

World Riichi Championship Rules

Rule Book
2015

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Sylvain Malbec

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It reuses some text from the EMA Riichi rule book by Tina Christensen.

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1 PREFACE

The World Riichi Championship Rules cannot be called to be a "world-wide rule" if not based on competition rules used by major organizations around the world. To achieve that, the rule-sets of the following organizations have been considered while writing the WRCR:

- European Mahjong Association
- 101 101 競技規定
- Japan Professional Mahjong League 日本プロ麻雀連盟
- Korean Mahjong League 한국마작연맹은
- Mu Mahjong μ! 麻将連合
- Nihon Pro Mahjong 日本プロ麻雀協会
- Real Mahjong Unit
- Saikouisen 最高位戦
- United States Professional Mahjong League

Nine organizations, totalling thirteen rule-sets and variants.

Most English-language authors use the terms "chii" and "pon" irrespectively if the group is melded or concealed. This is confusing, since in Japanese language those terms refer only to the action of calling a tile for melding. Considering world championships aim to an international audience, and this document being written in English, the terms "chow", "pung" and "kong" will be used to refer to the corresponding groups since they are already widespread among English speakers and avoid any ambiguity.

The rule has been revised on behalf of the World Riichi Championship Committee:

- David Bresnick President of the USPML
- Garthe Nelson Professional Mahjong Player (JPML)
- Gemma Sakamoto Chairwoman
- Jenn Barr Professional Mahjong Player (JPML)
- Martin Rep Advisor
- Scott D. Miller Editor of Mahjong News and mahjong scholar
- Shigekazu Moriyama President of the Japan Professional Mahjong League
- Sylvain Malbec Author of the World Riichi Championship Rules
- Tina Christensen President of the European Mahjong Association

Blessing of Man is no longer cumulative with other yakus, the precedence and timing for declarations have been reviewed, penalties adjusted, and a lot of the text re-worded.

Sylvain Malbec
30 December 2013
21 May 2014

On behalf of the World Riichi Championship Committee:
16 June 2015

2 GLOSSARY

2.1 Terms related to groups

	Japanese	Meaning
GROUP	mentsu 面子	Group of three or four tiles. Either a chow, pung or kong.
CHOW	shuntsu 順子	Group of three consecutive tiles of the same suit.
CONCEALED CHOW	anjon 暗順	Chow made with only self-drawn tiles.
MELDED CHOW	minjun 明順	Chow made by calling a tile.
CHII	chii チー	Declaration of calling a tile for making a melded chow.
PUNG	kōtsu 刻子	Group of three identical tiles.
CONCEALED PUNG	ankō 暗刻	Pung made with only self-drawn tiles.
MELDED PUNG	minkō 明刻	Pung made by calling a tile.
PON	pon ポン	Declaration of calling a tile for making a melded pung.
KONG	kantsu 槓子	Group of four identical tiles.
CONCEALED KONG	ankan 暗槓	Kong made with only self-drawn tiles.
MELDED KONG	minkan 明槓	Either a big melded kong or a small melded kong.
BIG MELDED KONG	daiminkan 大明槓	Kong made by calling on a concealed pung.
SMALL MELDED KONG	shōminkan 小明槓	Kong made by promoting a melded pung.
KAN	kan カン	Declaration of making a kong (either melded or concealed).
PAIR	toitsu 対子	Two identical tiles.

CONCEALED

A group is concealed if it is made by using only self-drawn tiles.

MELDED

A group is melded if it is made by calling a tile.

2.2 Terms related to the whole hand

TENPAI

A player's hand is tenpai if it fulfils all these conditions:

- 1) The hand's 13 tiles needs only one more tile to form a complete hand of four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku.
- 2) The completing tile must exist, even if it's not available.

A hand needing five identical tiles can never be completed, so it is not tenpai.

It does not matter if all completing tiles have been discarded, or are locked in other payer's hands, or are in the dead wall. Only the hand's 13 tiles are considered to determine if the hand is tenpai or noten.

- 3) The player is not under a "dead hand" penalty.

During the player's turn, the hand's 14 tiles is tenpai if it will fulfil the above conditions after discarding.

NOTEN

A hand is noten if it is not tenpai.

WINNING HAND

A player's hand is a winning hand if it fulfils all these conditions:

- 1) It has four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku.
- 2) It has at least one yaku.

CLOSED

A hand is closed if it is made by using only self-drawn tiles, beside the winning tile.
If the hand is completed by calling a tile (ron), the last group or pair is melded but the hand is still closed.

OPEN

A hand is open if it is not closed.

I.e. a hand is open if it has at least one melded group before the winning tile.

2.3 Terms related to scoring

YAKU

A yaku is a scoring pattern.

Each yaku gives one or more han.

DORA

Each dora gives one han.

HAN

One of the two scoring units used for evaluating the hand.

Earned from yaku and dora.

MINIPOINTS / FU

One of the two scoring units used for evaluating the hand.

Earned from groups, pairs and winning event.

HANCHAN (sometimes called SESSION)

East and South rounds.

HANCHAN SCORE

After each hanchan, the "hanchan score" is calculated as follow, without rounding:

$(\text{points} - 30,000) / 1,000 + \text{uma}$

OVERALL SCORE

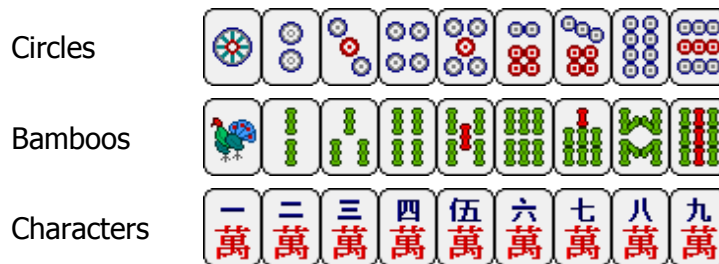
For each player, the overall score is the sum of each hanchan scores.

3 TILES

The 34 basic mahjong tiles are presented here. A full set of mahjong tiles contains four identical tiles of each of these.

3.1 The three suits

There are three suits; each has tiles numbered from one to nine:



The one of bamboo is often decorated with a bird, the design of which often varies between mahjong sets. The ones and nines are called terminal tiles.

3.2 The honours

In addition to the suit tiles, there are seven different honour tiles: four winds and three dragons. The winds are shown in the order: East-South-West-North. The dragons are shown in the order: Red-White-Green. The design of the White dragon varies between mahjong sets; usually it is either a blank tile or a blue frame is depicted.



