

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)

No points *pinfu*—Concealed hand; four runs and a valueless pair; must go out on open wait for run

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

All simples *tanyao chū*—No terminals or honors

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
北北北

- Concealed hand only
- Hand value X for open hand

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

Tile icons courtesy of xkime via osamuko.com

2-HAN HANDS

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

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

一萬二萬三萬四萬伍萬六萬七萬八萬九萬

123456789

Characters

中發

RWG

Dragons

東南西北

ESWN

Winds

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

LIMIT HANDS (YAKUMAN)

Thirteen orphans *kokushi musou*—One of each honor and terminal with one duplicate tile

Nine Gates *chūren pōto*—Same suit 1112345678999 with one duplicate tile

Hidden Treasure *sū ankō*—4 concealed sets/quads; tsumo, or ron for a pair

Four Kongs *sū kantsu*—4 quads

All green *ryū iisō*—Groups contain only green tiles; bamboo 2, 3, 4, 6, 8 & green dragon 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		
Pair—Dragons, Seat/Table Wind		+2
Wait Points		
Edge Wait		+2
Closed Wait		+2
Pair Wait		+2

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

All honors *tsū iisō*—sets/quads of honors only, wind or dragon

Three big dragons *daisangen*—Three sets/quads of dragons

Little four winds *shōsūshi*—Three sets/quads of winds and a pair of the fourth wind

Big four winds *daisūshi*—Four sets/quads of winds