

Riichi



Rules for Japanese Mahjong



Contents

1	The tiles	5
1.1	The three suits	5
1.2	Honours	5
1.3	Additional tiles	5
1.4	Additional equipment	5
2	Setup	6
2.1	Seat wind	6
2.2	Prevalent wind	6
2.3	Seating at the table	6
2.4	Building the wall	6
2.5	Breaking the wall	6
2.6	The dead wall	7
2.7	The dora indicator	7
2.8	The deal	7
3	Game play	9
3.1	Phases of the game	9
3.2	Mahjong hand	9
3.3	A player's turn	9
3.3.1	The most recent discard	10
3.3.2	Melded kong	10
3.3.3	Melded pung	10
3.3.4	Melded chow	10
3.3.5	Displaying sets	11
3.3.6	Third melded dragon pung and fourth melded wind pung	11
3.3.7	Extending a melded pung to a kong	11
3.3.8	Concealed kong	11
3.3.9	Fourth kong	12
3.3.10	Mahjong on a discard (ron)	12
3.3.11	Mahjong on self-draw (tsumo)	12
3.3.12	Riichi	12
3.4	End of a hand	13
3.4.1	Last tile	13
3.4.2	Exhaustive draw	13
3.4.3	Abortive draw	13
3.4.4	Handling riichi bets after drawn games	13
3.4.5	Furiten	14
3.4.6	Chombo	14
3.4.7	Dead hand	15
3.4.8	Minor irregularities	15
3.4.9	When a win is declared	15
3.4.10	Counters	15
3.4.11	Five counters	16
3.4.12	Dealer rotation	16

3.5	Continuation of the game	16
3.6	End of the game	16
3.6.1	Winner bonus	16
4	Scoring	17
4.1	Scoring a winning hand	17
4.1.1	Minipoints	17
4.1.2	Exact calculation of the hand value	18
4.1.3	Scoring tables	18
4.2	Yaku overview	19
4.2.1	One yaku	19
4.2.2	Two yaku	20
4.2.3	Three yaku	20
4.2.4	Five yaku	21
4.2.5	Yakuman	21

Preface

Riichi (modern Japanese mahjong) has been introduced independently in several European countries, and consequently slight differences in the rules exist across the continent. With the scheduling of the first European Riichi Championship in 2008, the need arose to standardize the riichi rules in the context of the European Mahjong Association.

This booklet describes the standard riichi rules of the European Mahjong Association. Thanks go to Sjef Strik, Jenn Barr and Benjamin Boas for great help in shedding light on rule differences and practices and for invaluable advice.

Some rules that have rooted in Europe are different in Japan, notably these three cases: 1. All Simples can only be claimed for a concealed hand. 2. When five counters are on the table, a two yaku minimum is invoked. 3. It is permissible to chow a tile and discard an identical tile from the hand.

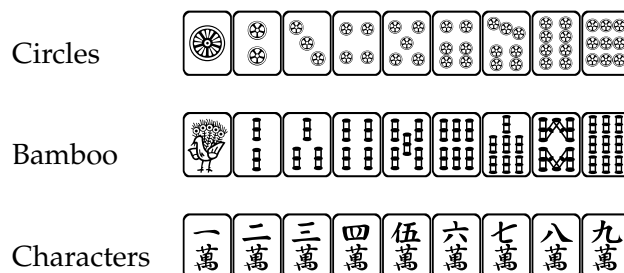
Tina Christensen
European Mahjong Association
May 14, 2008

1 The tiles

The 34 basic mahjong tiles are presented here. A full set of mahjong tiles contains four identical tiles of each of these.

1.1 The three suits

There are three **suits**, each has tiles numbered from one to nine:



The one of bamboo is often decorated with a bird, the design of which often varies between mahjong sets. The ones and nines are called **terminal tiles**.

Three **red fives** are used, one in each suit:



1.2 Honours

In addition to the suit tiles, there are seven different **honour tiles**: four winds and three dragons. **The winds** are shown in the order: east-south-west-north. **The dragons** are shown in the order: red-white-green. The design of the white dragon varies between mahjong sets; usually it is either a blank tile or a blue frame is depicted.



1.3 Additional tiles

With four of each of the above tiles, a mahjong set consists of 136 tiles. Sometimes mahjong sets contain further tiles: flower, season or joker tiles, which are not used in riichi mahjong.

1.4 Additional equipment

Mahjong sets often have markers for indicating the **prevalent wind** and sticks used for keeping score and used also for counters and riichi bets. The set should also come with at least two dice.

2 Setup

2.1 Seat wind

Mahjong is played by four players, each of which is associated with a wind, denoted the player's **seat wind**. East is the starting player. South is sitting at East's right, West is sitting across from East, and north is sitting at East's left. Note that the counter-clockwise order east-south-west-north is not as could be expected from the compass directions. During a full game, each player is East at least two times.

2.2 Prevalent wind

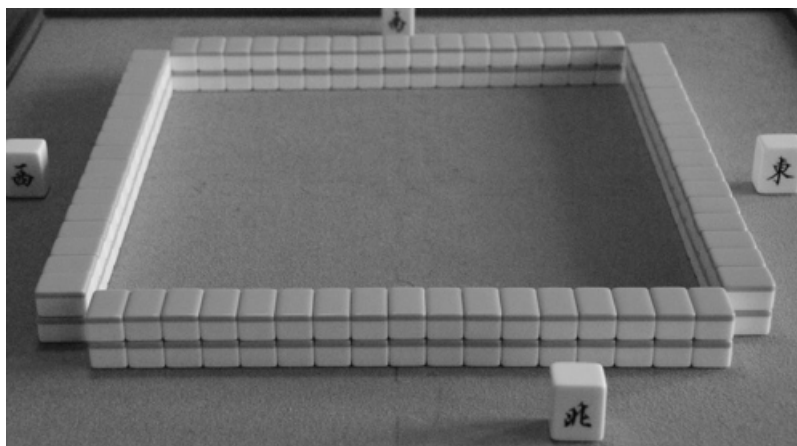
When the game begins, east is the **prevalent wind**. When the player who started the game as East, becomes East again after all other players have played at least one hand as East, the south round begins, and south is the **prevalent wind**. A wind marker should be placed permanently by the player who begins as East, and when this player becomes East again after the first (east) round of the game, the marker is flipped to indicate the new prevalent wind, south.