3.3 Additional tiles

With four of each of the above tiles, a mahjong set consists of 136 tiles. Sometimes mahjong sets contain further tiles: flowers, seasons, red fives or joker tiles, which are not used in World Riichi Championship Rules.

3.4 Additional equipment

Mahjong sets often have markers for indicating the prevailing wind and sticks used for keeping score and used also for continuance counters and riichi bets. The set should also come with at least two dice.

4 **SETUP**

When automatic tables are used, the setup procedure can be amended to match automatic tables' features, when relevant.

4.1 **Starting points**

Each player starts the hanchan with 30,000 points.
The game continues when a player's score goes below zero.

4.2 **Seat wind**

Mahjong is played by four players. Each one is associated with a wind, denoted the player's seat wind. East is the starting player. South is sitting at East's right, West is sitting across from East, and North is sitting at East's left. Note that the counter-clockwise order East-South-West-North is not as could be expected from the compass directions. Between hands the seat winds will change, see the "dealer rotation" section. During a full game, each player is East at least twice.

4.3 **Prevailing wind**

When the game begins, the prevailing wind is East. When the player who started the game at the East seat becomes East again, after all other players have played at least one hand as East, the South round begins, and South becomes the prevailing wind. A wind marker should be placed permanently by the player who begins as East, and when this player becomes East again after the first (East) round of the game, the marker is flipped to indicate the new prevailing wind: South.

4.4 **Seating at the table**

The players' positions at the table are either determined by drawing lots, or predefined by a tournament schedule.

For drawing lots, one of each wind tile is used. The four tiles are shuffled face down and each player picks one of the tiles; the player who shuffled the tiles is the last to pick a tile. The player who picked the East tile will begin the game at the East seat. The player who picked the South tile will begin the game as South. The player who picked the West tile will begin the game as West. The player who picked the North tile will begin the game as North.

4.5 **Building the wall**

The tiles are thoroughly mixed. Each player builds in front of himself a wall of face-down tiles, seventeen tiles long and two tiles high. The four walls are pushed together to form a square.

4.6 Breaking the wall

The East player rolls two dice and counts that number of players counter-clockwise, starting with himself. The player thus determined breaks the wall in front of him, by counting from the right the same number of stacks as indicated by the dice. After the last counted stack the wall is broken by pushing the two wall sections a bit apart.

For example, if East's dice roll was 12, North breaks the wall as shown:



4.7 The dead wall

The seven stacks (14 tiles) to the right of the break make up the dead wall. The dead wall continues around the corner to the next wall, if the end of the wall is reached. The tiles in the dead wall are not used in the play, except for the providing of replacement tiles for kongs.

It is recommended for the player who has the dead wall in front of him to place the first replacement tile to the immediate left of the dead wall, so that it has first two single tiles and then six tile stacks. This is in order to decrease the risk of knocking down and revealing the first replacement tile.

4.8 The dora indicator

Count three tile stacks into the dead wall from the original break in the wall, and turn the top tile face up to determine the dora indicator. This tile indicates which tile is dora.

If the dora indicator is a suit tile, the dora is the next tile in the same suit, e.g. if six bamboo is the dora indicator, then the dora is seven bamboo. If the indicator is a nine, the dora is the one in the same suit. If the indicator is a dragon, the dora is also a dragon, and the following order applies: Red points to White, White points to Green and Green points to Red. For winds, likewise, the following order applies: East-South-West-North-East.

4.9 The deal

The East player takes the first four tiles in the wall after the original break in the wall. Tiles are taken clockwise from the wall, while the players' turns proceed counter-clockwise, South takes the next four tiles, West the next four, North the next four and so on until all players have twelve tiles. East continues by taking two tiles: the top tiles in the first and third stacks in the wall. South, West and North take one tile each, in order. (This corresponds to East taking one tile, waiting for the other players to take one tile each, and then East taking his fourteenth tile). East now has a starting hand of fourteen tiles, whereas the other players have thirteen tiles each. Each player arranges his tiles upright in front of himself, so only he can see their faces. The dice are placed at East's right; in this way it's always clear to all players which player is East.

5 GAME PLAY

The object of play is to form a complete hand. The ultimate object of the game is to accumulate the most points from the winning hands. It doesn't matter how many hands each player has won; the accumulated score determines the winner.

5.1 Phases of the game

A player's turn begins when a tile is acquired and ends when a tile is discarded. During a normal set of turns all players have their turn once. A normal set of turns is interrupted if a tile is claimed for a chow, pung or kong, or if a concealed kong is declared.

A hand ends when a player has completed a hand and won, or if a drawn game occurs. During a round, all players are East in turn. A complete hanchan consists of two rounds: the East round and the South round.

5.2 Valid hand

A complete valid hand is composed of four groups and a pair, or seven different pairs, or the Thirteen Orphans yaku. A group may be a chow, a pung or a kong. Each group can be melded or concealed. In addition, a complete hand must have at least one yaku (scoring pattern). A player who is furiten is not allowed to win on a discard.

- A chow is three consecutive tiles of the same suit. A chow cannot be made with dragons or winds. 8-9-1 in the same suit is not a chow.
- A pung is composed of three identical tiles.
- A kong is composed of four identical tiles.
- A pair is composed of two identical tiles.

5.3 A player's turn

Players take their turns in order. East begins, and the turn order proceeds counter-clockwise. A player begins his turn by drawing or claiming a tile and ends his turn by discarding a tile. However, since East begins with fourteen tiles, he doesn't draw a tile on his first turn.

Discards are placed in an orderly fashion, six tiles in a row, in front of each player and within the wall, so that it is clear who discarded which tiles and in which order. It is permissible to extend the third line of discards over six tiles.

5.4 Making a group

- The most recent discard can be claimed by any of the other players, provided they can complete a winning hand, a pung or a kong. A claimed pung or kong may result in players losing their turn, as play continues from the claiming player, not from the discarding player.
- The player about to begin his turn can claim the most recent discard for a chow. If the player doesn't want to claim the discard, he begins his turn by picking the next tile from the wall.

When claiming a tile for a chow, pung or kong, the player first clearly calls "chii", "pon" or "kan" respectively. Secondly, the player reveals the matching tiles from his hand. And thirdly, he discards a tile from his hand and takes the tile called for. For the third step the order of the two actions is not important: the player can take the claimed tile first and then discard, or the other way round.

Errors in the order above when claiming tiles should be pointed out to the player, but not penalized.

The player should take the claimed tile before the next two players have made a discard. Failing to take the claimed tile in a timely manner results in a dead hand, since the player will have a false group.

Swap-calling (kuikae) is not allowed. It is forbidden to:

- Call a tile and immediately discard the same tile.

