourteen tiles.

### *Chihou*

Out on self-draw in first round.

### *Renhou*

Out on discard in first round.

### *Suu Ankou*

Four concealed pons/kans and a pair – double yakuman on a single wait.

### Suu Kantsu

Four kan.

### Ryuu Iisou

*All Green* - hand consisting of only 2, 3, 4, 6 and 8 sou and green dragons.



### Chinroutou

A hand containing only terminals.



### Tsuo Iisou

A hand containing only honors.



### Daisangen

Three pons or kans of dragons.



Shousuushii

Three pons or kans of winds and a pair of winds.



*Dai Sharin*

A hand of seven sequential pair from 2-pin to 8-pin.



Paarenchan

Completing the ninth hand in a row as East which does not result in the winds changing.

### Double Yakuman

Daisuushii

Four pons or kans of winds.



### Fu (Mini-points) Calculation

Fu	Open	Concealed
Pon of Minor Tiles (2-8 in the Suits)	2	4
Pon of Major Tiles (Terminals and Honors)	4	8
Kan of Minor Tiles (2-8 in the Suits)	8	16
Kan of Major Tiles (Terminal and Honors)	16	32

	Fu
Pair of Dragons	2
Pair of Seat / Prevailing Wind (Both)	2 (4)
Edge Wait – Closed Wait – Pair Wait	2
Self-Draw except in case of Pinfu	2
Open Pinfu	2

<b>Winning Conditions (Mahjong)</b>	<b>Fu</b>
Concealed on a Discard	30
Chiitoitsu (No further Fu)	25
Otherwise	20

## Payout Calculation Tables

### As East Self-Draw

Amount shown paid by *each player*

<b>Fu</b>	<b>1 Han</b>	<b>2 Han</b>	<b>3 Han</b>	<b>4 Han</b>
20		700	1300	2600
25			1600	3200
30	500	1000	2000	3900
40	700	1300	2600	4000
50	800	1600	3200	4000
60	1000	2000	3900	4000
70	1200	2300	4000	4000

### As East on Discard

Amount shown paid by *discarder*

<b>Fu</b>	<b>1 Han</b>	<b>2 Han</b>	<b>3 Han</b>	<b>4 Han</b>
20				
25		2400	4800	9600
30	1500	2900	5800	11600
40	2000	3900	7700	12000
50	2400	4800	9600	12000
60	2900	5800	11600	12000
70	3400	6800	12000	12000

**As Other Selfdraw**  
East pays the higher amount

<b>Fu</b>	<b>1 Han</b>	<b>2 Han</b>	<b>3 Han</b>	<b>4 Han</b>
20		400/700	700/1300	1300/2600
25			800/1600	1600/3200
30	300/500	1000/2000	1000/2000	2000/3900
40	400/700	1300/2600	1300/2600	2000/4000
50	400/800	1600/3200	1600/3200	2000/4000
60	500/1000	2000/3900	2000/3900	2000/4000
70	600/1200	2000/4000	2000/4000	2000/4000

**As Other on Discard** - Amount shown paid by the *discarder*

<b>Fu</b>	<b>1 Han</b>	<b>2 Han</b>	<b>3 Han</b>	<b>4 Han</b>
20				
25		1600	3200	6400
30	1000	2000	3900	7700
40	1300	2600	5200	8000
50	1600	3200	6400	8000
60	2000	3900	7700	8000
70	1300	4500	8000	8000

**Limit Hands – East Pays the Higher Amount**

<b>Hand</b>	<b>Han</b>	<b>East tsumo</b>	<b>ron</b>	<b>Others tsumo</b>	<b>ron</b>
Mangan	5*	4000	12000	2000/4000	8000
Haneman	6 or 7	6000	18000	3000/6000	12000
Baiman	8 to 10	8000	24000	4000/8000	16000
Sanbaiman	11 or 12	12000	36000	6000/12000	24000
Yakuman	13	16000	48000	8000/16000	32000

\* For 40+ Fu hands, only 4 Han are needed. For 70 Fu Hands, 3 Han are required. If there is a draw and a player only discarded honors/terminals of which none were claimed, it is known as a *Nagashi Mangan*.