2.3 Seating at the table

The players' positions at the table are determined by drawing lots if they are not predefined by a tournament schedule.

2.4 Building the wall

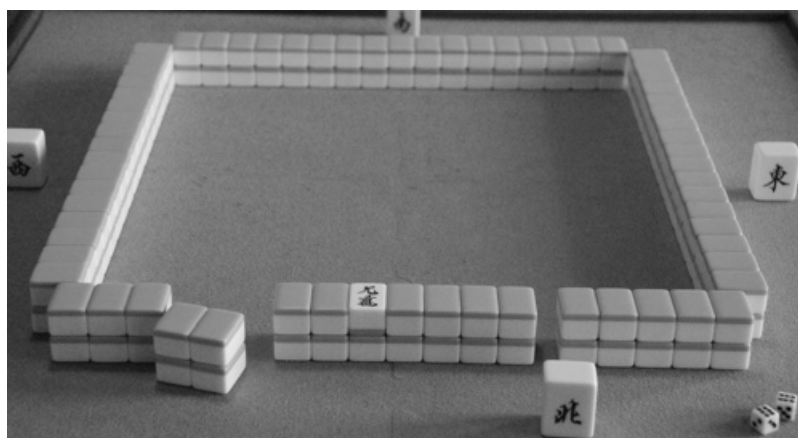
The tiles are thoroughly mixed. Each player builds in front of himself a wall of face-down tiles, seventeen tiles long and two tiers high. The four walls are pushed together to form a square.



2.5 Breaking the wall

East rolls two dice and counts that number of players counter-clockwise, starting with himself. The player thus determined breaks the wall in front of him, by counting from the right the same number of tiles as the indicated by the dice. After the last counted tile,

the wall is broken by pushing the two wall sections a bit apart. If East's dice roll was 12, North breaks the wall as shown:




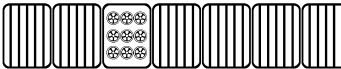






2.6 The dead wall

The seven tile stacks to the right of the break make up the **dead wall**. The dead wall continues around the corner to the next wall, if the end of the wall is reached. After the seventh tile stack, the two sections of the wall are pushed a bit apart to set the dead wall apart from the end of the wall. The tiles in the dead wall are not used in the play, except for the providing of replacement tiles for kongs.

2.7 The dora indicator

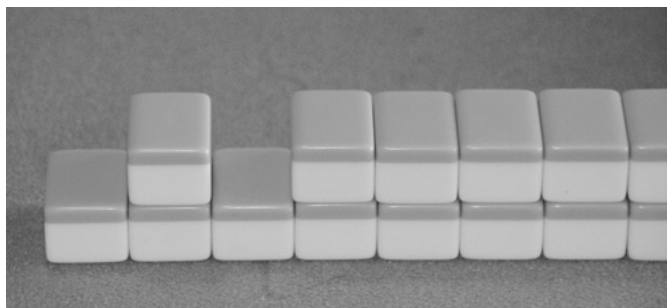
Count three tiles into the dead wall from the original break in the wall, and turn the top tile over to determine the **dora indicator**. This tile indicates which tile is **dora**. If the dora indicator is a suit tile, the dora is the next tile in the same suit, e.g. seven bamboo is dora if six bamboo is the dora indicator. If the indicator is a nine, the dora is the one in the same suit. If the indicator is a dragon, the dora is also a dragon, as the following order applies: red points to white, white points to green and green points to red. For winds, likewise, the following order applies: east-south-west-north-east.

	is dora when the indicator is	
	is dora when the indicator is	
	is dora when the indicator is	
	is dora when the indicator is	

2.8 The deal

The player who is East takes the first four tiles in the wall after the original break in the wall. Tiles are taken **clockwise**, while the players' turns proceed **counter-clockwise**, South takes the next four tiles, West the next four, North the next four and so on until all

players have twelve tiles. East continues by taking two tiles: the top tiles in the first and third stacks in the wall¹. South, West and North each take one tile in order. East now has a starting hand of fourteen tiles, whereas the other players have thirteen tiles.



Each player arranges his tiles upright in front of himself, so only he can see the faces. The dice are placed at East's right; in this way it is always clear to all players which player is East.

¹This corresponds to East taking one tile, waiting for the other players to take one tile each, and then East takes his fourteenth tile.

3 Game play

The object of play is to form a complete hand. The ultimate object of the game is to accumulate the most points from the winning hands. It doesn't matter how many hands each player has won, the accumulated score determines the winner.

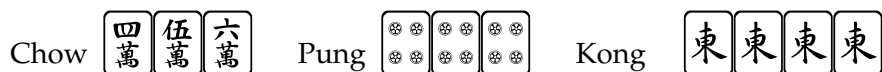
3.1 Phases of the game

A player's **turn** begins when a tile is acquired and ends when a tile is discarded. During a **go-around** all players have their turn once. A go-around is interrupted if a tile is claimed for kong, pung or chow, or a concealed kong is declared. A **hand** lasts until a player has completed a hand and won, or a drawn game occurs. During a **round** all players are East in turn. A complete game consist of two rounds: the east round and the south round.

