

SEQUENCES <i>Chiis (X)</i> <i>Shuntsu (C)</i>		Han	-
All Chiis <i>Pinfu</i>	Four Chiis with a valueless pair, must be completed with a two-sided wait	1	C
Pure Double Chi <i>Iipeikou</i>	Two identical Chiis in one suit	1	C
Mixed Triple Chi <i>San Shoku Doujun</i>	Three Chiis of the same sequence in each suit; +1 han if concealed	1	X
Pure Straight <i>Itsu</i>	A sequence of 1-9 in one suit; +1 han if concealed	1	X
Twice Pure Double Chi <i>Ryan Peikou</i>	Two Chiis of the same sequence in two suits; cannot combine with <i>Iipeikou</i>	3	C
<b>PONS and KANS <i>Koutsu (X)</i> <i>Kantsu (C)</i></b>		Han	-
Three Concealed Pons <i>San Ankou</i>	Three Pons concealed; the whole hand need not be concealed	2	C
Triple Pon <i>San Shoku Dokou</i>	Three Pons of the same number in each suit	2	X
Three Kans <i>San Kan Tsu</i>	Three Kans	2	X
All Pons or Kans <i>Toi-toi Hou</i>	Four Pons or Kans	2	X
All Pons Concealed <i>Suu Ankou</i>	Four Pons concealed	Yakuman	C
All Kans <i>Suu Kan Tsu</i>	Four Kans	Yakuman	X
<b>WHOLE HAND</b>		Han	-
All Simples <i>Tanyao Chuu</i>	Four Chiis or Pons using tiles 2-8 (no Terminals or Honors)	1	X
Half Flush <i>Honitsu</i>	Cleared to one suit and Honors; +1 han if concealed	2	X
Full Flush <i>Chinitsu</i>	Cleared to one suit; +1 han if concealed	5	X
Seven Pairs <i>Chii Toitsu</i>	Seven unique pairs; + 2 han for all Honors and Terminals	2	C
Nine Gates <i>Chuuren Pooto</i>	111 & 999 with a sequence of 2-8 in one suit with any tile paired	Yakuman	C
All Green <i>Ryuu Iisou</i>	Four Chiis or Pons and a pair of 2, 3, 4, 6 or 8 in Bamboo suit and/or Green Dragons	Yakuman	C
<b>TERMINALS</b>		Han	-
Terminals in All <i>Junchan</i>	Four Chiis or Pons, each with at least one Terminal must include one Chi; +1 han if concealed	2	X
Outside Hand <i>Chanta</i>	Four Chiis or Pons, each with at least one Terminal or Honor, including one Chi; +1 han if concealed	1	X
All Terminals <i>Chinrouto</i>	Four Pons or Kans and a pair of Terminals	Yakuman	C

Dots 	Bams 	Cracks 	1 	2 	3 	4 	5 	6 	7 	8 	9 	
Pin	Sou	Man	Ii	Ryan	San	Suu	Uu	Ryuu	Chii	Paa	Chuu	Yaochuuhai
Zu												

TERMINALS AND HONORS <i>Jubai</i>		Han	-
Pon of Dragons <i>Fanpai/Yakuhai</i>	A Pon or Kan of Dragons	1	X
Pon of Own or Prevailing Wind <i>Fanpai/Yakuhai</i>	A Pon or Kan of Own or Prevailing Wind	1	X
All Terminals and Honors <i>Honroutou</i>	Four Pons or Kans of all Terminals and Honors	2	X
Little Three Dragons <i>Shou Sangen</i>	Two Pons or Kans of Dragons with a pair of the third Dragons	4	X
Thirteen Orphans <i>Kokushi Musou</i>	One of each Wind, Dragon and Terminal with any tile paired	Yakuman	C
All Honors <i>Tsuu Iisou</i>	Four Pons or Kans and a pair of Honors	Yakuman	X
Big Three Dragons <i>Dai Sangen</i>	Three Pons or Kans of Dragons	Yakuman	X
Little Four Winds <i>Shoo Suushii</i>	Three Pons or Kans of Winds and a pair of the fourth Wind	Yakuman	X
Big Four Winds <i>Dai Suushii</i>	Four Pons or Kans of all four Winds	Yakuman	X
<b>Win Agari</b>		Han	-
Riichi <i>Riichi</i>	Player declares ready to win with 1000 buy-in	1	-
Double Riichi <i>Daburu Riichi</i>	Player declares Riichi with their opening hand without discards being claimed	1	-
One Shot <i>Ippatsu</i>	Player declares Riichi, wins within first round of discards with no kans or discards claimed	1	-
Fully Concealed <i>Menzen Tsumo</i>	Player wins on a self-drawn tile with a concealed hand	1	-
Win on a Replacement <i>Rinchan Kaihou</i>	Player wins on a replacement tile	1	-
Robbing a Kan <i>Chan Kan</i>	Player wins on a tile used to extend a Kan at the time of the exposure	1	-
Last Drawn Tile <i>Haitei</i>	Player wins on the final drawn tile; cannot combine with <i>Rinshan Kaihou</i>	1	-
Last Discard <i>Houtei</i>	Player wins on the final discarded tile	1	-
Blessing of Man <i>Renho</i>	Player wins on discard during first round of turns with no previous discards claimed	5	-
Blessing of Earth <i>Chiho</i>	Player wins with first draw and no previous discards claimed; concealed kong not allowed	Yakuman	-
Blessing of Heaven <i>Tenho</i>	East wins with dealt hand; concealed kong not allowed	Yakuman	-

