1-HAN HANDS

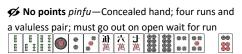
Ready declaration riichi—Concealed ready hand;

+1 f for first turn win (before next discard) ippatsu;

+1 f for Double Reach (first discard ready) daburu riichi



Concealed self draw menzen tsumo—Concealed hand going out self-drawn (tsumo)



% Pure double chow ii peikō—Concealed hand containing two identical runs



Dragon Pung yakuhai—Set/quad of dragons 中中中

Prevailing wind yakuhai—Set/quad of round wind 東東東

Seat wind yakuhai—Set/quad of seat wind 기간 기간

Concealed hand only

◆X Hand value X for open hand

X Hand value X for open hand				
Other Bonuses				
Out on last self-drawn tile off wall (haitei)	1 han			
Out on last discard (hōtei)	1 han			
Out on supplement tile after quad (rinshan kaihō)	1 han			
Robbing a quad (chan kan)	1 han			
Ron in first discard round before your turn <i>(renhō)</i>	Mangan			
Non-dealer goes out tsumo at start (chih \bar{o})	Yakuman			
East declares out at start (tenhō)	Yakuman			
All dora	+1 han			

2-HAN HANDS

Seven pairs *chii toitsu*—Concealed hand of seven non-identical pairs



14 Pure straight *iitsuu*—Three runs in a single suit; 1-2-3,4-5-6,7-8-9



Mixed triple run san shoku dōjun—Same run in each suit



Half outside chanta—All groups contain a terminal or honor; at least 1 run



Triple Pung san shoku dōkō—Same numbered set/quad in each suit



Three Concealed Pungs san ankō—3 concealed sets/quads; remainder of hand does not need to be concealed



Three Kongs san kantsu—3 quads; may be concealed or open



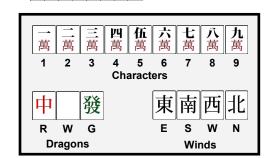
All Pungs toi-toi hō—Four sets/quads



All ends *Honrōtō*—All groups consist of terminals or honors



Three little dragons *shōsangen*—Two sets/quads of dragons and a pair of dragons



3-HAN HANDS

✓ Twice pure double chow ryan peikō—

Concealed hand containing two identical runs, repeated across two suits



Half flush honitsu—One suit with honors

Full outside junchan—All groups contain terminals; must have at least one run



6-HAN HANDS

Full flush chinitsu—One suit with no honor tiles



Minipoints (fu)	
Winning Points	
Winning	20
Tsumo	+2
Concealed Ron	+10
Seven Pairs hand (fixed value)	25

Set Points	Open	Closed
Set—simples	+2	+4
Set—terminal/honor	+4	+8
Quad—simples	+8	+16
Quad—terminal/honor	+16	+32
Head Points		-

+2

nead Points

Pair—Dragons, Seat/	Table Wind
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Wait Points

Edge Wait	+2
Closed Wait	+2
Pair Wait	+2

LIMIT HANDS (YAKUMAN)

Thirteen orphans kokushi musou—One of each

Nine Gates churen pōto—Same suit

1112345678999 with one duplicate tile

Hidden Treasure $s\bar{u}$ ank \bar{o} —4 concealed sets/quads; tsumo, or ron for a pair \bar{I} \bar

Four Kongs sū kantsu—4 quads



All green ryū iisō—Groups contain only green tiles; bamboo 2, 3, 4, 6, 8 & green dragon tiles

All terminals *chinrōtō*—"Heads & Tails"; sets/quads and pair of 1 & 9 tiles only



All honors $ts\bar{u}$ $iis\bar{o}$ —sets/quads of honors only, wind or dragon

Three big dragons daisangen—Three sets/quads of dragons

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Little four winds shōsūshi—Three sets/quads of winds and a pair of the fourth wind 東東東南南南西西西北北

Big four winds daisūshi—Four sets/quads of winds 東東南南南西西西州北北北

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