3.2 Mahjong hand

A complete mahjong hand is composed of four sets and a pair. A set may be either a chow, a pung or a kong. In addition, a complete hand must have at least one **yaku** (double). A player who is **furiten**, is not allowed to win on a discard.

A **chow** is three consecutive tiles of the same suit. Chows cannot be made with dragons or winds. 8-9-1 in the same suit is *not* a chow. A **pung** is composed of three identical tiles. A **kong** is composed of four identical tiles. A **pair** is composed of two identical tiles.



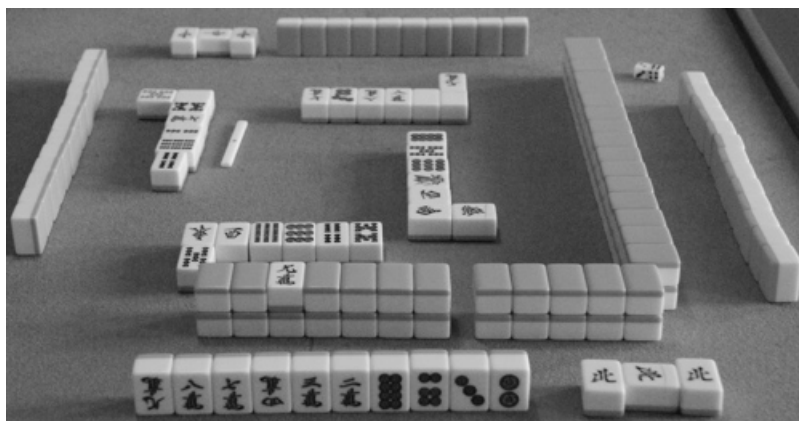
Two special hands exist in riichi which are *not* composed of four sets and a pair: **Seven Pairs** and **Thirteen Orphans**.

3.3 A player's turn

Players take their turns in order. East begins, and the turn order proceeds **counter-clockwise**.

A player begins his turn by drawing a tile. However, since East begins with fourteen tiles, East doesn't draw a tile on his first turn. If the player can't or won't declare a win or a kong, the player ends his turn by discarding one of his concealed tiles.

Discards are placed in an orderly fashion, six to a row, in front of each player and within the wall, so that it is clear who discarded which tiles and in which order.



3.3.1 The most recent discard

The most recent discard can be claimed by any of the other players, provided they can complete a mahjong hand, a kong or a pung. A claimed kong or pung may result in players losing their turn, as play continues from the claiming player, not from the discarding player. If a player claims a tile for winning, any concurrent claim for pung is ignored. It is possible for several players to win on the same discard. The player about to begin his turn can claim the most recent discard for a chow. If the player doesn't want to claim the discard, he begins his turn by picking a tile from the wall.

Claiming a tile for winning takes precedence over any other claim. Claiming a tile for kong or pung takes precedence over a claim for chow, but should occur within three seconds. A player who has claimed a tile for winning, or for kong, pung or chow, cannot change his claim.

If the most recent discard is claimed after the next player has picked a tile, but within three seconds after the discard, the picked tile is replaced in the wall.

3.3.2 Melded kong

Claiming the last discarded tile for a **melded kong** is done by clearly calling **kong** or **kan**, placing the tile face-up along with the three matching tiles from the hand. After revealing a new **kan dora**, the player takes a replacement tile from the dead wall and continues his turn as if he'd drawn a tile from the wall.

The dead wall always comprises 14 tiles, so after a kong the dead wall is replenished with the last tile of the wall.

3.3.3 Melded pung

Claiming the last discarded tile for a **pung** is done by clearly calling **pung** and placing the tile face-up along with the two matching tiles from the hand.

3.3.4 Melded chow

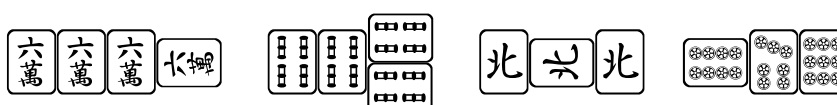
A tile can only be claimed for a chow from the player on the left. Claiming the last discarded tile for a **chow** is done by clearly calling **chow** or **chi**, placing the tile face-up along with the two tiles from the hand that complete the set.

3.3.5 Displaying sets

Tiles in melded sets can not be rearranged to form other sets, and they cannot be discarded.

After calling a tile, the relevant tiles from the hand are immediately exposed. It is allowed to make the discard before the claimed tile is taken. If the claimed tile is not taken within the next two opponents' turns, i.e. before another two discards has been made, the player has a **dead hand**.

Melded sets are placed to the right of the players tiles in clear view for all players. Claimed tiles are rotated to indicate which player made the discard. A claimed kong has one rotated tile. A kong made by extending an open pung has two rotated tiles: the extending tile is placed by the previously rotated tile.



3.3.6 Third melded dragon pung and fourth melded wind pung

A player who feeds the third dragon pung/kong of an opponent or the fourth wind pung/kong of an opponent must pay the full value of the hand in case **Big Three Dragons** or **Big Four Winds** are made on a self-draw (the two remaining opponents pay nothing). In case another opponent feeds the **Big Three Dragons** or **Big Four Winds**, he shares the payment with the player who fed the third dragon pung/kong or the fourth wind pung/kong.

