

# Riichi

## Red Fives

Three red fives are used, one in each suit.

## Kan-dora

After declaring a kong, draw a replacement tile and reveal kan-dora indicator before discarding.

## Mahjong on a discard (Ron)

A player can claim the last discard for mahjong if he is waiting, has at least one **yaku** and is not **furiten**, no matter whether the tile finishes a pung, chow or pair.

## Mahjong on selfdraw (Tsumo)

A player who has at least one **yaku**, can always declare mahjong, even if he is **furiten**.

## Riichi

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

Place 1000 points as a bet, and rotate the discard. If this discard is claimed for mahjong, 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 mahjong on a discard that completes a mahjong hand, he becomes **furiten** and can hereafter only declare mahjong on selfdraw.

## Furiten

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

## Temporarily furiten

A player who fails to declare a win on a discard that completes a mahjong hand, is **temporarily furiten** and cannot claim a discard for winning this go-around, i.e. until the go-around is broken by a claim for kong, pung or chow, or until the player's next draw.

## Drawn game. Noten penalty

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

If the wall is exhausted without anyone calling mahjong, tenpai hands are rewarded; no yaku needed. A total of 3000 points are payed by non-waiting (noten) players to those waiting. Players who declared riichi are obliged to show their tenpai hands.

## Abortive Draw

**Abortive draw** occurs if: A player with at least **nine different terminals and honours** in the very first round chooses to declare it. After the discard after the **fourth kan**, unless the same player has all four kan. All players discard the same wind in the very first round. After all four players have declared riichi, in which case all players are obliged to show their tenpai hands.

After an abortive draw a counter is placed, but no noten penalty is payed. Players who declared riichi are not obliged to show their tenpai hands.

## Chombo

Penalty: 4000 to East and 2000 to others, or 4000 to each if East is the offender.

Chombo occurs in case of: invalid win declaration (false mahjong), false riichi, illegal kong after riichi, exposing five or more tiles from the wall, player's or opponent's hands, claiming a tile after the hand is declared **dead hand**.

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

## Dead hand

A hand is declared **dead hand** if: there are too few or too many tiles on the hand, tiles are exposed from an opponent's hand or the dead wall, an invalid kong, pung or chow has been made.

## Exposed tiles

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

## Counters

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

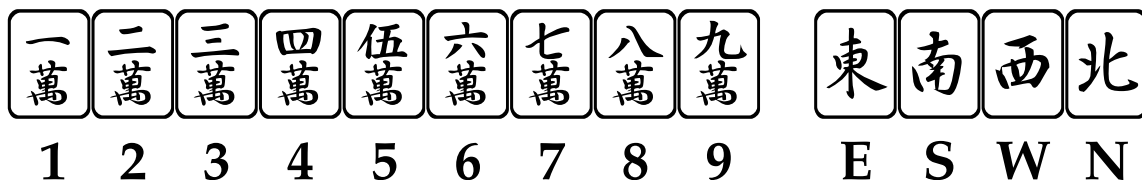
A counter is placed after drawn games, and after a hand where East declared mahjong.

All counters are removed after a hand where another player than East declared mahjong while East did not.

In case of five or more counters, two yaku are needed to declare mahjong.

## Changing of seat wind

East stays East if East declares mahjong or claims point for tenpai.



# Riichi

## One yaku Iihan yaku

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

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

## Three yaku Sanhan yaku

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

Full Flush Chinitsu	One suit, no winds/dragons +1: Concealed hand
– <i>Nagashi Mangan Nagashi mangan</i>	Terminal/honour discard (none claimed) when tied

## Yakuman

– <i>Thirteen Orphans Koku shimusou</i>	One of each honour and terminal and one duplicate +1 yakuman: Thirteen-sided wait
– <i>Nine Gates Chuuren pooto</i>	1112345678999 + one duplicate of the same suit +1 yakuman: Nine-sided wait
– <i>Blessing of Heaven Tenho</i>	East mahjong on initial fourteen tiles
– <i>Blessing of Earth Chiho</i>	Mahjong upon selfdraw in first round
– <i>Blessing of Man Renho</i>	Mahjong on discard in first round
– <i>Four Concealed Pungs Suu ankou</i>	Four concealed pungs/kongs and a pair +1 yakuman: unique wait
Four Kongs Suu kan tsu	
All Green Ryuu iisou	Hand of green bamboo (2, 3, 4, 6, 8) and green dragons
All Terminals Chinrouto	
All Honours Tsuu iisou	
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

## Two yakuman

Big Four Winds Dai suushii	Four pungs/kongs of winds
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1 2 3 4 5 6 7 8 9 East South West North Succession of dragons

Minipoints	Open	Conc.
Pung, simples	2	4
Pung, terminals/honours	4	8
Kong, simples	8	16
Kong, terminals/honours	16	32

### Minipoints:

Pair of dragons	2
Pair of seat/prevalent wind	2
Edge wait, closed wait or pair wait	2
Selfdraw (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 selfdraw	20

### East, selfdraw Tsumo

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, on a discard Ron

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

### Others, selfdraw Tsumo

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	2000
60	500	1000	2000	2000
70	600	1200	2000	2000

### Others, on a discard Ron

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 hands

Hand	Fan	East	Others
Mangan	5	4000	2000 4000
Haneman	6-7	6000	3000 6000
Baiman	8-10	8000	4000 8000
Sanbaiman	11-12	12000	6000 12000
Yakuman	13+	16000	8000 16000