(E.g.: calling , melding , and discarding )

- Call a tile for a chow and immediately discard the tile from the other side of the chow.

(E.g.: calling , melding , and discarding )

5.4.1 Precedence and timing for declarations

The last discarded tile can be claimed for a chow, pung or kong until the next player draws. But it can be claimed for a win until the next player discards.

Claiming a tile to win takes precedence over any other claim. When several players declare a win on the same discarded tile, the player closer to the discarder, according to the turn order, takes precedence.

If no one declares a win, the first call for a chow, pung or kong takes precedence. If the calls are simultaneous, or if it's not clear which one was first, then claims for a pung or kong take precedence over claims for a chow.

Players are not limited in time to play, but they are expected to play at a reasonable pace. A player drawing too fast for the other players to have time to call, or repeatedly taking an overlong time, can be penalized for obstruction at the referee discretion.

If a player draws too fast for the other players to have time to call, the call is still valid and the drawn tile must be put back into the wall.

By courtesy, East player is expected to wait until each player has sorted his hand before making his first discard.

5.4.2 Melded chow

A tile can only be claimed for a chow by the player to the right of the discarder. Claiming the last discarded tile for a chow is done by clearly saying "chii" and placing the tile face-up along with the two tiles from the hand that complete the group.

5.4.3 Concealed chow

A player can make a chow with only self-drawn tiles. He does not declare it.

5.4.4 Melded pung

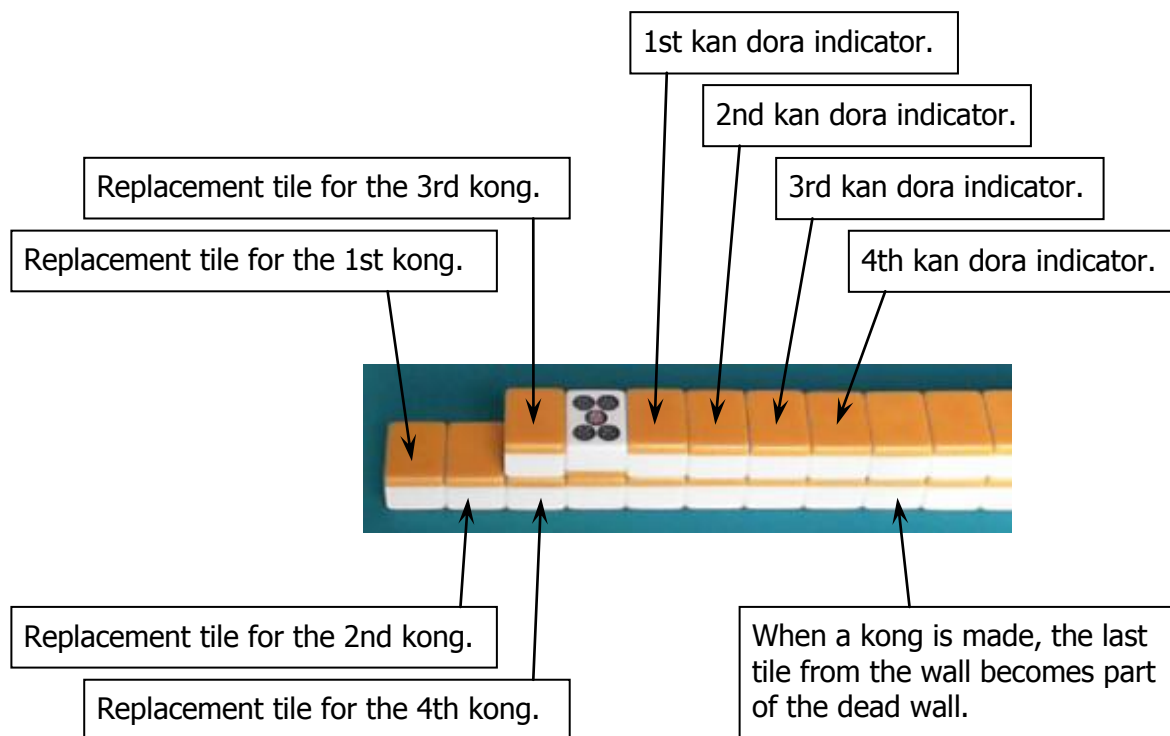
Claiming the last discarded tile for a pung is done by clearly saying “pon” and placing the tile face-up along with the two matching tiles from the hand.

5.4.5 Concealed pung

A player can make a pung with only self-drawn tiles. He does not declare it.

5.4.6 Big melded kong

Claiming the last discarded tile for a melded kong is done by clearly saying “kan” and placing the tile face-up along with the three matching tiles from the hand. After revealing a new kan dora, the player takes a replacement tile from the dead wall and continues his turn as if he had drawn a tile from the wall. The dead wall always comprises 14 tiles, so after a kong is made the dead wall is replenished with the last tile of the live wall.



5.4.7 Small melded kong

A melded pung may be extended to a melded kong in a player’s turn after the player has taken a tile from the wall (as a normal draw or as a replacement tile), i.e. not in a turn where a tile was claimed for making a chow or pung. The player must say “kan” clearly, place the fourth tile by the rotated tile of the pung, allow a reasonable time for other players’ winning declarations, and then reveal a kan dora and take a replacement tile. The dead wall is replenished with the last tile of the live wall.

5.4.8 Concealed kong

A concealed kong may be declared in a player's turn after the player has taken a tile from the wall (as a normal draw or as a replacement tile), i.e. not in a turn where a tile was claimed for a chow or a pung. The player must say "kan" clearly, reveal the four tiles of the kong, then turn the two outside tiles face-down, reveal a kan dora and then take a replacement tile. The dead wall is replenished with the last tile of the live wall.

It's allowed to turn the two middle tiles face-down instead of the two outside tiles.

A player still has a concealed hand after declaring a concealed kong, if the player has no open groups.

A concealed kong cannot be robbed, except to win on the Thirteen Orphans yaku.

Note that four identical tiles only make a kong if they are declared as being a kong.

5.4.9 Fourth kong

Only four kongs can be declared per hand. When the fourth kong is made the game continues, but no further kong may be declared. Under no circumstance can a fifth kong be made.

5.4.10 Displaying groups

Tiles in melded groups, as well as concealed kongs, cannot be rearranged to form other groups, and they cannot be discarded.

After calling a tile, the relevant tiles from the hand are immediately exposed. It is allowed to make the discard before the claimed tile is taken. If the claimed tile is not taken within the next two opponents' turns, i.e. before another two discards has been made, the player has a dead hand.

