

# Riichi - list of yaku

## One han yaku

<i>Riichi</i> RIICHI	<i>Concealed tenpai hand declared with a riichi bet</i>
<i>Ippatsu</i> IPPATSU	<i>Winning in the first uninterrupted set of turns after declaring riichi</i>
<i>Fully Concealed Hand</i> MENZEN TSUMO	<i>Winning by self-draw with a concealed hand</i>
<i>Pinfu</i> PINFU	<i>Concealed hand with four sequences and a valueless pair The winning tile finishes a sequence with a two-sided wait</i>
<i>Pure Double Sequence</i> IPEIKŌ	<i>Concealed hand with two completely identical sequences</i>
All Simple TAN'YAO	Hand with neither terminals nor honours
Dragon Triplet FANPAI/YAKUHA	Triplet/quad of dragons
Seat Wind Triplet	Triplet/quad of the player's seat wind
Round Wind Triplet	Triplet/quad of the round wind
After a Quad RINSHAN KAIHŌ	Winning on a replacement tile after declaring a quad
Robbing a Quad CHANKAN	Winning on a tile extending a melded triplet to a quad
Under the Sea HAITEI	Winning by self-draw on the last tile in the wall
Under the River HŌTEI	Winning on the last discard

## Two han yaku

<i>Double Riichi</i> DABURU RIICHI	<i>Riichi declared in the first set of turns of the hand</i>
<i>Seven pairs</i> CHIITOITSU	<i>Concealed hand with seven different pairs</i>
<i>Mixed Triple Sequence</i> SANSHOKU DŌJUN	<i>Hand with three same sequence in each suit</i>
<i>Pure Straight</i> ITTSU/IKKITSUKAN	<i>Hand with three consecutive sequences in the same suit</i>
<i>Half Outside Hand</i> CHANTA	<i>All sets and the pair contain terminal or honours</i>
Triple Triplet SANSHOKU DŌKŌ	Hand with the same triplet/quad in each suit
Three Concealed Triplets SAN'ANKŌ	Hand with three concealed triplets/quads
Three Quads SANKANTSU	Hand with three quads
All Triplets TOITOI	Hand with four triplets/quads and a pair
Little Three Dragons SHŌSANGEN	Hand with two dragon triplets/quads and a pair of dragons
All Terminals and Honours HONRŌTŌ	Hand containing only terminals and honours

## Three han yaku

<i>Twice Pure Double Sequence</i> RYANPEIKŌ	<i>Concealed hand with two Pure Double Sequence</i>
<i>Half Flush</i> HON'ITSU	<i>Hand containing only one suit and honours</i>
<i>Full Outside Hand</i> JUNCHAN	<i>All sets and the pair contain terminals</i>

## Five han yaku

<i>Blessing of Man</i> RENHŌ	<i>Winning by discard in the very first uninterrupted set of turns</i>
------------------------------	--

## Six han yaku

<i>Full Flush</i> CHIN'ITSU	<i>Hand composed of only one suit</i>
-----------------------------	---------------------------------------

## Yakuman

<i>Thirteen Orphans</i> KOKUSHI MUSŌ	<i>One of each terminal and honour + one extra terminal or honour</i>
<i>Nine Gates</i> CHŪREN PŌTŌ	<i>112345678999 in the same suit + one extra tile in the same suit</i>
<i>Blessing of Heaven</i> TENHŌ	<i>East winning with their starting hand</i>
<i>Blessing of Earth</i> CHIHŌ	<i>Winning by self-draw in the very first uninterrupted set of turns</i>
<i>Four Concealed Triplets</i> SŪANKŌ	<i>Concealed hand with four concealed triplets/quads and a pair</i>
Four Quads SŪKANTSU	Hand with four quads and a pair
All Green RYŪIISŌ	Hand composed of 2, 3, 4, 6, 8 bamboo and green dragon
All Terminals CHINRŌTŌ	Hand composed of terminals
All Honours TSŪIISŌ	Hand composed of honours
Big Three Dragons DAISANGEN	Hand with three triplets/quads of dragons
Little Four Winds SHŌSŪSHII	Hand with three triplets/quads of winds and a pair of winds
Big Four Winds DAISŪSHII	Hand with four triplets/quads of winds

European Mahjong Association 2025

Note: *Yaku in italics must be concealed*  
Yaku underlined lose one han if the hand is open



