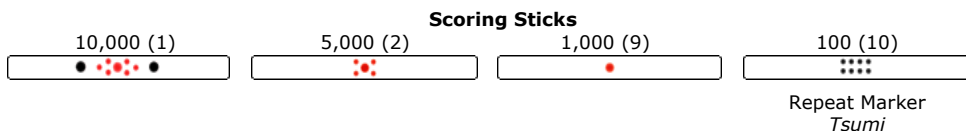


SEQUENCES Chiis (X) Shuntsu (C)		Han	-
All Chiis <i>Pinfu</i>	Four Chiis with a valueless pair, must be completed with a two-sided wait	1	C
Pure Double Chi <i>Iipeikou</i>	Two identical Chiis in one suit	1	C
Mixed Triple Chi <i>San Shoku Doujun</i>	Three Chiis of the same sequence in each suit; +1 han 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	3	C
PONS and KANS Koutsu (X) Kantsu (C)		Han	-
Three Concealed Pons <i>San Ankou</i>	Three Pons 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 han if concealed	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 Pouto</i>	111 and 999 with a sequence of 2-8 in one suit with any tile; + 1 Yakuman if waiting on the pair	Yakuman	C
All Green <i>Ryuu Kan Tsu</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>JunchanTtaiyai</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

TERMINALS AND HONORS Jubai		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>Honrouto</i>	Four Pons or Kans of all Terminals and Honors	2	X
Little Three Dragons <i>Shou Sangan</i>	Two Pons or Kans of Dragons with a pair of the third Dragons	4	X
Thirteen Orphans <i>Koku Shimusou</i>	One of each Wind, Dragon and Terminal with any tile paired, Yakuman ² if waiting on the pair	Yakuman	C
All Honors <i>Tsuo Iisou</i>	Four Pons or Kans and a pair of Honors	Yakuman	X
Big Three Dragons <i>Dai Sangan</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 ²	X
Win Agari		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>Iipatsu</i>	Player declares Riichi, wins within first round of discards with no kans or discards claimed	1	-
All Concealed <i>Menzen Tsumo</i>	Player wins on a self-drawn tile	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/Houtei</i>	Player wins on the final drawn tile	1	-
Last Discard <i>Haitei/Houtei</i>	Player wins on the final discarded tile	1	-
Nagashi Mangan <i>Nagashi Mangan</i>	Player discarded only Honors and/or Terminals with none claimed, game ends in a draw	5	-
Blessing of Heaven <i>Tenho</i>	East wins with dealt hand	Yakuman	-
Blessing of Earth <i>Chiiho</i>	Player wins with first draw	Yakuman	-
Blessing of Man <i>Renho</i>	Player wins on discard during first round of turns with no previous discards claimed	Yakuman	-

Dots	Bams	Cracks	1	2	3	4	5	6	7	8	9
<i>Pin</i>	<i>Sou</i>	<i>Wan</i>	<i>Ii</i>	<i>Ryan</i>	<i>San</i>	<i>Suu</i>	<i>Uu</i>	<i>Ryuu</i>	<i>Chii</i>	<i>Paa</i>	<i>Chuu</i>
<i>Zu</i>			<i>Yaochuuhai</i>			<i>Chunchanpai</i>			<i>Yaochuuhai</i>		

Winds				Dragons		
East	South	West	North	Red	White	Green
<i>Ton</i>	<i>Nan</i>	<i>Shaa</i>	<i>Pei</i>	<i>Chun</i>	<i>Haku</i>	<i>Hatsu</i>
<i>Kazehai</i>				<i>Sangenpai</i>		



Quick Reference
Riichi
Japanese Modern

Fu Table (round up total Fu 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
Edge, closed, or pair wait	-	2
Self-draw (excluding Pinfu) or Open Pinfu	-	2
Wining with Seven Pairs (no additional Fu)	-	25
Winning with open hand	-	30
Payment: <i>Ron</i> (win on discard), discarder pays top amount; <i>Tsumo</i> (win on self-draw), losers pay bracketed amounts; when non-dealer wins, East pays larger amount.		

Definitions
<i>Haipai</i> : Dealing the tiles
<i>Chii</i> : Three in a sequence; claimed from discards by the player on the left
<i>Pon</i> : Three of a kind; if claimed from any discard, play continues to player on right
<i>Kan</i> : Four of a kind; if declared, take replacement tile from the Kan wall
<i>Kawa</i> : River of each player's discard area of 6 tiles wide
<i>Dorahyouji</i> : Dora indicator, flip top 3 rd tile in Kan wall, the next tile is Dora; +1 han for each tile
<i>Dora</i> : Flip top 3 rd tile on the kan wall, the subsequent tile is special; +1 han for each tile
<i>Kandora</i> : Flip tiles next to the Dora indicator for each Kan Dora; +1 han for each tile
<i>Uradora</i> : If the player declared Riichi, reveal the tiles under all Dora indicators; +1 han for each tile
<i>Nukidora</i> (Flowers, optional): add four tiles to Kan wall (flip top 5 th tile) +1 han for each tile
<i>Akadora</i> : (Red tiles, optional): Replace natural tiles with red versions; +1 han for each tile
<i>Furiten</i> : Player who has discarded the tile needed to Mahjong; can only win by self-draw
<i>Tenpai</i> : Players ready to win in drawn game; players not ready (<i>Noo-ten</i>) share 3000 payment
<i>Hanchan</i> : 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

↓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		6800 Mangan	3400 [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

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]

Aligned with World Riichi Championship Rules
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