Melded groups and concealed kongs are placed to the right of the player's tiles in clear view for all players. Claimed tiles are rotated to indicate which player made the discard.

- If the tile was discarded by the player sitting on the left, the claimed tile is put on the left side of the group.
- If the tile was discarded by the player sitting in front, the claimed tile is put in the middle of the group.
- If the tile was discarded by the player sitting on the right, the claimed tile is put on the right side of the group.

A big melded kong (melded kong made by calling on a concealed pung) has one rotated tile.

A small melded kong (melded kong made by promoting a melded pung) has two rotated tiles: the extending tile is placed by the previously rotated tile.

A concealed kong hasn't rotated tiles; instead the two outside (or central) tiles are turned face-down.



5.5 Winning on a discard (ron)

A player who can form a valid hand with at least one yaku with the last discarded tile can win by clearly declaring "ron", unless he is furiten.

5.6 Winning on self-draw (tsumo)

A player who can form a valid hand with at least one yaku with a tile just drawn from the wall or the dead wall can win by clearly declaring "tsumo". The player should keep the winning tile apart from the rest of the hand, so it is clear to all players which was the winning tile. A player who is furiten can still win on self-draw.

If the player fails to keep the winning tile apart, his win is still valid but he will not score any minipoints or yaku requiring a particular wait. I.e. the pinfu yaku cannot be awarded in such a case.

5.7 End of a hand

A hand can end in two ways: by exhaustive draw (no-one declares a win after the discard after the last tile) or by one player winning. Chonbo results in a re-deal and does not count as a hand.

There are no abortive draws.

5.7.1 Last tile

The last tile can only be claimed for a win, not for a chow, pung or kong. In case a kong is declared at the second-to-last tile, the replacement tile becomes the last tile. It is not allowed to declare a concealed kong on the last tile.

The fourteen tiles of the dead wall are not used.

5.7.2 Exhaustive draw

An exhaustive draw occurs if no-one declares a win after the discard after the last tile.

After an exhaustive draw the players must announce if their hand is tenpai or noten. Tenpai hands must be shown (tiles turned face up). Noten hand must not be revealed. A player having a tenpai hand can choose to declare it noten and not reveal it, unless he had declared riichi.

Players announce if they are tenpai or noten in order: East player declares first, then South, then West, and finally North. It is permissible to declare out of turn, but the announcement cannot be changed.

Noten players pay a penalty to tenpai players.

The total noten penalty amounts to 3,000 points, shared between players as follow:

Number of noten players	Penalty paid by each noten player	Points earned by each tenpai players
0	–	0
1	3,000	1,000
2	1,500	1,500
3	1,000	3,000
4	0	–

Players who have declared riichi are obligated to show their tenpai hand in case of an exhaustive draw. If they can't, or won't, they will be penalized for noten riichi (see "wrong riichi declaration" in the fouls section).

After an exhaustive draw, a continuance counter is placed on the table at East's right-hand side.

5.7.3 No abortive draws

The World Riichi Championship Rules do not recognize any abortive draw cases.

5.7.4 Handling riichi bets after drawn games

In case of a drawn game, any riichi bets stay on the table to be claimed by the next player who declares a win.

Any riichi bets remaining on the table at the end of the hanchan stay on the table. Nobody collects them.

5.7.5 Furiten

A furiten or temporary furiten player is not allowed to claim a win on a discard. He can still win by self-draw.

- A player is furiten if he can form a valid hand with one of his previous discards, even if the hand would not have any yaku. A furiten player can choose to change his hand to avoid being furiten, unless he has declared riichi.

- A player is temporarily furiten if he fails to claim a win on a discard completing a valid hand, even if the hand would not have any yaku. This also applies for missing an opportunity to rob a kong.

The state of temporary furiten ends when the player draws or claims a tile, unless he has declared riichi. It does not matter if the set of turns is interrupted by claims for a chow, pung or kong: the player is still temporarily furiten until his next draw.

If the player had declared riichi, he remains temporarily furiten until the end of the hand.

5.7.6 When a win is declared

When a hand ends with one player declaring a win, the winning hand is scored. Only the winner receives payment. If there is more than one possibility to score the hand, the highest-scoring possibility is always chosen.

A player winning by self-draw is paid by the three opponents.

A player winning by calling a tile is paid only by the player who has discarded the winning tile.

If two or three players declare a win on the same discarded tile, only the player closer to the discarder, according to the turn order, will win and have his hand scored and paid. Other players are not paid and do not have to show their winning hands. Each hand can have only one winner.

5.7.7 Continuance counters

When East player wins or after an exhaustive draw, a continuance counter is placed on the table at East's right-hand side.

When another player than East wins, all continuance counters are removed.

Each continuance counter on the table increases the value of a winning hand by 300 points. In case of a win by self-draw the payment is shared, so each opponent pays 100 points for each continuance counter to the winner, in addition to the standard payment for the hand.

5.7.8 Dealer rotation

After the end of a hand, it is determined whether the East player stays East or whether the privilege proceeds to the next player.

East stays East if he wins or if he is tenpai in case of an exhaustive draw. Otherwise, the deal rotates, and the player who was South now becomes East, while West becomes South, North becomes West and East becomes North.

In case of chonbo there is no dealer rotation: East player stays East.

5.8 Continuation of the game

When the dealer rotation is resolved, the tiles are shuffled face-down, and a new hand begins.

When the player who began the game as East becomes East again, after all opponents had at least one hand as East, then the South round begins.

When the player who began the game as East becomes East again, after all opponents had at least one hand as East in the South round, then the game ends.

5.9 End of the game

When the South round ends, the game is over. The final winner is the player who has the most points for the hanchan. It is of no consequence how many individual hands were won; the total sum of points determines the winner. Ties may occur.

Any riichi bets remaining on the table at the end of the hanchan stay on the table. Nobody collects them.

5.9.1 No agari yame

East player cannot stop the game if he wins the last hand when he has the most points at the table.

5.9.2 Hanchan score and uma

At the end of the hanchan, the hanchan score is calculated as follow, without rounding:

Hanchan score = $(\text{points} - 30,000) / 1,000 + \text{uma}$

The uma depends on players' ranking for the hanchan: winner receives +15, second ranked player receives +5, third ranked player is penalized with -5 and the last player is penalized with -15.

In case of ties, the points for the relevant places are split between the tied players. E.g. if two players tied at the first position, each gets a bonus of +10 ; third and fourth players get -5 and -15 respectively.

6 SCORING

Only winning hands are scored.

All players at the table are responsible for ensuring that winning hands are scored correctly and to the maximum points. When there are several ways to score the hand, the highest-scoring possibility must always be chosen.