3.3.7 Extending a melded pung to a kong

A melded pung may be extended to a melded kong in a player's turn after the player has taken a tile from the wall or a replacement tile, i.e. *not* in a turn where a tile was claimed for chow or pung. The player must call **kong** or **kan** clearly, place the fourth tile by the rotated tile of the pung, allow 3 seconds for mahjong declarations and then reveal a **kan dora** and take a replacement tile. The dead wall is replenished with the last tile of the wall.

3.3.8 Concealed kong

A concealed kong may be declared in a player's turn after the player has taken a tile from the wall or a replacement tile, i.e. *not* in a turn where a tile was claimed for chow or pung. The player must call **kong** clearly, reveal the four tiles of the kong, then turn the two middle tiles face-down, reveal a **kan dora** and take a replacement tile. The dead wall is replenished with the last tile of the wall.

A player still has a concealed hand after declaring a concealed kong, if the player has no open sets.

A concealed kong cannot be robbed, except to win on **Thirteen Orphans**.

Note that four identical tiles only make up a kong, if a concealed kong is declared.

3.3.9 Fourth kong

If no-one wins on the discard after the **fourth kong**, the hand ends in **abortive draw**, except in the case where it's the same player who has all four kongs, in which case playing continues, but no further kongs may be declared.

3.3.10 Mahjong on a discard (ron)

A player who can form a valid mahjong hand with at least one **yaku** with the last discard, can win by clearly declaring **ron** or **mahjong**, unless he is **furiten**.

3.3.11 Mahjong on self-draw (tsumo)

A player who can form a valid mahjong hand with at least one **yaku** with a tile just drawn from the wall or the dead wall, can win by clearly declaring **tsumo** or **mahjong**. The player should keep the winning tile apart from the rest of the hand, so that it is clear to all players which was the winning tile. A player who is **furiten** can still win on self-draw.

3.3.12 Riichi

A player with a concealed **waiting** hand can declare **riichi** by clearly saying **riichi**, rotating the discarded tile sideways and paying 1000 points to the table by placing a stick by the discards. If an opponent claims the rotated discard for winning, the **riichi** declaration is invalid. If an opponent claims the rotated tile for a melded set, rotate your next discarded tile.

A player is not allowed to declare **riichi** if there are less than four tiles left in the wall.

The 1000 points goes back to the **riichi** declarer if he wins. If another is the winner of the current hand, he collects the 1000 points, and in case of a drawn game the **riichi** bet stays on the table to be claimed by the next player to win a hand.

A player who declared **riichi** can no longer change his hand. However, he may declare a concealed kong if a tile is drawn that matches a concealed pung, if this does not change the waiting pattern and if the three tiles to be konged can only be interpreted as a pung in the original **riichi** hand. (In case of three consecutive pungs in the same suit, no kong may be declared, since the tiles can be interpreted as three identical chows).

It is permissible for a player who is **furiten** to declare **riichi**. A player who after declaring **riichi**, chooses not to win on a discard that completes his hand, becomes **furiten**. A player who is **furiten** can still win on self-draw.

Riichi is a **yaku**. A player who wins in the first go-around after the **riichi** declaration (including the player's next draw) can claim an additional **yaku** for **ippatsu**. The **ippatsu** chance is lost if the go-around is broken by claims for kong, pung or chow, including concealed kongs.

A player who wins after declaring **riichi**, reveals the tiles underneath the dora indicator and any kan dora indicators. These tiles indicate **ura dora** which can be claimed only by players who declared **riichi**.

3.4 End of a hand

A hand can end in three ways: by exhaustive draw (no-one declares a win after the discard after the last tile), by abortive draw or by one or more players declaring a win.

3.4.1 Last tile

The last tile in the wall can only be claimed for a win, not for a kong, pung or chow. In case a kong is declared at the second-to-last tile, the replacement tile becomes the **last tile**.

3.4.2 Exhaustive draw

An exhaustive draw occurs if no-one declares a win after the discard after the **last tile**. The 14 tiles of the dead wall are not used. After an exhaustive draw the **noten** players (a player who can't or won't show a tenpai hand) pays a penalty to **tenpai** (waiting) players (players who show a tenpai (waiting) hand). The total noten penalty amounts to 3000 points. E.g. if three players are tenpai, the noten player pays 1000 to each, whereas if only one player is tenpai he receives 1000 points from each of the noten players. A player is not considered tenpai if he is waiting only for a tile of which he already has 4. A player is still considered tenpai if all his waiting tiles are visible among the discards and declared sets. Players who have declared riichi are obliged to show their tenpai hands in case of an exhaustive draw. After an exhaustive draw, a **counter** is placed on the table at East's right-hand side.

3.4.3 Abortive draw

After an abortive draw no noten penalty is payed, and players who have declared riichi are not obliged to show their tenpai hands, except in case of four riichi declarations. After an abortive draw, a **counter** is placed on the table at East's right-hand side. Abortive draw can occur in four ways:

- A player who after his first draw in the uninterrupted first go-around has at least nine different terminals and honours may declare an abortive draw.
- No-one wins after the discard after the **fourth kong**, and the four kongs do not belong to the same player.
- All players discard the same wind in the first uninterrupted go-around.
- All four players have declared riichi, and no-one declares a win on the fourth player's discard. All players are obliged to show their tenpai hands.

3.4.4 Handling riichi bets after drawn games

In case of a drawn game (whether by exhaustive draw or abortive draw), any riichi bets stay on the table to be claimed by the next player who declares a win. In case more than one player wins at the same time, the riichi bets go to the winner closest to the discarder's right.

3.4.5 Furiten

If a waiting player can form a mahjong hand using one of his previous discards, he is **furiten** and is not allowed to claim a win on a discard.

