

SEQUENCES <i>Chiis (X) 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
PONS and KANS <i>Koutsu (X) Kantsu (C)</i>		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
WHOLE HAND		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
TERMINALS		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

Pin

Bams

Sou

Cracks

Man

1

Ii

2

Ryan

3

San

4

Suu

5

Uu

6

Ryuu

7

Chii

8

Paa

9

Chuu

Zu

Yaochuuhai

Chunchanpai

Yaochuuhai

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 the fourth Wind	Yakuman	X
Big Four Winds <i>Dai Suushii</i>	Four Pons or Kans of all four Winds	Yakuman	X
Win <i>Agari</i>		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

East

Ton

South

Nan

West

Shaa

North

Pei

Kazehai

Dragons

Red

Chun

White

Haku

Green

Hatsu

Sangenpai



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