The score can be corrected as long the hand is still intact or if all players agree.

6.1 Scoring a winning hand

First find the number of han: add the number of han given by the yaku (at least one), the number of dora tiles, kan dora tiles, and in case of a riichi winning hand the number of ura dora tiles. This sum is the han value of the hand.

Then calculate the base value of the hand:

- For hands worth less than five han, count the number of minipoints (fu) and round it up to the next ten. (E.g. 32 minipoints are rounded up to 40). In case of a seven pairs hand, the hand is worth 25 minipoints and is not rounded up.

The minipoints are then doubled for each han, and doubled two more times, giving the base value of the hand. This base value is limited to 2,000 points.

A base value of 1920 points, being close to mangan, is rounded up to 2,000 points.

- For hands with five or more han, the minipoints are irrelevant. The base value is given in the following table:

Han	Name	Base value
5	Mangan	2,000
6, 7	Haneman	3,000
8, 9, 10	Baiman	4,000
11 and more	Sanbaiman	6,000

- For yakuman hands, the base value is 8000.

There is no counted yakuman: a hand worth 13 or more han but not having a yakuman yaku is only rewarded sanbaiman.

Thirdly, determine how much players have to pay:

- For wins on a self-draw, the base value is paid by all three opponents.

For East, however, the value is doubled one more time. East receives double payment, but also pays twice the amount of the base value when an opponent wins by self-draw.

- For wins on a discard, the discarding player must pay for all opponents, including East, i.e. four times the base value if the winner is not East, and three times the doubled base value if the winner is East.

Payments are rounded up to the next hundred.

To the hand value are added 100 points for each continuance counter for wins on a self-draw, and 300 points for wins on a discard.

In addition, the riichi bets on the table are collected by the winner.

If a player's score goes below zero, the game continues. The player will have a negative score and plays normally (he can declare riichi, he can pay the other players, ...).

6.2 Liability payment

When a player has two visible pungs and/or kongs of dragons and another player feeds him a third melded pung / kong of dragons, the feeding player is liable if the player wins with the Big Three Dragons yakuman.

When a player has three visible pungs and/or kongs of winds and another player feeds him a fourth melded pung / kong of winds, the feeding player is liable if the player wins with the Big Four Winds yakuman.

A pung / kong is visible if it is melded or if it is a concealed kong.

If the player wins by self-draw, the liable player must pay the full value of the hand, including all continuance counters points.

If the player wins by claiming a tile, the liable player shares the payment equally with the discarder of the winning tile. Only the discarder pays the continuance counters' points.

The feeding player is still liable even if the hand also qualifies for another yakuman.

There is no liability for feeding a Four Kongs or an After a Kong yaku.



6.3 Minipoints (Fu)

	Fu	
Winning	20	No other minipoints are added.
Seven pairs	25	
Winning on a discard on a concealed hand	10	Not counted in case of pinfu yaku.
Winning by self-draw	2	
Edge wait	2	Winning on the 3 or 7 tile of an 1-2-3 or 7-8-9 chow.
Closed wait	2	Winning on the central tile of a chow.
Pair wait	2	Winning on a tile completing a pair.
Open pinfu	2	Awarded when an open hand is worth no minipoints beside the 20 minipoints for winning.

	Middle tiles	Terminals and honours	Valuable honour	Double wind
Chow	0	0	-	-
Melded pung	2	4	4	4
Concealed pung	4	8	8	8
Melded kong	8	16	16	16
Concealed kong	16	32	32	32
Pair	0	0	2	4




If the winning tile finishes a pung, it counts as a concealed pung in case of self-draw, and it counts as a melded pung in case of winning on a discard.

The two minipoints for edge, closed or pair wait can be claimed even if the hand is waiting for other tiles. Edge wait is 1-2 waiting for 3 or 8-9 waiting for 7. Closed wait is waiting for the central tile of a chow. Pair wait is waiting to finish the pair.

In special cases like , even though it is only possible to win on , no minipoints can be claimed since the tile finishes neither an edge wait, a closed wait nor a pair wait.

6.4 Dora

The winning player gets one han for each dora in his hand. If several dora indicators point to the same tile, the dora is counted for each indicator.

For example, if the initial dora indicator is , and a kan dora indicator is also , and the winning player have a  pung in his hand, then he has 6 dora, giving 6 han.

Active dora come from:

- The initial dora indicator.
- Kan dora indicators: i.e. dora indicators revealed for each kong, whether the kong were made by the winning player or by another player.
- Ura dora indicators: i.e. dora indicators beneath other active dora indicators; only if the winning player has declared riichi.

When a kong is declared, the kan dora indicator must be revealed before the player discards.

- If a player wins by robbing a kong, there is no kan dora indicator for the robbed kong. Indeed, the robbed kong was not completed. If the dora indicator was already revealed before the win is declared, the indicator is turned back face down.
- If a player wins on the replacement tile after a kong, the kan dora indicator is revealed.

6.5 Yaku list

Several yaku require the hand to be closed.

When a closed hand is won on a discard, the last group or pair is considered to be melded, but the hand is still closed.

Yaku are cumulative unless specified otherwise, so several yaku may be combined in the same hand.

Yakuman yaku are not cumulative.

6.5.1 One han yaku

RIICHI — RIICHI — [The hand must be closed]

Closed waiting hand declared at 1,000 points stake.

The player must declare riichi by clearly saying "riichi", rotating the discarded tile sideways and paying 1,000 points to the table by placing a stick by the discards.

If an opponent claims the rotated discard to win, the riichi declaration is voided and the 1,000 points are returned to the riichi declarer. If an opponent claims the rotated tile to make a group, the riichi declarer must rotate his next discard.

A player is not allowed to declare riichi if there are less than four tiles left in the wall.

A player who declared riichi can no longer change his hand. However, he may declare a concealed kong if he draws a tile matching a concealed pung, if this does not change the waiting pattern and if the three tiles can only be interpreted as a pung in the original riichi hand. (E.g. in case of three consecutive pungs in the same suit, no kong may be declared, since the tiles can be interpreted as three identical chows).

A player can declare riichi even if he's furiten.

IPPATSU — IPPATSU — [The hand must be closed]

A player who declares riichi will be rewarded for Ippatsu if he wins during the next uninterrupted set of rounds, including if he wins by self-draw on his next draw.

Calls for chow, pung or kong, including concealed kong declarations, interrupt the round, making Ippatsu invalid. Riichi declarations do not interrupt the round.

DOUBLE RIICHI — DABURU RIICHI — [The hand must be closed]

A player who declares riichi on his first discard, during the very first un-interrupted set of turns, will be rewarded for Double Riichi.

