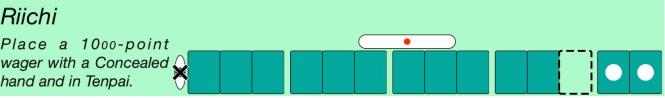


1-Fan Patterns



Riichi
Place a 1000-point wager with a Concealed hand and in Tenpai.

One-Shot
Winning within the first uninterrupted go-around after declaring Riichi

Double Riichi
Declaring Riichi in the first uninterrupted go-around

Fully Concealed Hand
Every set must be concealed with the pair completed by self-draw

All Simples
ONLY 2 3 4 5 6 7 8
No ones, nines, Winds, or Dragons.

Minimum Minipoints
All sequences and a valueless pair. Concealed hand, two-sided Wait

Concealed Pure Double Sequence
Two identical sequences in the same suit. Concealed hand.

Mixed Triple Sequence
Three identical sequences in all three suits. +1 Fan if concealed.

Pure Straight
Three consecutive sequences from one to nine in a single suit. +1 Fan if concealed.

Value Honor
A Triplet/Quad of a Dragon tile or player's Seat Wind or the Prevalent Wind

Half Outside Hand
Every set and the pair involves ones, nines, or Honors. +1 if concealed.

Out with Replacement Tile
Winning upon drawing the replacement tile for a Kong

Robbing the Kong
A player may declare Mahjong off a tile that another player attempts upgrade melded Pung to a Kong with

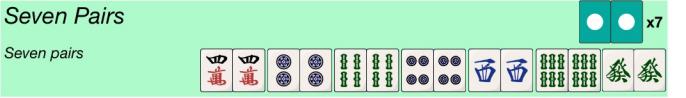
Last Tile Draw
Winning upon drawing the final tile in the live wall

Last Tile Claim
Winning with someone's discard after the final tile in the live wall is drawn

Key

Generic	Wait	Wind	Dragon	Concealed	Hand can't include
A Suited	Matching	Face Down	Melded Set	100-points Suits	
				1000-points Draw	
				500-points Claim	
				10000-points	

2-Fan Patterns



Seven Pairs
Seven pairs

Triple Triplet
Three Triplets/Quads of the same number

Three Concealed Triplets
Three concealed Triplets/Quads

Three Quads
Three Quads

All Triplets

Only Triplets/Quads

Half Flush
Only one suit and Honor tiles. +1 Fan if concealed

Little Three Dragons
Two Triplets/Quads of Dragons and a pair of Dragons

All Terminals and Honors

Full Outside Hand
Every set and the pair involves ones and nines

3-Fan Patterns

Two Concealed Pure Double Sequences
Two groups of Pure Double Sequence. Hand must be concealed.

5-Fan Patterns

Full Flush
Only one suit

Only Terminal and Honor Discards

Tips for Beginners

This pamphlet assumes familiarity with the basic rules of Mahjong. It may be tempting to discard to complete your Mahjong hand faster. This strategy is generally ill-advised unless you know what you are doing. Valid winning hands must have at least one pattern (Dora do not count toward this requirement). Riichi counts as such a pattern. By claiming a discard, you lose access to Riichi. Riichi Mahjong is a game that encourages concealed play. New players to the format should treat claiming discards as a **LOSE CONDITION**.

Furiten Discard Rule

Furiten prevents you 1. You have discarded a 2. You let pass a 3. You let pass a tile that from winning on an tile that completes your tile that completes your hand after opponent's discard hand; you are in Furiten your hand; you are declaring Riichi; you are in 3 situations. until you change your in Furiten until your Furiten until the end of the waiting tile(s) next draw/call game

TENPAI PLAYER'S DISCARD **MAHJONG**

Tenpai Player's Hand

While in Furiten, you can still win by Self-Draw

Yakuman

Thirteen Orphans

One of each Terminal and Honor tile, and a tile to complete a pair

Nine Gates

1112345678999 in one suit and a tile to complete a pair with no set melds

Blessings of Heaven

East player winning with their initial 14-tile hand

INITIAL

Blessings of Earth

Non-East player winning off their first draw. Hand must be concealed

Blessings of Man

Non-East player winning off of East's first discard

Four Concealed Triplets

Four concealed Triplets/Quads

Four Quads

Four Quads

All Green

Only purely green tiles: Bamboo 2, 3, 4, 6, 8, and Green Dragon

All Terminals

Only ones and nines

All Honors

Only Winds and Dragons

Big Three Dragons

Triplets/Quads of each of the three Dragons

Little Four Winds

Triplets/Quads of Winds and a pair of Winds

Double Yakuman

Big Four Winds

Triplets/Quads of each of the four Winds

Double Yakuman

Dora • Bonus 1-Fan

Quad Dora

Hidden Dora

When a Quad is After a Riichi win, declared, flip up the tile flip up the tiles to the right of the D1. This under the D1s; these tiles become Dis

Red Dora (optional)

Some sets include one red 5 tiles in each suit, replace one regular 5 in each suit

Tile Swapping

If a player claims a discarded tile to complete a set, they may not discard the tile just discarded and/or when calling Chow, a tile that could complete a sequence, with the held tiles, on the same turn, e.g., Claiming Dots 2 to complete Dots 3-4 and discarding a Dots 2 or 5.