

## Riichi

### One fan yaku lihan yaku

– <i>Riichi Riichi</i>	<i>Waiting hand declared at 1000 points stake</i> <i>+1: Mahjong first round after declaring riichi Ippatsu</i> <i>+1: Riichi declared in very first set of turns Daburu riichi</i>
– <i>Fully Concealed Hand Menzen tsumo</i>	<i>Self-draw on a concealed hand</i>
– <i>Pinfu Pinfu</i>	<i>Four chow and valueless pair</i> <i>Must declare mahjong on a chow with two-sided wait</i>
– <i>Pure Double Chow Iipeikou</i>	<i>Two identical chow of the same suit</i>
All Simples Tanyao chuu	No terminals or honours
Mixed Triple Chow San shoku doujun	Same chow in each suit <i>+1: Concealed hand</i>
Pure Straight Itsu	The three chow, 1-2-3, 4-5-6 and 7-8-9, of the same suit <i>+1: Concealed hand</i>
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 <i>+1: Concealed hand</i>
After a Kong Rinshan 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 fan yaku Ryanhan yaku

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

### Three fan yaku Sanhan yaku

– <i>Twice Pure Double Chow Ryan peikou</i>	<i>Two times two identical chow and a pair</i>
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### Five fan yaku Uhan yaku

– <i>Blessing of Man Renho</i>	<i>Mahjong on discard in the first round</i>
Full Flush Chinitsu	One suit, no honours <i>+1: Concealed hand</i>

### Yakuman

– <i>Thirteen Orphans Kokushi musou</i>	<i>One of each honour and terminal and one duplicate</i>
– <i>Nine Gates Chuuren pooto</i>	<i>1112345678999 + one duplicate of the same suit</i>
– <i>Blessing of Heaven Tenho</i>	<i>East mahjong on initial fourteen tiles</i>
– <i>Blessing of Earth Chiho</i>	<i>Mahjong on self-draw in the first round</i>
– <i>Four Concealed Pungs Suu ankou</i>	<i>Four concealed pungs/kongs and a pair</i>
Four Kongs Suu kan tsu	Four kongs and a pair
All Green Ryuu iisou	Hand of green tiles: bamboo 2, 3, 4, 6, 8 and green dragon
All Terminals Chinrouto	All sets consist of terminals
All Honours Tsuu iisou	All sets consist of honours
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
Big Four Winds Dai suushii	Four pungs/kongs of winds

European Mahjong Association 2016 *Note: Hands in italics must be concealed!*



Minipoints	Open	Conc.
Pung, simples	2	4
Pung, term./honour	4	8
Kong, simples	8	16
Kong term./honour	16	32

Minipoints	
Pair of dragons	2
Pair of seat/prevalent wind	2
Edge/closed/pair wait	2
Self-draw (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 self-draw	20

East 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 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

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

Other 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 Hand	Fan	East Tsumo	East Ron	Other Tsumo	Other Ron
Mangan	5	4000	12000	2000 4000	8000
Haneman	6-7	6000	18000	3000 6000	12000
Baiman	8-10	8000	24000	4000 8000	16000
Sanbaiman	11+	12000	36000	6000 12000	24000
Yakuman	-	16000	48000	8000 16000	32000

# Riichi: Summary of main rules

## Riichi

A player can declare riichi when waiting on a concealed hand. It is permissible to declare riichi when a player is **furiten**.

Place 1,000 points as a bet, and rotate the discard. If this discard is claimed for ron, the riichi declaration doesn't take effect.

A riichi hand cannot be changed. A concealed kong may be declared if the hand is in no way changed. 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.

If a player fails to declare a win on a discard that completes his hand, he becomes **furiten** and can hereafter only declare a win on self-draw.

## Multiple winners

Riichi bets from non-winners go to the winner closest to the discarder's right.

## Furiten

If a waiting player can complete his hand using one of his previous discards, he is **furiten** and is not allowed to claim a discard for winning, even if the hand completed with the old discard is without a **yaku**.

## Temporary furiten

A player who fails to declare a win on a discard that completes his hand is **temporarily furiten**, and cannot claim a discard for winning this set until after his next draw.

## Exposed tiles

Tiles exposed from the wall are placed back in the wall.

## Winning on self-draw (Tsumo)

A player who has a **yaku** can always declare a win on a self-drawn tile (tsumo), even if he is **furiten**.

## Winning on a discard (Ron)

A player can claim the last discard to win (ron) if he is waiting, has a **yaku**, and is not **furiten**, no matter whether the tile finishes a pung, chow or pair.

## Drawn game. Noten penalty

**Tenpai:** Having a waiting hand, i.e. being just one tile away from a winning hand.

If the wall is exhausted without anyone winning, tenpai hands are rewarded; no **yaku** needed. A total of 3,000 points are paid by non-waiting (noten) players to those waiting. Players who declared riichi are obliged to show their tenpai hands.

## Counters

A counter is placed after drawn games and after a hand where East wins his hand.

Each counter in play increases the value of a winning hand by 300 points.

All counters are removed after a hand where another player than East wins his hand, while East did not.

## Changing of seat wind

East stays East if East wins his hand, or if East declares tenpai in a drawn game.

East also stays East in case of chombo.

## Abortive Draw

There are no abortive draws.

## Chombo

### Penalty in social games:

- 4,000 to East and 2,000 to others.
- 4,000 to each if East is the offender.

### Penalty in tournaments:

- 20,000 points deducted from the player's overall tournament score after the game is finished, and after the uma is added.

### The following offences are subject to chombo penalty:

- Invalidly declaring a win (includes using an invalid term) and showing the tiles.
- False riichi.
- Illegal kong after riichi.
- Claiming a tile after the hand has been declared a **dead hand**.
- Play cannot continue due to a mistake of a player.

After chombo, any current riichi bets are returned to the players, no counter is placed, the dealer doesn't rotate, and there is a re-deal.

## Dead hand

### The following irregularities result in a dead hand:

- Invalidly declaring a win without showing the tiles.
- Attempting to declare riichi on an open hand.
- Attempting to declare riichi, but failing to call "riichi" or failing to rotate the discard.
- Too few or too many tiles in the hand.
- Making an invalid kong, pung or chow and not correcting it before a discard.
- Swap-calling: chow or pung, with a discard that can finish the same set.

A dead hand can no longer be tenpai, so **noten penalty** is paid in a drawn game. This also applies to a valid riichi hand that is declared a dead hand after the riichi declaration.



1 2 3 4 5 6 7 8 9



E S W N



succession of dragons