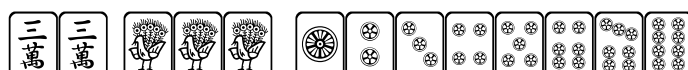
A player who is furiten can choose to change his hand to avoid being furiten (except if he has declared riichi).

A player who is furiten, can still win on a self-drawn tile.

A player who fails to claim a win on a discard that completes a mahjong hand, is **temporarily furiten**, even if the passed tile gives him no yaku, and he cannot claim a win on a discard in the current go-around. If the go-around is interrupted by claims for kong, pung or chow, the player is no longer temporarily furiten. The state of temporary furiten always ends when the player draws a tile, i.e. no player is ever considered furiten on a self-drawn tile.

Furiten – example 1 If a waiting player can form a mahjong hand using one of his previous discards, he is **furiten** and is not allowed to claim a win on a discard, even if the hand completed with the previous discard is without a **yaku**.

Consider a player with the following hand:



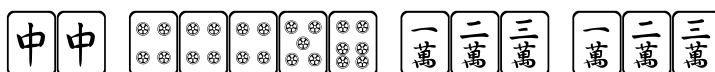
The player has a three-sided wait for 3-6-9. The player is furiten if any of the three waiting tiles are among his discards.

Furiten – example 2 Consider a player with the following hand:



The player is waiting 1-4 circles. A discarded 7 circles does **not** make the player furiten. Only if one of the waiting tiles (1 or 4 circles) are among the discards is the player furiten.

Furiten – example 3 Consider a player with the following hand:



The player is waiting for three tiles: 4 and 7 circles and red dragon. If the player has discarded one of these tiles, he is furiten.

3.4.6 Chombo

Severe offenses are punished by **chombo**, after which there is a re-deal of the current hand. If a win is declared at the same time as a chombo occurs, the chombo is voided.

The chombo penalty is the same size as a **mangan** payment: 4000 to East, 2000 to other players. If the offending player is East, 4000 is payed to each of the other players.

The following offences are subject to chombo penalty:

- invalidly declaring a win
- declaring riichi on a hand that is not waiting (determined only in case of a drawn game)
- making an invalid concealed kong after declaring riichi (determined only if the offender wins or in case of a drawn game)
- exposing more than five tiles from the wall, the player's or opponents' hands
- claiming a tile after the hand is declared a **dead hand**

After a chombo riichi bets are returned to the players who declared riichi, and there is a re-deal. No counter is placed, and the dealer does not rotate.

3.4.7 Dead hand

Some irregularities that are not punished by chombo result instead in a **dead hand**. A player who has a dead hand is not allowed to declare a win, kong, pung or chow, and can never be considered **tenpai**.

The following irregularities result in a dead hand:

- too few or too many tiles on the hand
- exposing tiles from an opponent's hand or from the dead wall
- making an invalid kong, pung or chow

3.4.8 Minor irregularities

Tiles exposed from the wall are placed back in the wall. If more than five tiles are exposed at the same time, however, a **chombo** penalty is applied.

3.4.9 When a win is declared

When a hand ends with one or more players declaring a win, the hand(s) are scored. Only winners receive payment. If there are more than one possibility, the winner is free to determine in which way the winning tile finishes the hand.

A player winning on a self-draw, receives payment from the three opponents. A player whose discard results in one or more winning declarations, pays the full value of each hand to the winner.

East receives more points for a win, but also pays more in case of an opponent's self-draw.

When east wins the hand (whether more players win or not), a **counter** is placed on the table at East's right-hand side.

3.4.10 Counters

A **counter** is placed on the table at East's right-hand side after a hand where East declared a win and after an **exhaustive draw** or **abortive draw**.

Each counter on the table increases the value of a winning hand by 300 points. In case of self-draw the payment is shared, so each opponent pays 100 points for each counter to the winner, in addition to the standard payment for the hand.

All counters are removed after a hand where another player than East declared a win, and East did not.

3.4.11 Five counters

In case five or more counters are on the table, a two **yaku** minimum is invoked for declaring a win.

3.4.12 Dealer rotation

After the end of a hand, it is determined whether East stays East or whether the privilege proceeds to the next player.

East stays East if he declares mahjong or is **tenpai**. Otherwise, the deal rotates, and the player who was South now becomes East, while West becomes South, North becomes West and East becomes North.

3.5 Continuation of the game

When the dealer rotation is resolved, the tiles are shuffled face-down, and a new hand is begun.

When the player who began the game as East, becomes East again after all opponents have had at least one hand as East, the south round begins.

When the player who began the game as East, becomes East again after all opponents have had at least one hand as East in the south round, the game ends.

3.6 End of the game

When the south round ends, and the game is over, the winner is the player with the most points. It is of no consequence how many individual hands were won, the total sum of points determines the winner. Ties may occur. Any riichi bets remaining on the table are collected by the winner.

3.6.1 Winner bonus

At the end of the game an extra bonus/penalty (**uma**) is applied to the scores. The two best ranked players receive a bonus from the two lowest ranking players in the game, according to this scheme: Winner receives 9,000 points, second ranked player receives 3,000 points, third ranked player is penalized with -3,000 points and the last player is penalized with -9,000 points.

If there is a tie, the points for the relevant places are split between the tied players. E.g. if two players are tied at the first position, each gets a bonus of 6,000 points.

4 Scoring

4.1 Scoring a winning hand

First find the number of **fan** (doubles): Add the number of yaku (at least one), the number of red fives, the number of dora tiles, kan dora tiles and in case of a riichi hand the number of ura dora in the hand. This sum is the fan value of the hand.