Winds				Dragons		
East	South	West	North	Red	White	Green
 Ton	 Nan	 Shaa	 Pei	 Chun	 Haku	 Hatsu

Kazehai Sangenpai

### Scoring Sticks

10,000 (1)

5,000 (3)

1,000 (4)

100 (10)



Repeat Marker  
Tsumi

### Fu Table (round up total Fu points to the nearest 10)

	Exposed	Concealed
Pon of Simples	2	4
Pon of Terminals or Honors	4	8
Kan of Simples	8	16
Kan of Terminals or Honors	16	32
Pair of Dragons, Own or Prevailing Wind	-	2
<b>Wait and Win Points</b>		
Edge, closed, or pair wait	2	
Self-draw (excluding Pinfu) or Open Pinfu	2	
Winning with self-draw or open hand	20	
Wining with Seven Pairs (no additional Fu)	25	
Winning with concealed hand on discard	30	

Payment: *Ron* (win on discard), discarer pays top amount; *Tsumo* (win on self-draw), opponents pay bracketed amounts; when non-dealer wins, East pays larger amount.

↓Dealer→ Oya	4	3	2	1	←Han
	7700 [2600]	3900 [1300]	2000 [700]	-	20
	9600 [3200]	4800 [1600]	2400 [800]	-	25
	12000 [4000]	5800 [2000]	2900 [1000]	1500 [500]	30
Mangan	7700 [2600]	3900 [1300]	2000 [700]	40	
Mangan	9600 [3200]	4800 [1600]	2400 [800]	50	
Mangan	12000 [4000]	5800 [2000]	2900 [1000]	60	
Mangan	Mangan [2300]	6800 [2300]	3400 [1200]	70	
Mangan	Mangan [2600]	7700 [2600]	3900 [1300]	80	
Mangan	Mangan [2900]	8700 [2900]	4400 [1500]	90	
Mangan	Mangan [3200]	9600 [3200]	4800 [1600]	100	
Mangan	Mangan [3600]	10600 [3600]	5300 [1800]	110	
13+	11-12	8-10	6-7	5	
				12000 [4000]	Mangan
				18000 [6000]	Haneman
		24000 [8000]			Baiman
	36000 (12000)				Sanbaiman
48000 [16000]					Yakuman



### Quick Reference, On-Ramp Riichi

#### Definitions

*Haipai*: Dealing the tiles

*Chii*: Three in a sequence; claimed from discards by the player on the left

*Pon*: Three of a kind; if claimed from any discard, play continues to player on right

*Kan*: Four of a kind; if declared, take replacement tile from the Kan wall

*Kawa*: River of each player's discard area of 6 tiles wide

*Dora*: Flip top 3<sup>rd</sup> tile on the kan wall, the subsequent tile is special; **+1 han for each tile**

*Kandora*: Flip tiles next to the Dora indicator for each Kan Dora; **+1 han for each tile**

*Uradora*: Riichi players qualify to potentially apply tiles under Dora indicators; **+1 han for each tile**

*Akadora*: (Red tiles, optional): Replace natural tiles with red versions; **+1 han for each tile**

*Furiten*: Player who has discarded the tile needed to Mahjong; can only win by self-draw

*Noten*: When a hand is not in tenpai at the end of a round.

*Tenpai*: Player ready to win in drawn game; players not ready (*noten*) share 3000 payment

*Chombo*: Mangan penalty applied for invalid plays (i.e., invalid hand, spilling tiles)

*Shanten*: Number of tiles needed to reach tenpai

*Hanchan*: East and South Rounds; Indicator placed by first East; if East wins they remain as East, otherwise next player becomes East and so on; next round begins after each player has been East

Han→	1	2	3	4	←Non-Dealer↓ Ko
20	-	1300 [400/700]	2600 [700/1300]	5200 [1300/2600]	
25	-	1600 [400/800]	3200 [800/1600]	6400 [1600/3200]	
30	1000 [300/500]	2000 [500/1000]	3900 [1000/2000]	8000 [2000/4000]	
40	1300 [400/700]	2600 [700/1300]	5200 [1300/2600]	Mangan	
50	1600 [400/800]	3200 [800/1600]	6400 [1600/3200]	Mangan	
60	2000 [500/1000]	3900 [1000/2000]	8000 [2000/4000]	Mangan	
70	2300 [600/1200]	4500 [1200/2300]	Mangan	Mangan	
80	2600 [700/1300]	5200 [1300/2600]	Mangan	Mangan	
90	2900 [800/1500]	5800 [1500/2900]	Mangan	Mangan	
100	3200 [800/1600]	6400 [1600/3200]	Mangan	Mangan	
110	3600 [900/1800]	7100 [1800/3600]	Mangan	Mangan	
	5	6-7	8-10	11-12	13+
Mangan	8000 [2000/4000]				
Haneman		12000 [3000/6000]			
Baiman			16000 [4000/8000]		
Sanbaiman				24000 [6000/12000]	
Yakuman					32000 [8000/16000]



Recognize patterns to identify potential yaku  
Reach tenpai (ready to win) in six discards  
Improve waits  
Beware of furiten  
Don't deal in!

Giri=cut  
Tsumogiri  
Sakigiri  
Tedashi