

Minipoints [Round up to nearest 10]

Winning Bonus: 20
Points awarded to the winner for winning

Self-Drawn: 2
Winning tile is one drawn from the wall. Can't be counted with All Sequences

Concealed Hand: 10

Every set is concealed

Value Pair: 2
A Pair of a Dragon tile or player's Seat Wind or the Prevalent Wind

Flat Hand: 2
All Sequences and a valueless pair. Two-sided Wait. Open hand

Edge Wait: 2
Final tile to win is a 3 to complete a 1, 2, 3 Chow or a 7 for a 7, 8, 9 Chow

Closed Wait: 2
Final tile to win is the middle tile in a Chow e.g. 5 in 4, 5, 6

Single Wait: 2
Final tile to win is the tile completing the pair

Simple Triplet: 2
A Triplet of tiles two through eight

Terminal/Honor Triplet: 4
A Triplet of ones, nines, Winds, or Dragons

Simple Quad: 8
A Quad of tiles two through eight

Terminal/Honor Quad: 16
A Quad of ones, nines, Winds, or Dragons

Seven Pairs: 25
Seven pairs, No other Minipoints allowed

Declaring Riichi

1. Say "riichi"
2. The player discards, turning the discarded tile sideways 90 degrees

3. The player puts a 1000-point wager on the table

Abortive Draw

If all four players declare Riichi, the round is ended and considered an Abortive Draw. No Drawn Game penalties are paid.

A player may declare Riichi if they are Tenpai (Ready-to-Win) and have not claimed any discards for the round. Once Riichi is declared, the declaring player can no longer alter their hand in any way except for upgrading concealed Triplets to concealed Quads.

On the player's turn, they may draw, discard, or call Mahjong to win. They may not claim discards except to win.

A player may not declare Riichi if there are four or fewer tiles left in the Live Wall. If another player declares Mahjong immediately after the discard of a Riichi declaration, the Riichi wager is not considered valid.

Scoring Table								
1 Fan	2 Fan	3 Fan	4 Fan	Ron		Tsumo		
				Non-East	East	Non-East	East	
30				1000	1500	300	500	
40	20			1300	2000	400	700	
50	25			1600	2400	400	800	
60	30			2000	2900	500	1000	
70				2300	3400	600	1200	
80	40	20		2600	3900	700	1300	
90				2900	4400	800	1500	
100	50	25		3200	4800	800	1600	
110				3600	5300	900	1800	
Minipoint Count	60	30		3900	5800	1000	2000	
	70			4500	6800	1200	2300	
	80	40	20	5200	7700	1300	2600	
	90			5800	8700	1500	2900	
	100	50	25	6400	9600	1600	3200	
	110			7100	10600	1800	3600	
		60	30		7700	11600	2000	3900
Mangan: 5 Fan	70+	40+		8000	12000	2000	4000	
Haneman: 6 • 7 Fan				12000	18000	3000	6000	
Baiman: 8 • 9 • 10 Fan				16000	24000	4000	8000	
Sanbaiman: 11 • 12 Fan				24000	36000	6000	12000	
Yakuman: 13+ Fan				32000	48000	8000	16000	

Scoring

When a player declares Mahjong, the round ends, and only the winning hand is scored. If the win is by discard, the discarding player pays the full amount; if the win is by self-draw, all other players pay. The winner also collects all 1000-point Riichi sticks on the table. For hands worth five or more Fan, Minipoints do not need to be calculated—use the scoring table directly.

Drawn Game Penalty

When a hand ends in an Exhaustive Draw (last tile of the live wall is drawn with no Mahjong), everyone reveals their tiles, and Tenpai (Ready-to-Win) players receive payments:

One Tenpai Player: 1500 pts
Two Tenpai Players: 1500 pts each
Three Tenpai Players: 1000 pts each

Riichi sticks remain on the table and go to the next winner.

Continuity Rounds

If East wins the game, or if the round ends in a draw, East remains East for the next round, called a continuity round, and a counter is added. Each counter increases the payment by:

Ron: 300 points
Tsumo: 100 points

Tiles

Suits: Dots, Bamboo, Characters

Honors: Winds (東, 南, 西, 北), Dragons (中, 發, 白)

Terminal: 1, 2, 3, 4, 5, 6, 7, 8, 9

Simples: 1, 2, 3, 4, 5, 6, 7, 8, 9

Red, White, Green

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RIICHI

MAHJONG

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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

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	1000-points	Suits
				1000-points	Draw
				5000-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

Only ones, nines, Winds and Dragons

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

Only Terminals and Honors in a player's discard pile in a game resulting in an exhaustive draw. Cannot claim any Terminals or Honors

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 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

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

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

Dora · Bonus 1-Fan

Quad Box	Reserved for Quad Dora	Quad Dora	Hidden Dora
Flip up the third tile of the Dead Wall. This is the Dora Indicator (DI) and points to the Dora tile.		When a Quad is declared, flip up the tile flip up the tiles to the right of the DI. This under the DIs; these tile becomes another DI. tiles become DIs	
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 2-3-4 and discarding a Dots 2 or 5.