Then the base value of the hand, the **minipoints**, is calculated. Round the number up to the next 10. (e.g. 32 minipoints are rounded up to 40). For hands with five or more fan the minipoints are irrelevant.

The value of the hand can now be found in the tables on p. 23. The tables are further described in 4.1.3. To the value in the table are added 100 for each counter on the table in case of self-draw, and 300 in case of winning on a discard. In addition any riichi bets from players who didn't win the hand are collected by the winner.

In case more than one player wins at the same time, the discarder settles the score with each winner individually. Each winner receives the value of the hand including the value of counters in play.

In case more than one player wins at the same time, the riichi bets from players who declared riichi without winning go to the winner closest to the discarder's right. Riichi declarers that win, always get their riichi bet back.

4.1.1 Minipoints

You always get minipoints for one the three following ways of winning:

Minipoints for winning:

Concealed on a discard	30
Seven pairs (no further minipoints are added)	25
Otherwise (Self-draw or Open hand)	20

Add minipoints for pungs and kongs in the hand. Chows have no minipoint value. If the winning tile finishes a pung, it counts as a concealed pung in case of self-draw, and it counts as an open pung in case of winning on a discard.

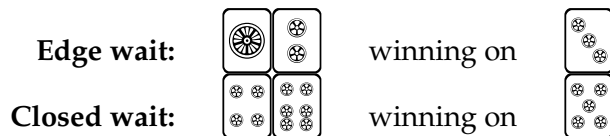
Minipoints	Open	Concealed
Pung, 2-8	2	4
Pung, terminals/honours	4	8
Kong, 2-8	8	16
Kong, terminals/honours	16	32

In addition 2 minipoints are added for each of the following:

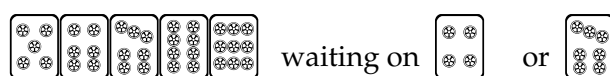
2 minipoints for:

- Pair of dragons
- Pair of seat wind
- Pair of prevalent wind
- Winning on an edge, closed or single wait
- Winning on self-draw (except in case of pinfu)
- Open pinfu

The 2 minipoints for edge, closed or single wait can be claimed even if the hand is waiting for other tiles. Edge wait is 1-2 waiting for 3 or 8-9 waiting for 7. Closed wait is waiting for the centre tile of a chow. Single wait is waiting to finish the pair.



The winner decides which set is finished by the winning tile. Consider the following waiting pattern:



Winning on the 7, the player can choose whether to claim 2 minipoints for edge wait or claim 0 minipoints for finishing the two-sided 5-6-7 chow. The latter would allow the player to claim a yaku for pinfu on a concealed hand.

2 minipoints are awarded for winning on a self-drawn tile. This is voided, however, in case a yaku is claimed for **pinfu**.

An open hand worth no minipoints is awarded 2 minipoints for **open pinfu**. E.g.:



4.1.2 Exact calculation of the hand value

Instead of calculating manually the value of the hand, the tables provided on p. 23 are recommended. For completeness, however, the calculation procedure is given here.

For hands worth five or more fan, the table for limit hands is used. For hands worth less than five fan, the value is calculated thus:

The base value of the hand (the minipoints rounded up) are doubled by the number of fan plus 2. This figure is the base figure to be paid by all three opponents in case of self-draw. For East, however, the figure is doubled one more time. East receives double payment, but also pays twice the amount of the base figure in case of an opponent's self-draw. Payments are rounded up to the next 100, though never exceeding the value of a **mangan**.

In case of winning on a discard, the discarding player must pay for all opponents, incl. East, i.e. four times the base figure if the winner is not East, and three times the doubled base figure if the winner is East. The payment is rounded up to the next 100, though never exceeding the value of a **mangan**.

In addition to this is the value of counters and riichi bets on the table.

4.1.3 Scoring tables

The scoring tables on p. 23 are categorized by whether the winner is East or not, and whether the win was on a discard (**ron**) or on self-draw (**tsumo**).

In the relevant table, use the column that gives the fan value of the hand and the row that gives the minipoint value of the hand.

The table *East on self-draw (Tsumo)* gives the amount that each opponent should pay to East. The table *Others on self-draw (Tsumo)* gives two numbers; the largest number is the payment from East, the other number is the payment from each of the two other opponents. The tables for winning on a discard (Ron) gives the amount that the discarder should pay to the winner. The tables for limit hands gives the amount that each opponent should pay to a self-drawn win. In case of winning on a discard, the discarder pays for all, e.g. for a haneman the payment is 18 000 to East or 12 000 otherwise.

The value of any counters and riichi bets are added to the value found in the tables.

4.2 Yaku overview

Several yaku requires that the hand is concealed. A **concealed hand** can be won on a discard. If the discarded winning tile finishes a pung, the pung is considered open when scoring the minipoints, but the hand as such is still concealed.

The yaku are all cumulative, so several yaku may be combined in the same mahjong hand. E.g. a concealed hand with **All Simples** and **Mixed Triple Chows** is worth 4 yaku on a self-draw. If the hand is open, it is worth only one yaku. No more than thirteen fan can be obtained in this way.

Yakuman are not cumulative.

4.2.1 One yaku

Riichi RIICHI **Concealed** waiting hand declared at 1000 points stake. See 3.3.12 for the detailed rules of declaring riichi. An extra yaku, IPPATSU, is awarded for winning within the first un-interrupted go-around after declaring riichi, including the next draw by the riichi declarer. If the go-around is interrupted by claims for kong, pung or chow, including concealed kongs, the chance for IPPATSU is gone.