Calls for chow, pung or kong, including concealed kong declarations, interrupt the round, making later Double Riichi invalid. Riichi declarations do not interrupt the round.

FULLY CONCEALED HAND — MENZEN TSUMO — [The hand must be closed]

Winning on a self-draw on a closed hand.

PINFU — PINFU — [The hand must be closed]

The pinfu yaku is awarded for winning on a closed pinfu hand.

A pinfu hand is a hand worth no minipoints beside the 20 minipoints for winning and the 10 minipoints for winning on a discard on a closed hand. The 2 minipoints for winning by self-draw are omitted in order to qualify as a pinfu hand and thus to score the pinfu yaku.

Technically, a pinfu hand has four chows and a pair that is neither dragons, nor seat wind, nor prevailing wind; the winning tile completing a chow with a two-sided wait.

PURE DOUBLE CHOW — II PEIKŌ — [The hand must be closed]

Closed hand with two completely identical chows, i.e. the same values in the same suit.

ALL SIMPLES — TANYAO CHŪ

Hand with no terminals and honours. The hand can be open or closed.

YAKUHAI — YAKUHAI

Pung or kong of dragons, the player's seat wind or the prevailing wind.

Multiple yakuhai combines.

If the player's seat wind is the same as the prevailing wind, a pung or kong of this wind scores yakuhai twice.

ROBBING A KONG — CHAN KAN

Winning on a tile that an opponent adds to a melded pung in order to make a kong. Since the kong is not declared successfully, no kan dora is revealed.

Robbing a Kong is scored as a win on a discard.

Robbing a Kong also applies when winning on Thirteen Orphans on a tile used by an opponent for making a concealed kong. A concealed kong can only be robbed in the case of Thirteen Orphans.

AFTER A KONG — RINSHAN KAIHŌ

Winning on a replacement tile after declaring a kong.

Counts as self-draw; the two minipoints for winning on self-draw are awarded.

LAST TILE DRAW — HAITEI

Winning on self-draw on the last tile of the live wall.

If the last tile of the wall is a replacement tile drawn after a kong, only After a Kong will be scored. I.e. you cannot score Last Tile Draw and After a Kong together.

LAST TILE CLAIM — HŌTEI

Winning by claiming the discard after the last tile of the wall.

6.5.2 Two han yaku

SEVEN PAIRS — CHII TOITSU — [The hand must be closed]

Closed hand with seven different pairs. Having two identical pairs invalidates this yaku.

Seven Pairs always scores exactly 25 minipoints; extra minipoints for e.g. a pair of dragons are not awarded.

PURE STRAIGHT — IKKITSUKAN / ITSU — [Worth only one han if the hand is open]

Hand with three consecutive chows in the same suit.

MIXED TRIPLE CHOW — SAN SHOKU DŌJUN — [Worth only one han if the hand is open]
Hand with three chows of the same numerical sequence, one in each of the three suits.

OUTSIDE HAND — CHANTA — [Worth only one han if the hand is open]
All groups contain terminals or honours, and the pair is made of terminals or honours.
The hand must contain at least one chow.

ALL PUNGS — TOITOI HŌ
Hand with four pungs / kongs and a pair.

TRIPLE PUNG — SAN SHOKU DŌKŌ
Hand with three pungs / kongs of the same number, one in each suit.

THREE CONCEALED PUNGS — SAN ANKŌ
Hand with three concealed pungs / kongs.
Note that the entire hand is not required to be closed.

THREE KONGS — SAN KANTSU
Hand with three kongs.

ALL TERMINALS AND HONOURS — HONRŌTŌ
Hand containing only terminals and honours.
Add two han for All Pungs or Seven Pairs.
Does not combine with Outside Hand.

LITTLE THREE DRAGONS — SHŌSANGEN
Hand with two pungs / kongs of dragons and a pair of dragons.
Add the two han for the individual pungs / kongs of dragons.

6.5.3 Three han yaku

TWICE PURE DOUBLE CHOWS — RYAN PEIKŌ — [The hand must be closed]
Closed hand with four chows forming two distinct Pure Double Chows.
Does not combine with Pure Double Chow.

HALF FLUSH — HONITSU — [Worth only two han if the hand is open]
Hand with tiles from only one of the three suits, in combination with honours.

TERMINALS IN ALL GROUPS — JUNCHAN — [Worth only two han if the hand is open]
All groups contain terminals, and the pair is made of terminals.
The hand must contain at least one chow.
Does not combine with Outside Hand.

6.5.4 Mangan yaku

BLESSING OF MAN — RENHŌ — [The hand must be closed]
Winning on a discard in the very first un-interrupted set of turns, before the player has had his first turn.
Calls for chow, pung or kong, including concealed kong declarations, interrupt the round, making later Blessing of Man invalid. Riichi declarations do not interrupt the round.
Blessing of Man is not cumulative with other yaku and dora.

6.5.5 Six han yaku

FULL FLUSH — CHINITSU — [Worth only five han if the hand is open]

Hand composed entirely of tiles from only one of the three suits, without any honours.
Does not combine with Half Flush.

6.5.6 Yakuman yaku

BLESSING OF HEAVEN — TENHŌ — [The hand must be closed]

East player winning on his initial dealt tiles.

Not valid if the player declares a concealed kong.

BLESSING OF EARTH — CHIHŌ — [The hand must be closed]

Winning on self-draw in the very first un-interrupted set of turns.

Calls for chow, pung or kong, including concealed kong declarations, interrupt the round, making later Blessing of Earth invalid. Riichi declarations do not interrupt the round.

THIRTEEN ORPHANS — KOKUSHI MUSŌ — [The hand must be closed]

Closed hand with one of each of the thirteen different terminal and honour tiles, plus one extra terminal or honour tile. The hand can be completed on any tile; it does not need to be waiting on thirteen different tiles.

As a special case, it's possible to rob a concealed kong to win on Thirteen Orphans.

NINE GATES — CHŪREN PŌTO — [The hand must be closed]

Closed hand consisting of the tiles 1112345678999 in the same suit, plus any one extra tile in the same suit. The hand can be completed on any tile; it does not need to be waiting on nine different tiles.

FOUR CONCEALED PUNGS — SŪ ANKŌ

Hand having four concealed pungs and/or kongs.

I.e. a closed hand with four concealed pungs, completed by self-draw or by claiming a tile to complete the pair.

FOUR KONGS — SŪ KANTSU

Hand with four kongs.

ALL GREEN — RYŪ IISŌ

Hand composed entirely of green tiles. Green tiles are: Green dragon and 2, 3, 4, 6 and 8 of bamboo. The hand is not required to include the Green dragon.

