

## Minipoints · Fu [Round up to nearest 10]

### Winning Bonus: 20

Points awarded to the winner for winning

### Self-Drawn (Tsumo): 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 (Open Pinfu): 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

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.

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

## Scoring Table

| 1 Han                  | 2 Han | 3 Han | 4 Han | 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 (Ron), the discarding player pays the full amount; if by self-draw (Tsumo), all losing players pay. The winner also collects all 1000-point Riichi sticks on the table. For hands worth five or more Han, Minipoints do not need to be calculated—use the scoring table directly.

### Drawn Game Penalty · Noten Penalty

When a round ends in an Exhaustive Draw (last tile of the live wall is drawn with no Mahjong), Tenpai (Ready-to-Win) players reveal their hands and receive payments from Noten players:



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

### Continuity Rounds · Honba



If East wins the game, or if the round ends in a draw (East remains East if in Tenpai; otherwise, Seat Winds rotate), a counter is added. Each counter increases the payment for non-East players by:

Ron: 300 points  
 Tsumo: 100 points for each player

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-Han Patterns · Yaku

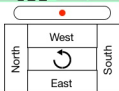
## Riichi

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



## One-Shot · Ippatsu

Winning within the first uninterrupted go-around after declaring Riichi



## Double Riichi

Declaring Riichi in the first uninterrupted go-around



## Fully Concealed Hand · Menzen Tsumo

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



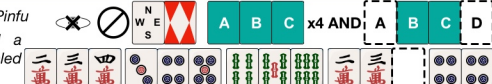
## All Simples · Tanyao

No ones, nines, Winds, or Dragons.



## Minimum Minipoints · Pinfu

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



## Concealed Two Identical Sequences · Iipeikou

Two identical sequences in the same suit. Concealed hand.



## Three Similar Sequences · San Shoku Doujun

Three identical sequences in all three suits. +1 Han if concealed.



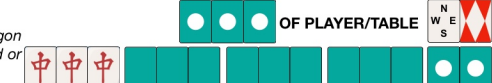
## Nine-Tile Straight · Itsu

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



## Value Honor · Yakuhai

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



## Half Outside Hand · Chanta

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



## Win on Kan · Rinchan Kaihou

Winning upon drawing the replacement tile for a Quad



## Robbing a Kan · Chan Kan

A player may declare Mahjong off a tile that another player attempts upgrade melded Triplet to a Quad with



## Final Draw · Haitei

Winning upon drawing the final tile in the live wall



## Final Discard · Houtei

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 1000-points 5000-points 10000-points Suits Draw Claim

# 2-Han Patterns · Yaku

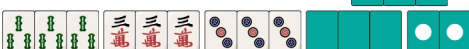
## Seven Pairs · Chii Toitsu

Seven unique pairs



## Three Similar Triplets · San Shoku Doukou

Three Triplets/Quads of the same number



## Three Concealed Triplets · San Ankou

Three concealed Triplets/Quads



## Three Quads · San Kan Tsumo

Three Quads



## All Triplets · Toi-Toi

Only Triplets/Quads



## Half Flush · Honitsu

Only one suit and Honor tiles. +1 Han if concealed



## Small Three Dragons · Shou Sangan

Two Triplets/Quads of Dragons and a pair of Dragons



## All Terminals and Honors · Honroutou

Only ones, nines, Winds and Dragons



## Full Outside Hand · Junchan Taiyai

Every set and the pair involves ones and nines. +1 if concealed



# 3-Han Patterns · Yaku

## Concealed Pair of Two Identical Sequences · Ryanpeikou

Two groups of Two identical Sequences. Hand must be concealed.



# 5-Han Patterns · Yaku

## Full Flush · Chinitsu

Only one suit. +1 if concealed



## Only Terminal and Honor Discards · Nagashi Mangan

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 claim discards to complete your Mahjong faster. This strategy is generally ill-advised unless you know what you are doing. Valid winning hands must have at least one pattern (Dora does 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 should focus on **BLUE PATTERNS** and only claim discards for these patterns where applicable

## 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



# Yakuman

## Thirteen Orphans · Koku Shimusou

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



## Nine Gates · Chuuren Pooto

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



## Blessing of Heaven · Tenho

East player winning with their initial 14-tile hand



## Blessing of Earth · Chinho

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



## Blessing of Man · Renho

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



## Four Concealed Triplets · Suu Ankou

Four concealed Triplets/Quads



## Four Quads · Suu Kan Tsumo

Four Quads



## All Green · Ryou Kan Tsumo

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



## All Terminals · Chinroutou

Only ones and nines



## All Honors · Tsuu Lisou

Only Winds and Dragons



## Big Three Dragons · Dai Sangan

Triplets/Quads of each of the three Dragons



## Small Four Winds · Shou Suushii

Triplets/Quads of Winds and a pair of Winds



## Double Yakuman

### Big Four Winds · Dai Suushii

Triplets/Quads of each of the four Winds



## Dora · Bonus 1-Han

Quad Box Reserved for Quad Dora Quad Dora · Kandora Hidden Dora · Uradora When a Quad is After a Riichi win, flip declared, flip up the tile up the tiles under the

Flip the third tile of the Dead Wall, called the Dora Indicator (DI), it points to the Dora tile. to the right of the DI. This DI's; these tiles tile becomes another DI. become DIs



### Red Dora · Akadora (optional)

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

## Tile Swapping · Kuikae

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.