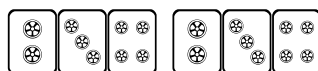
An extra yaku, DABURU RIICHI, is awarded for declaring riichi in the first go-around, i.e. in the players very first turn. The first go-around must be un-interrupted, i.e. if any claims for kong, pung or chow, including concealed kongs, has occurred before the riichi declaration, DABURU RIICHI is not possible.

Fullly Concealed Hand MENZEN TSUMO Winning on a self-draw on a **concealed** hand.

All Simples TANYAO CHUU **Concealed** hand with no terminals and honours.

Pinfu PINFU **Concealed** all chows hand with a valueless pair. I.e. a concealed hand with four chows and a pair that is neither dragons, nor seat wind, nor prevalent wind. The winning tile is required to finish a chow with a two-sided wait. The hand is by definition worth no minipoints, only the base 30 on a discard or 20 on self-draw.

Pure Double Chow HPEIKOU **Concealed** hand with two completely identical chows, i.e. the same values in the same suit, e.g.:



Mixed Triple Chow SAN SHOKU DOUJUN Hand with three chows of the same numerical sequence, one in each suit, e.g.:



Gives an extra yaku if **concealed**.

Pure Straight ITSU Hand with tre consecutive chows in the same suit, e.g.:



Gives an extra yaku if **concealed**.

Dragon Pung FANPAI/YAKUHAI Pung/kong of dragons.

Seat Wind FANPAI/YAKUHAI Pung/kong in player's seat wind.

Prevalent Wind FANPAI/YAKUHAI Pung/kong in the prevalent wind.

Outside Hand CHANTA All sets contain terminals or honours. The hand contains at least one chow. Gives an extra yaku if **concealed**.

After a kong RINCHAN KAIHOU Winning on a replacement tile after declaring a kong. Counts as self-draw.

Robbing the kong CHAN KAN Winning on a tile that an opponent adds to a melded pung in order to make a kong, see Section 3.3.7. Since the kong is not declared successfully, no kong dora is revealed. Counts as ron (win on a discard).

Under the Sea HAITEI Winning on self-draw on the last tile in the wall.

Under the Sea HOUTEI Winning on the discard after the last tile in the wall. (This discard can only be claimed for winning, not for kong, pung or chow).

4.2.2 Two yaku

Seven pairs CHII TOITSU **Concealed** hand with seven different pairs. Two identical pairs are not allowed.

Triple Pung SAN SHOKU DOKOU Hand with three pungs/kongs, one in each suit, of the same number, e.g.:



Three Concealed Pungs SAN ANKOU Hand with three concealed pungs/kongs. Note, the entire hand is not required to be concealed.

Three Kongs SAN KAN TSU Hand with three kongs.

All Pungs TOI-TOI HOU Hand with four pungs/kongs and a pair.

Half Flush HONITSU Hand with tiles from only one of the three suits, in combination with honours. Gives an extra yaku if **concealed**.

Little Three Dragons SHOU SANGEN Hand with two dragon pungs/kongs and a pair of dragons. Add the two yaku for the individual dragon pungs.

All Terminals and Honours HONROUTOU Hand containing only terminals and honours. Add two yaku for All Pungs (TOI-TOI HOU).

Terminals in All Sets JUNCHAN TAIYAI All sets contain terminals. The hand contains at least one chow. Gives an extra yaku if **concealed**.

4.2.3 Three yaku

Twice Pure Double Chows, RYAN PEIKOU **Concealed** hand with four chows which two and two form Pure Double Chows, e.g.:

All Terminals CHINROUTO Hand composed entirely of terminal tiles.

All Honours TSUU HISO Hand composed entirely of honour tiles.

Big Three Dragons DAI SANGEN Hand with three pungs/kongs of dragons. In case of three melded dragon pungs/kongs, the player feeding the third set of dragons must pay for the entire hand in case of self-draw, and split the payment with the discarder in case of win on a discard. See section 3.3.6.

Little Four Winds SHOU SUUSHII Hand with three pungs/kongs of winds and a pair of winds.

Big Four Winds DAI SUUSHII Hand with four pungs/kongs of winds. This hand is awarded two yakuman. In case of four melded wind pungs/kongs, the player feeding the fourth set of winds must pay for the entire hand in case of self-draw, and split the payment with the discarder in case of win on a discard. See section 3.3.6.

East on self-draw (Tsumo)

Tsumo	1 fan	2 fan	3 fan	4 fan
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
80	1300	2600	4000	4000
90	1500	2900	4000	4000
100	1600	3200	4000	4000

East on a discard (Ron)

Ron	1 fan	2 fan	3 fan	4 fan
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
80	3900	7700	12000	12000
90	4400	8700	12000	12000
100	4800	9600	12000	12000

Others on self-draw (Tsumo)

Tsumo	1 fan	2 fan	3 fan	4 fan
20		400 700	700 1300	1300 2600
25			800 1600	1600 3200
30	300 500	500 1000	1000 2000	2000 3900
40	400 700	700 1300	1300 2600	2000 4000
50	400 800	800 1600	1600 3200	2000 4000
60	500 1000	1000 2000	2000 3900	2000 4000
70	600 1200	1200 2300	2000 4000	2000 4000
80	700 1300	1300 2600	2000 4000	2000 4000
90	800 1500	1500 2900	2000 4000	2000 4000
100	800 1600	1600 3200	2000 4000	2000 4000

Others on a discard (Ron)

Ron	1 fan	2 fan	3 fan	4 fan
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	2300	4500	8000	8000
80	2600	5200	8000	8000
90	2900	5800	8000	8000
100	3200	6400	8000	8000

Limit hands

Hand	Fan	East	Others
Mangan	5	4000	2000 4000
Haneman	6-7	6000	3000 6000
Baiman	8-10	8000	4000 8000
Sanbaiman	11-12	12000	6000 12000
Yakuman	13+	16000	8000 16000

The tables are described in 4.1.3 on p. 18.

