

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>
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Six han yaku

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

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



succession of dragons



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 quad may be declared if the hand is in no way changed. In case of three consecutive triplets in the same suit, no quad may be declared, since the tiles can be interpreted as three identical sequences.

If a player fails to declare a win on a discard that completes his hand, they become furiten and can thereafter 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 their hand using one of his previous discards, the player 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 their hand is temporarily furiten, and cannot claim a discard for winning until after their 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 in furiten.

Winning on a discard (Ron)

A player can claim the last discard to win (ron) if they are waiting, have a yaku, and are not furiten.

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 and showing the tiles.
- No-ten riichi or illegal quad after riichi.
- Claiming a tile after the hand has been declared a dead hand.
- Exposing too many tiles
- 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 irregularities that result in a dead hand include:

- Invalidly declaring a win without showing the tiles.
- Invalid riichi declaration.
- Too few or too many tiles in the hand.
- Making an invalid quad, triplet or sequence and not correcting it before a discard.
- Swap-calling: chii or pon, 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.

Scoring tables

Top: payment for a win by discard.
Bottom, East: payment by each opponent for a win by self-draw (all).
Bottom, non-East: what each player pays / what East pays, for a win by self-draw.

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	-	-	-	-	-	-	-	-	-
5 han	Mangan: 12,000 (4,000 all)										
6-7 han	Haneman: 18,000 (6,000 all)										
8-10 han	Baiman: 24,000 (8,000 all)										
11+ han	Sanbaiman: 36,000 (12,000 all)										
Yakuman	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	-	-	-	-	-	-
4	- 1,300 / 2,600	6,400 1,600 / 3,200	-	-	-	-	-	-	-	-	-
5 han	Mangan: 8,000 (2,000 / 4,000)										
6-7 han	Haneman: 12,000 (3,000 / 6,000)										
8-10 han	Baiman: 16,000 (4,000 / 8,000)										
11+ han	Sanbaiman: 24,000 (6,000 / 12,000)										
Yakuman	Yakuman: 32,000 (8,000 / 16,000)										

Counters are added to the table values (see next page). 4 han 30 fu and 3 han 60 fu count as mangan.

How to score a hand

Fu for the hand	
Seven pairs (no further fu)	25
Other hands	20

Fu for winning	
By discard, concealed hand	10
By self-draw (not with pinfu)	2

Fu for the pair	
Pair of dragons	2
Pair of seat or round wind	2
Pair of both winds	2

Fu for the wait	
Edge wait	2
Closed wait	2
Pair wait	2
Two-sided wait	0
Triplet wait	0
Open pinfu (20 fu hand)	2

Edge wait: a 3 that finishes 1-2-3, or a 7 that finishes 7-8-9. Closed wait: the middle tile of a sequence. Two-sided wait: a sequence finished at either end. Always choose the option with the most points.

Fu for each set		
	Melded	Concealed
Sequence	0	0
Triplet, 2-8	2	4
Triplet, terminals/honours	4	8
Quad, 2-8	8	16
Quad, terminals/honours	16	32

Steps

1. Count the han. Add the han of the yaku (at least one) and of the dora, kan dora and ura dora. Ura dora count only in a riichi hand.
2. Count the fu and round up to the next 10. For example, 32 fu is 40 fu. Seven pairs is always 25 fu, with no rounding. With 5 han or more, fu do not matter.
3. Find the value in the table on the previous page, in the han row and the fu column.
4. Add the counters: 300 points per counter for a win by discard, or 100 points per counter from each opponent for a win by self-draw. The winner also collects any riichi bets on the table.
5. Limit hand (5 han or more): the value does not depend on fu. Mangan 5 han. Haneman 6-7. Baiman 8-10. Sanbaiman 11 or more. Yakuman is the top hand.