## Scoring tables

Minipoints					
Winning condition		Value pair and wait		Triplets/Quads	Melded Concealed
Seven pairs (no further minipoints)	25	Pair of dragons	2	Triplet, 2-8	2 4
Winning	20	Pair of seat/round winds	2	Triplet, terminals/honours	4 8
By discard, concealed hand	10	Edge/closed/pair wait	2	Quad, 2-8	8 16
By self-draw (not in case of pinfu)	2	Open pinfu	2	Quad, terminals/honours	16 32

East																	
Han	20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu	80 fu	90 fu	100 fu	110 fu						
1	-		1,500 500 all	2,000 700 all	2,400 800 all	2,900 1,000 all	3,400 1,200 all	3,900 1,300 all	4,400 1,500 all	4,800 1,600 all	-						
2	- 700 all	2,400 - -	2,900 1,000 all	3,900 1,300 all	4,800 1,600 all	5,800 2,000 all	6,800 2,300 all	7,700 2600 all	8,700 2,900 all	9,600 3,200 all	10,600 3,600 all						
3	- 1,300 all	4,800 1,600 all	5,800 2,000 all	7,700 2,600 all	9,600 3,200 all	Mangan – 12,000 4,000 all											
4	- 2,600 all	9,600 3,200 all															
5																	
6-7	Haneman – 18,000 6,000 all																
8-10	Baiman – 24,000 8,000 all																
11+	Sanbaiman – 36,000 12,000 all																
Y	Yakuman – 48,000 16,000 all																

Non-East																	
Han	20 fu	25 fu	30 fu	40 fu	50 fu	60 fu	70 fu	80 fu	90 fu	100 fu	110 fu						
1	-		1,000 300 500	1,300 400 700	1,600 400 800	2,000 500 1,000	2,300 600 1,200	2,600 700 1,300	2,900 800 1,500	3,200 800 1,600	-						
2	- 400 700	1,600 - -	2,000 500 1,000	2,600 700 1,300	3,200 800 1,600	3,900 1,000 2,000	4,500 1,200 2,300	5,200 1,300 2,600	5,800 1,500 2,900	6,400 1,600 3,200	7,100 1,800 3,600						
3	- 700 1,300	3,200 800 1,600	3,900 1,000 2,000	5,200 1,300 2,600	6,400 1,600 3,200	Mangan – 8,000 2,000 / 4,000											
4	- 1,300 2,600	6,400 1,600 3,200															
5																	
6-7	Haneman – 12,000 3,000 / 6,000																
8-10	Baiman – 16,000 4,000 / 8,000																
11+	Sanbaiman – 24,000 6,000 / 12,000																
Y	Yakuman – 32,000 8,000 / 16,000																

Legend – East	Legend – Non-East
Payment for a win by discard Payment by all for a win by self-draw	Payment for a win by discard Non-East payment for a win by self-draw East payment for a win by self-draw

## Riichi - penalties overview

Dead Hand	Chombo
<b>Setup and Drawing</b>	
Too few or too many tiles in the hand	Too many tiles exposed
Drawing out of turn and being unable to put the drawn tile back	Incorrectly drawing a tile from the dead wall and being unable to put the drawn tile back
Drawing excessively fast and being unable to put the drawn tile back	Drawing from an opponent's hand
<b>Calls and Winning declarations</b>	
Invalidly declaring a win without showing the tiles	Invalidly declaring a win and showing the tiles
Displaying a false set <i>(due to a false call or failing to take the claimed tile)</i>	Attempting to claim a tile or to declare a win with a dead hand
Swap-calling	
<b>Riichi declarations</b>	
Attempting to declare riichi with an open hand	Attempting to declare riichi with a dead hand
Attempting to declare "riichi" after discarding, or failing to clearly call "riichi", or failing to rotate the discard	Declaring riichi with a noten hand <i>(only determined at exhaustive draw)</i>
Empty riichi declaration	Declaring an invalid quad after riichi <i>(only determined at win or exhaustive draw)</i>
Drawn tile repeatedly touching hand after riichi <i>(except when winning by self-draw)</i>	Discarding a tile from the hand after riichi
Claiming a tile for a set after riichi <i>(if reverted)</i>	Claiming a tile for a set after riichi <i>(if not reverted)</i>
<b>Obstruction</b>	
Passing information <i>(only determined by referee)</i>	Play cannot continue fairly due to a mistake of a player, e.g. a player commits a mistake leading to another player declaring a mistaken win

Point penalties
Serious/repeated passing of information
Deliberate and/or repeated obstruction
Being late to a session
Unfixed misfilled all-last sheet that affected the game
Unfixable misfilled score sheet
Unsigned score sheet

Disqualification
Cheating
Severe and/or continuous obstruction