Riichi

One yaku Iihan yaku

– <i>Riichi</i> Riichi	Waiting hand declared at 1000 points stake +1: Mahjong first round after declaring riichi Ippatsu +1: Riichi declared in very first go-around Daburu riichi
– <i>Fully Concealed Hand</i> Menzen tsumo	Selfdraw on a concealed hand
– <i>All Simples</i> Tanyao chuu	No terminals or honours
– <i>Pinfu</i> Pinfu	Four chow and valueless pair Must declare mahjong on a chow with two-sided wait
– <i>Pure Double Chow</i> Iipeikou	Two identical chow of the same suit
Mixed Triple Chow San shoku doujun	Same chow in each suit +1: Concealed hand
Pure Straight Itsu	The three chow, 1-2-3, 4-5-6 and 7-8-9, of the same suit +1: Concealed hand
Dragon Pung Fanpai	Pung/kong of dragons
Seat/Prevalent Wind Fanpai	Pung/kong of seat or prevalent wind
Outside Hand Chanta	All sets contain terminals/honours. At least one chow. +1: Concealed hand
After a Kong Rinchan kaihou	Mahjong declared on a replacement tile
Robbing a Kong Chan kan	Mahjong when a pung is extended to kong
Bottom of the Sea Haitei	Mahjong on the last tile, or the following discard

Two yaku Ryanhan yaku

– <i>Seven Pairs</i> Chii toitsu	No two identical pairs
Triple Pung San shoku dokou	Same pung/kong in each suit
Three Concealed Pungs San ankou	Three concealed pungs/kongs
Three Kongs San kan tsu	
All Pungs Toi-toi hou	Four pungs/kongs and a pair
Half Flush Honitsu	One suit including winds/dragons +1: Concealed hand
Little Three Dragons Shou sangan	Two pungs/kongs of dragons and a pair of dragons
All Terminals and Honours Honroutou	All sets consist of terminals or honours
Terminals in All Sets Junchan taiyai	All sets contain terminals. At least one chow +1: Concealed hand

Three yaku Sanhan yaku

– <i>Twice Pure Double Chow</i> Ryan peikou	Two times two identical chow and a pair
---	---

Five yaku Uhan yaku

Full Flush Chinitsu	One suit, no winds/dragons +1: Concealed hand
– <i>Nagashi Mangan</i> Nagashi mangan	Terminal/honour discard (none claimed) when tied

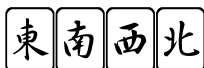
Yakuman

– <i>Thirteen Orphans</i> Koku shimusou	One of each honour and terminal and one duplicate +1 yakuman: Thirteen-sided wait
– <i>Nine Gates</i> Chuuren pooto	1112345678999 + one duplicate of the same suit +1 yakuman: Nine-sided wait
– <i>Blessing of Heaven</i> Tenho	East mahjong on initial fourteen tiles
– <i>Blessing of Earth</i> Chiho	Mahjong upon selfdraw in first round
– <i>Blessing of Man</i> Renho	Mahjong on discard in first round
– <i>Four Concealed Pungs</i> Suu ankou	Four concealed pungs/kongs and a pair +1 yakuman: unique wait
Four Kongs Suu kan tsu	
All Green Ryuu iisou	Hand of green bamboo (2, 3, 4, 6, 8) and green dragons
All Terminals Chinrouto	
All Honours Tsuu iisou	
Big Three Dragons Dai sangan	Three pungs/kongs of dragons
Little Four Winds Shou suushii	Three pungs/kongs of winds and a pair of winds

Two yakuman

Big Four Winds Dai suushii	Four pungs/kongs of winds
----------------------------	---------------------------

European Mahjong Association 2008 *Note: Hands in italics must be concealed!*



1 2 3 4 5 6 7 8 9 East South West North Succession of dragons

Minipoints	Open	Conc.
Pung, simples	2	4
Pung, terminals/honours	4	8
Kong, simples	8	16
Kong, terminals/honours	16	32

Minipoints:

Pair of dragons	2
Pair of seat/prevalent wind	2
Edge wait, closed wait or pair wait	2
Selfdraw (not in case of pinfu)	2
Open pinfu	2

Minipoints for winning:

Concealed, on a discard	30
Seven pairs (no further minipoints)	25
Open hand and/or selfdraw	20

East, selfdraw Tsumo

Tsumo	1 fan	2 fan	3 fan	4 fan
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

East, on a discard Ron

Ron	1 fan	2 fan	3 fan	4 fan
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

Others, selfdraw Tsumo

Tsumo	1 fan	2 fan	3 fan	4 fan
20		400	700	1300
		700	1300	2600
25			800	1600
			1600	3200
30	300	500	1000	2000
	500	1000	2000	3900
40	400	700	1300	2000
	700	1300	2600	4000
50	400	800	1600	2000
	800	1600	3200	4000
60	500	1000	2000	2000
	1000	2000	3900	4000
70	600	1200	2000	2000
	1200	2300	4000	4000

Others, on a discard Ron

Ron	1 fan	2 fan	3 fan	4 fan
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	2300	4500	8000	8000

Limit hands

Hand	Fan	East	Others
Mangan	5	4000	2000 4000
Haneman	6-7	6000	3000 6000
Baiman	8-10	8000	4000 8000
Sanbaiman	11-12	12000	6000 12000
Yakuman	13+	16000	8000 16000