

**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 or 7 to complete a 123 or 789 Sequence

**Closed Wait: 2**

Final tile to win is the middle tile in a Sequence e.g. 5 in 456

**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**

- Say "riichi"
- The player discards, turning the discarded tile sideways 90 degrees

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.

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

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

**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 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	
Mangan:	60	30		7700	11600	2000	3900
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:

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

When there are more than five counters on the table, the minimum points to win are 2-Han, Dora excluded. When a non-East player wins the round, the counters are removed and the Seat Winds are rotated.

**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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# 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, Suits, 1000-points, 1000-points, 5000-points, 10000-points, Melded Set, Suited, Matching, Face Down, Draw, Claim

# 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 3 ONLY 1 9 ONLY ONE  
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 1 9 ONLY ONE  
Only ones, nines, Winds and Dragons

### Full Outside Hand

EVERY SET 3 EVERY SET 1 9  
Every set and the pair involves ones and nines

### 3-Fan Patterns

#### Two Concealed Pure Double Sequences

TWO A B C x2 TWO  
Two groups of Pure Double Sequence. Hand must be concealed.

### 5-Fan Patterns

#### Full Flush

6 ONE  
Only one suit

### Only Terminal and Honor Discards

DISCARD ONLY 1 9 ONLY ONE  
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 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 1 9 N E W S  
One of each Terminal and Honor tile, and a tile to complete a pair

### Nine Gates

Double 9-Sided Wait 1 9 x3 2 3 4 5 6 7 8 ONE  
1112345678999 in one suit and a tile to complete a pair with no set melds

### Blessings of Heaven

INITIAL  
East player winning with their initial 14-tile hand

### Blessings of Earth

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

### Blessings of Man

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

### Four Concealed Triplets

Double Single Wait  
Four concealed Triplets/Quads

### Four Quads

Four Quads

### All Green

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

### All Terminals

ONLY 1 9  
Only ones and nines

### All Honors

ONLY N E W S  
Only Winds and Dragons

### Big Three Dragons

x3  
Triplets/Quads of each of the three Dragons

### Little Four Winds

N E W N E W N E W N E W S S S S x3 AND N E W N E W S S S S  
Triplets/Quads of Winds and a pair of Winds

### Double Yakuman

#### Big Four Winds

N E W N E W N E W N E W S S S S x4  
Triplets/Quads of each of the four Winds

### Dora · Bonus 1-Fan

Quad Box, Reserved for Quad Dora, Quad Dora, Hidden Dora  
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

### 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 2-3-4 and discarding a Dots 2 or 5.