ALL TERMINALS — CHINRŌTŌ

Hand composed entirely of terminal tiles.

ALL HONOURS — TSŪ IISŌ

Hand composed entirely of honour tiles.

BIG THREE DRAGONS — DAISANGEN

Hand with three pungs and/or kongs of dragons.

A player feeding the last pung or kong may be subject to liability payment.

LITTLE FOUR WINDS — SHŌSŪSHI

Hand with three pungs and/or kongs of winds and a pair of winds.

BIG FOUR WINDS — DAISŪSHI

Hand with four pungs and/or kongs of winds.

A player feeding the last pung or kong may be subject to liability payment.

7 FOULS AND PENALTIES

7.1 Types of penalties

NOT PENALIZED — For trivial offences.

Repeated cases or refusal to follow requests may lead to obstruction penalty at the referee's discretion.

POINT PENALTY — For minor offences or particular cases.

The points are removed from the offending player's overall score. They are not added to the opponents' scores. It doesn't change the table's score.

(1 overall score point is equivalent to 1,000 points at the table.)

E.g. if a player ends the first hanchan with a table score of 40,000 points and is the best ranked at the table, his hanchan score will be 25.

Since it's the first hanchan, his overall score will also be 25 for now.

He will start the second with a table score of 30,000 points (new hanchan) and an overall score of 25.

If he's calling with a dead hand, he gets a 20 points penalty to his overall score. After the penalty he will still have a table score of 30,000 points, but an overall score of only 5.

DEAD HAND — When the offending player's hand cannot continue normally.

The offending player can no longer make a chow, pung, kong, declare riichi nor win during this hand. This includes the interdiction to declare a concealed kong. If the player has not declared riichi, he can still choose the tiles he discards. The hand is noten.

CHONBO — When other players' hands cannot continue normally.

20 points penalty and the hand is re-dealt. The point penalty is handled as described in the point penalty section.

Riichi bets are returned to the players who declared riichi. No continuance counter is placed, and the dealer does not rotate. There is no "mangan payment".

- If a chonbo occurs simultaneously with a win, the chonbo is voided: the offending player is not penalized, the winning hand is scored, and the seat rotation is resolved normally.
- If a chonbo occurs simultaneously with an exhaustive draw, there is no noten payment and no continuance counters are added. The hand is re-dealt.

DISQUALIFICATION — When the tournament cannot continue normally.

The offending player is not allowed to play anymore for the whole tournament.

He will not be listed in the ranking.

Relevant organizations, like the national federation he depends on, will be informed.

7.2 Fouls

Empty call:

A player making a call, including riichi and concealed kong declarations, but being unable to perform the claimed action will be penalized for "empty call".

- Empty call for a chow, pung or kong: Not penalized
- Empty concealed kong declaration: Not penalized
- Empty riichi declaration: Not penalized
- Empty call for a win, if the hand is still concealed: Dead hand
- Empty call for a win, if the hand has been shown: Chonbo

Swap-calling:

Swap-calling is determined when the player discards, and results in a dead hand. The melded group and the discarded tile cannot be changed.

Invalid group:

Melding a group that is neither a chow, pung nor kong, or declaring a false concealed kong, results in a dead hand. After discarding, the invalid group cannot be changed.

The player can correct his mistake as long as he hasn't discarded. If he makes the claimed group, he will not be penalized. If he retracts the call, it will be treated as an empty call.

Changing a call:

Calls cannot be changed. If the player is unable to perform the first call, he will be penalized for "empty call". He cannot do the second call.

However, a player can correct himself if he used an incorrect word. The correction must immediately follow the call.

For example:

- A player saying "chii, no! I mean pon" have successfully corrected himself: he can make the pung and won't be penalized.
- Saying "ron", taking time, then saying "pon" will be considered as changing a call: the player must do the ron, or be penalized for "empty call". If he melds the pung, he will have to take it back.

Wrong word:

- The valid terms for calling a chow are: "chii".
- The valid terms for calling a pung are: "pon".
- The valid terms for calling or declaring a kong are: "kan".
- The valid terms for declaring riichi are: "riichi", "reach".
- The valid terms for winning on a claimed tile are: "ron".
- The valid terms for winning on a self-drawn tile are: "tsumo".

Players are encouraged to use the valid terms.

Using alternative terms is not penalized, as long as the player makes clear what he is intending to do.

Calling with a dead hand (including concealed kong and riichi declaration):

- If the hand was not formally declared to be dead: Not penalized, the call is voided.
- If the hand was formally declared to be dead: 20 points penalty, the game continues.

Wrong tile count:

- Not taking a claimed tile before the next two players have made a discard: Dead hand
- Having too many or too few tiles: Dead hand

Wrongly revealing or picking tiles:

- Few tiles: Not penalized
- If the game cannot fairly continue: Chonbo
- During dealing, if it's a problem: re-deal, no penalty

Wrongly revealed or picked tiles are placed back where they came from.

The penalty for wrongly revealing tiles does not apply while building the walls, before the dice are thrown to break the wall.

Wrong riichi declaration:

- Not placing the 1,000 points bet: Not penalized, the mistake should be corrected.
- Not saying "riichi" or "reach": Not penalized.
- Not rotating the discard: Not penalized, the mistake should be corrected.
- Declaring riichi on an open hand: Not penalized, the riichi declaration is voided.
- Declaring riichi on a noten hand (noten riichi): Chonbo. ※
- Invalid concealed kong after having declared riichi: Chonbo.

In case a player forgets to rotate his discard and if the tile to rotate is unknown, the earliest discarded tile among the supposed ones is chosen regarding furiten.

When a riichi declaration is voided, the player takes back his riichi bet and will not get a noten riichi penalty.

Cases of noten riichi and invalid kong are only determined if the player wins or if there is an exhaustive draw.

※ The noten riichi penalty does not apply if the player's hand is noten solely due to a dead hand penalty occurring after the riichi declaration. To prove this, the player will have to show his hand, else he would be penalized normally for noten riichi. The player still pays for being noten, and if he's East the deal rotates.

Passing information:

Penalty at the referee discretion. Minor cases would not be penalized.

It is permissible to correct a player who is about to commit a minor irregularity or etiquette error.

It is permissible to make it clear if a player has a dead hand.

Cheating:

A player caught cheating will be disqualified immediately.

Obstruction:

Penalty at the referee discretion.

Repeated obstructive behaviour can result in disqualification.

Don't abuse the rules.

Don't exploit loop-holes in the rules.

Fault due to another player's fault:

In case a player commits a fault due to another player's fault, the suitable penalty is at the referee's discretion.

