Riichi Mahjong Yaku and Scoring

Han columns: **closed** hand / **open** hand. **–** means closed hands only.
† A common rule the Riichi Dojo lessons do not teach. Rules vary by table.

1 HAN		closed	open
Riichi	Declare at closed tenpai; put up 1000 points	1	–
Ippatsu	Win within one turn of riichi, no call by anyone	1	–
Menzen Tsumo	Win by self-draw with a closed hand	1	–
Tanyao	All tiles are simples (2-8)	1	1
Pinfu	4 sequences, non-yakuhai pair, ryanmen wait	1	–
Iipeikou	Two identical sequences	1	–
Yakuhai	Triplet or quad of a dragon, your seat wind or the round wind; 1 han each (double wind: 2)	1	1
Haitei Raoyue	Tsumo on the last tile from the wall	1	1
Houtei Raoyue	Ron on the last discard	1	1
Rinshan Kaihou	Tsumo on the tile drawn after a kan	1	1
Chankan	Ron on a tile added to a pon (added kan)	1	1

3 HAN		closed	open
Honitsu	One suit plus honors	3	2
Junchan	A 1 or 9 in every group and the pair, no honors, †1+ sequence	3	2
Ryanpeikou	Two sets of iipeikou	3	–
6 HAN			
Chinitsu	One suit only, no honors	6	5
MANGAN			
Nagashi Mangan	Exhaustive draw; all your discards are 1, 9 or honors, none called		

2 HAN		closed	open
Double Riichi	Riichi on your first turn, before any call	2	–
Chiitoitsu	Seven different pairs; always 25 fu	2	–
Toitoi	Four triplets or quads + pair	2	2
Sanankou	Three concealed triplets	2	2
Sanshoku Doujun	Same sequence in all three suits	2	1
Sanshoku Doukou	Same triplet in all three suits	2	2
Ittsu	123, 456 and 789 in one suit	2	1
Chanta	A 1, 9 or honor in every group and the pair, †1+ sequence	2	1
Sankantsu	Three quads	2	2
Honroutou	Only 1s, 9s and honors	2	2
Shousangen	Two dragon triplets + pair of the third (and 2 yakuhai han)	2	2

YAKUMAN (closed only where marked)

Kokushi Musou all 13 terminals and honors, one paired (closed)	**Suuankou** four concealed triplets, not by shanpon ron (closed)
Daisangen all three dragon triplets	**Shousuushii** three wind triplets + wind pair
Daisuushii all four wind triplets	**Tsuuiisou** honors only
Chinroutou 1s and 9s only	**Ryuuiisou** only 23468 bamboo and Hatsu
Chuuren Poutou 1112345678999 + one, one suit (closed)	**Suukantsu** four quads
Tenhou dealer wins on the first draw	**Chiihou** non-dealer, first draw, no call yet

You need a yaku to win. Dora, red fives and ura-dora (riichi only) add 1 han each but are not yaku. Then: count han, count fu (below), look up the points (right).

FU

Base, every winning hand	**20**
Ron with a closed hand	**+10**
Tsumo (not with pinfu)	**+2**
Kanchan, penchan or tanki wait (ryanmen, shanpon: 0)	**+2**
Pair of dragons, seat wind or round wind (†double wind: 4; 2 in some rules)	**+2**

Melds (sequences: 0)	open	concealed
Triplet of 2-8	**2**	**4**
Triplet of 1, 9 or honor	**4**	**8**
Quad of 2-8	**8**	**16**
Quad of 1, 9 or honor	**16**	**32**

A triplet finished by ron counts as open. Add it all up and round up to the next 10.

Pinfu tsumo: 20 · Pinfu ron: 30 · Chiitoitsu: 25 · Open pinfu shape: 30

MANGAN AND UP

	han	non-dealer ron tsumo	dealer ron tsumo
Mangan	5, or 4 han 40+ fu, or 3 han 70+ fu	**8000** 2000/4000	**12000** 4000
Haneman	6-7	**12000** 3000/6000	**18000** 6000
Baiman	8-10	**16000** 4000/8000	**24000** 8000
Sanbaiman	11-12	**24000** 6000/12000	**36000** 12000
Yakuman	a yakuman, or 13+ han	**32000** 8000/16000	**48000** 16000

AT THE TABLE

- †Each honba counter adds 300 to a win (100 from each player on tsumo). Riichi sticks on the table go to the winner.
- Rules that vary: kiriage mangan (4 han 30 fu and 3 han 60 fu paid as mangan), 13+ han as yakuman, double yakuman (daisuushii and others), †open tanyao.

POINTS

Base = fu × 2^{han+2}. Non-dealer ron pays base × 4, dealer ron base × 6, rounded up to the next 100. **Bold** is ron; grey is tsumo. – cannot happen.

Non-dealer (tsumo: each non-dealer / the dealer pays)

fu	1 han	2 han	3 han	4 han
20	–	**–** 400/700	**–** 700/1300	**–** 1300/2600
25	–	**1600** –	**3200** 800/1600	**6400** 1600/3200
30	**1000** 300/500	**2000** 500/1000	**3900** 1000/2000	**7700** 2000/3900
40	**1300** 400/700	**2600** 700/1300	**5200** 1300/2600	MANGAN 8000 2000/4000
50	**1600** 400/800	**3200** 800/1600	**6400** 1600/3200	
60	**2000** 500/1000	**3900** 1000/2000	**7700** 2000/3900	
70	**2300** 600/1200	**4500** 1200/2300	MANGAN 8000 2000/4000	
80	**2600** 700/1300	**5200** 1300/2600		
90	**2900** 800/1500	**5800** 1500/2900		
100	**3200** 800/1600	**6400** 1600/3200		
110	**3600** 900/1800	**7100** 1800/3600		

Dealer (tsumo: each player pays)

fu	1 han	2 han	3 han	4 han
20	–	**–** 700	**–** 1300	**–** 2600
25	–	**2400** –	**4800** 1600	**9600** 3200
30	**1500** 500	**2900** 1000	**5800** 2000	**11600** 3900
40	**2000** 700	**3900** 1300	**7700** 2600	MANGAN 12000 4000
50	**2400** 800	**4800** 1600	**9600** 3200	
60	**2900** 1000	**5800** 2000	**11600** 3900	
70	**3400** 1200	**6800** 2300	MANGAN 12000 4000	
80	**3900** 1300	**7700** 2600		
90	**4400** 1500	**8700** 2900		
100	**4800** 1600	**9600** 3200		
110	**5300** 1800	**10600** 3600		