

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	-
PHASE 1		PHASE 2	PHASE 3

Winds

East

Ton

South

Nan

West

Shaa

North

Pei

Kazehai

Dragons

Red

Chun

White

Haku

Green

Hatsu

Sangenpai

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
Wait and Win Points		
Edge, closed, or pair wait		2
Self-draw (excluding Pinfu) or Open Pinfu		2
Winning with self-draw or open hand		20
Winning with Seven Pairs (no additional Fu)		25
Winning with concealed hand on discard		30
Payment: Ron (win on discard), discarder 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	6800 [2300]	3400 [1200]	70
	Mangan	Mangan	7700 [2600]	3900 [1300]	80
	Mangan	Mangan	8700 [2900]	4400 [1500]	90
	Mangan	Mangan	9600 [3200]	4800 [1600]	100
	Mangan	Mangan	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, Jumpstart

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; <b>+1 han for each tile</b>
Kandora: Flip tiles next to the Dora indicator for each Kan Dora; <b>+1 han for each tile</b>
Uradora: Riichi players qualify to potentially apply tiles under Dora indicators; <b>+1 han for each tile</b>
Akadora: (Red tiles, optional): Replace natural tiles with red versions; <b>+1 han for each tile</b>
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 in six discards  
Improve waits  
Beware of furiten  
Don't deal in!

PUSH-FOLD JUDGMENT  
Speed to tenpai  
3+ han  
Strong wait  
Got two out of three? PUSH!