

Riichi - list of yaku

One han yaku

Riichi RIICHI	Concealed tenpai hand declared with a riichi bet
Ippatsu IPPATSU	Winning in the first uninterrupted set of turns after declaring riichi
Fully Concealed Hand MENZEN TSUMO	Winning by self-draw with a concealed hand
Pinfu PINFU	Concealed hand with four sequences and a valueless pair The winning tile finishes a sequence with a two-sided wait
Pure Double Sequence IIPEIKŌ	Concealed hand with two completely identical sequences
All Simples TAN'YAO	Hand with neither terminals nor honours
Dragon Triplet FANPAI/YAKUHAI	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 HÔTEI	Winning on the last discard

Two han yaku

Double Riichi DABURU RIICHI	Riichi declared in the first set of turns of the hand
Seven pairs CHITTOITSU	Concealed hand with seven different pairs
Mixed Triple Sequence SANSHOKU DÔJUN	Hand with three same sequence in each suit
Pure Straight ITTSÜ/IKKITSÜKAN	Hand with three consecutive sequences in the same suit
Half Outside Hand CHANTA	All sets and the pair contain terminal or honours
Triple Triplet SANSHOKU DÔKÔ	Hand with the same triplet/quad in each suit
Three Concealed Triplets SAN'ANKÔ	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 SHÔSANGEN	Hand with two dragon triplets/quads and a pair of dragons
All Terminals and Honours HONRÔTO	Hand containing only terminals and honours

Three han yaku

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

Five han yaku

Blessing of Man RENHÔ	Winning by discard in the very first uninterrupted set of turns
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Six han yaku

Full Flush CHIN'ITSU	Hand composed of only one suit
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Yakuman

Thirteen Orphans KOKUSHI MUSÔ	One of each terminal and honour + one extra terminal or honour
Nine Gates CHÛREN PÔTÔ	1112345678999 in the same suit + one extra tile in the same suit
Blessing of Heaven TENHÔ	East winning with their starting hand
Blessing of Earth CHIHÔ	Winning by self-draw in the very first uninterrupted set of turns
Four Concealed Triplets SÜANKÔ	Concealed hand with four concealed triplets/quads and a pair
Four Quads SÜKANTSU	Hand with four quads and a pair
All Green RYÜIISÔ	Hand composed of 2, 3, 4, 6, 8 bamboo and green dragon
All Terminals CHINRÔTO	Hand composed of terminals
All Honours TSÜIISÔ	Hand composed of honours
Big Three Dragons DAISANGEN	Hand with three triplets/quads of dragons
Little Four Winds SHÔSUSHII	Hand with three triplets/quads of winds and a pair of winds
Big Four Winds DAISUSHII	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



E S W N

succession
of dragons



Scoring tables

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

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 2,600 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						
4		- 2,600 all	9,600 3,200 all									Mangan – 12,000 4,000 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

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
Setup and Drawing	
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
Calls and Winning declarations	
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	
Riichi declarations	
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>)
Obstruction	
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	Disqualification
Serious/repeated passing of information	Cheating
Deliberate and/or repeated obstruction	Severe and/or continuous obstruction
Being late to a session	
Unfixed misfilled all-last sheet that affected the game	
Unfixable misfilled score sheet	
Unsigned score sheet	