



OKLAHOMA MAHJONG

RIICHI MAHJONG YAKU LIST

Values listed are in Han; Y=Yakuman

*C=Only Closed; O=Only Open;

Yaku	SPECIAL CRITERIA	Open	Closed
Riichi	Bet 1000 points to lock your hand and declare that you are one tile away from winning (tenpai). Allows you to look under the dora indicator, upon winning, for a chance at extra dora.	C	1
Chii Toitsu	A hand made of 7 (Chii) different toitsu (pairs).	C	2
	BASED ON SHUNTSU (Sequence)		
Pinfu	A hand made of only shuntsu (sequences) and a valueless jantou (pair). Final wait must be Ryanmen.	C	1
San Shoku Doujun	A hand with 3 identical sequences, but in different suits.	1	2
Iipeikou	A hand made with one set of 2 identical sequences. (same values and same suit)	C	1
Ryanpeikou	A hand made with two sets of 2 identical sequences.	C	3
	BASED ON KOUTSU/KANTSU (Triplet/4-of-a-kind)		
Toitoi	A hand with all koutsu (triplets). Must be Open.	2	O
San Shoku Doukou	A hand with 3 identical triplets, but in different suits	2	2
San Ankou	Made with 3 closed triplets. (the 4th mentsu (meld) may be open)	2	2
San Kantsu	A hand made with 3 kantsu (4-of-a-kinds).	2	2
	BASED ON ROUTOUHAI/JIHAI (Terminal/Honor)		
Tanyao	Made with melds completely devoid of terminals and honors. (Chunchanhai (2-8 tiles) only)	1	1
Yakuhai	Made with a triplet of a sangenpai (dragon), bakaze (round wind), or jikaze (your seat wind). Each one is +1 Han. Otakaze (guest wind) does not count toward Yakuhai.	1	1
Chanta	All melds contain at least one terminal (1 or 9) or honor tiles.	1	2
Junchan	All melds contain at least one terminal.	2	3
Honroutou	Made with only terminals and honors	2	2
Shou Sengen	Made with 2 triplets of Sangenpai (dragons) and a pair of the third dragon.	2	2
	BASED ON SHOKU (Suit)		
Ittsuu	A hand made with one single suit straight (1 thru 9). Remaining meld and pair can be anything.	1	2
Honitsu	A hand made with only one suit and honors.	2	3
Chinitsu	A hand made with only one suit.	5	6
	BASED ON LUCK		
Menzen Tsumo	Drawing your winning tile while your hand is closed.	C	1
Double Riichi	Declaring Riichi on your first discard.	C	1
Ippatsu	Winning within one uninterrupted round after declaring Riichi.	C	1
Haitei	Winning by self-draw on the last tile of the live wall.	1	1
Houtei	Winning by claiming the final discard after the last live tile is drawn.	1	1
Rinshan Kaihou	Winning by a self-drawn tile from the dead wall after calling a Kan.	1	1
Chankan	Winning on a tile that an opponent attempts to upgrade a melded pon to a Kan.	1	1
	YAKUMAN		
Kokushi Musou	Made with 13 different terminal and honor tiles plus one duplicate.	C	Y
Chuuren Poutou	Made of one suit with 1-1-1-2-3-4-5-6-7-8-9-9-9 plus a duplicate.	C	Y
Suu Ankou	Made with 4 closed (self-drawn) triplets. Ron only on tanki wait.	C	Y
Dai Sengen	Triplets of all 3 Sangenpai (dragons).	Y	Y
Shou Suu Shii	Made with 3 triplets of Kazehai (winds) and a pair of the 4th wind.	Y	Y
Dai Suu Shii	Made with triplets of all 4 Kazehai (winds).	Y	Y
Tsuu Iisou	Made entirely of Jihai (honor) tiles.	Y	Y
Ryuu Iisou	Made entirely of the six all green tiles: 2, 3, 4, 6, and 8 of bamboo and/or green dragon.	Y	Y
Chinroutou	Made entirely of triplets of only Routouhai (terminal) tiles.	Y	Y
Suu Kantsu	Hand made with 4 Kans.	Y	Y
	BASED ON OPENING HANDS		
Tenhou	Oya (dealer) completes a winning hand on their initial 14 tiles drawn.	C	Y
Chiihou	Non-dealer completes a winning hand on their initial draw.	C	Y
Renhou	A win on a discard in the first uninterrupted set of turns, before player has had their 1st turn. Yaku is not cumulative with other Yaku or Dora.	C	5