Phone ringing:

Point penalty at the referee's discretion, depending on the level of disturbance.

Using an electronic device (walkman, ...):

Penalty at the referee's discretion.

Being late for a hanchan:

- Being late by one to ten minutes: One (1) point penalty per minute.
- Being late by more than ten minutes: Replacement by a substitute player for the hanchan.

Missing a hanchan and substitute players:

Substitute players are scored normally and then not included in the ranking.

The player missing the hanchan doesn't get any point and will have a 30 points penalty. This penalty is not cumulative with the 10 points penalty for being late ten minutes. A player who is late by ten minutes and is substituted will only have a 30 points penalty for missing the hanchan.

At the head referee discretion, a player intentionally missing a hanchan without good reason can be disqualified for obstruction; especially if he leaves the table when his score is below the penalty, or if the penalty doesn't make a real difference regarding his current overall score.

8 TOURNAMENTS

8.1 Tournament organization

The seating system must not assign players to a specific table for several hanchans. This is to prevent players from memorising the tiles if they get stained or have manufacturing defects. It's also recommended to clean the tiles every day.

8.2 Tournament hanchans

To ease tournaments schedules, a time limit can be applied to each hanchan. The recommended time limit is 90 minutes.

When a time limit is applied, the remaining time must be displayed and be visible from all tables. A clear sound (gong) must signal when the time's limit is over.

When the time ends, players must finish the current hand. If the walls are not set up or the dice not thrown when the time ends, the hanchan ends immediately.

In case of chonbo during the last hand, the hand is not re-dealt.

In any case, players cannot roll the dice after the gong.

At the beginning of hanchans, waiting for the signal to begin, players are allowed to build the walls, but they cannot throw the dice and the deal cannot begin before the signal.

At the end of hanchans, the players must not leave the table and must not reset the sticks before a referee, or an appointed staff member, have checked and signed the score-sheet.

8.3 Score recording

Championship organizers are free to use any convenient way they like to keep the scores during hanchans.

When using scoring sticks, organizers must prepare a way to handle scores below zero and inform the players about it. For example, by having referees distributing extra scoring sticks when necessary and recording "debts" on a sheet. The game continues anyway.

When paying with scoring sticks, players should put the sticks on the table for anyone to see them.

8.4 Etiquette

- Be polite by verifying your points when asked.
- Draw and discard with the same hand.
- Players are encouraged to shuffle by shoving against the sides of the tiles, and not by rubbing against the tops of the tiles. In any case, players must not hold tiles under their hands.
- For opening the wall, it's best practice that the dealer breaks the wall himself by putting the first two stacks apart without moving other tiles.
- Players should leave the competition ground after they finished their current hanchan.

			Han		
			Closed	Open	
Riichi	Riichi	立直	1		
Ippatsu	Ippatsu	一発	1		+ 1 han for Riichi.
Double Riichi	Daburu riichi	ダブル立直	1		+ 1 han for Riichi.
Fully Concealed Hand	Menzen tsumo	門前清自摸	1		
Pinfu	Pinfu	平和	1		
Pure Double Chow	Ii peikō	一盃口	1		
All Simples	Tanyao chū	断么九	1	1	
Yakuhai	Yakuhai	役牌	1	1	
Robbing a Kong	Chan kan	搶槓	1	1	
After a Kong	Rinshan kaihō	嶺上開花	1	1	
Last tile Draw	Haitei	海底摸月	1	1	
Last tile Claim	Hōtei	川底撈魚	1	1	
Seven Pairs	Chii toitsu	七対子	2		Seven different pairs.
Pure Straight	Ikkitsukan / Ittsu	一氣通貫	2	1	
Mixed Triple Chow	San shoku dōjun	三色同順	2	1	
Outside Hand	Chanta	全帯ヤオ	2	1	
All Pungs	Toitoi hō	対々和	2	2	
Triple Pung	San shoku dōkō	三色同刻	2	2	
Three Concealed Pungs	San ankō	三暗刻	2	2	
Three Kongs	San kantsu	三槓子	2	2	
All Terminals and Honours	Honrōtō	混老頭	2	2	+ 2 han for All Pungs or Seven Pairs.
Little Three Dragons	Shōsangen	小三元	2	2	+ 2 han for the two Yakuhai.
Twice Pure Double Chows	Ryan peikō	二盃口	3		
Half Flush	Honitsu	混一色	3	2	
Terminals in all Groups	Junchan	純全帯	3	2	
Blessing of Man	Renhō	人和	M		Not cumulative.
Full Flush	Chinitsu	清一色	6	5	
Blessing of Heaven	Tenhō	天和	Y		
Blessing of Earth	Chihō	地和	Y		
Thirteen Orphans	Kokushi musō	国士無双	Y		
Nine Gates	Chūren pōto	九蓮宝燈	Y		
Four Concealed Pungs	Sū ankō	四暗刻	Y		
Four Kongs	Sū kantsu	四槓子	Y	Y	
All Green	Ryū iisō	緑一色	Y	Y	With or without Green dragon.
All Terminals	Chinrōtō	清老頭	Y	Y	
All Honours	Tsū iisō	字一色	Y	Y	
Big Three Dragons	Daisangen	大三元	Y	Y	
Little Four Winds	Shōsūshi	小四喜	Y	Y	
Big Four Winds	Daisūshi	大四喜	Y	Y	

East 親				Minipoints		Non-East 子				
4 Han	3 Han	2 Han	1 Han	Fu		1 Han	2 Han	3 Han	4 Han	
2600 all 7700	1300 all 3900	700 all 2000		tsumo ron	20	tsumo ron		400 / 700 1300	700 / 1300 2600	1300 / 2600 5200
4000 all 12000	2000 all 5800	1000 all 2900	500 all 1500	tsumo ron	30	tsumo ron	300 / 500 1000	500 / 1000 2000	1000 / 2000 3900	2000 / 4000 8000
	2600 all 7700	1300 all 3900	700 all 2000	tsumo ron	40	tsumo ron	400 / 700 1300	700 / 1300 2600	1300 / 2600 5200	
	3200 all 9600	1600 all 4800	800 all 2400	tsumo ron	50	tsumo ron	400 / 800 1600	800 / 1600 3200	1600 / 3200 6400	
	4000 all 12000	2000 all 5800	1000 all 2900	tsumo ron	60	tsumo ron	500 / 1000 2000	1000 / 2000 3900	2000 / 4000 8000	
		2300 all 6800	1200 all 3400	tsumo ron	70	tsumo ron	600 / 1200 2300	1200 / 2300 4500		
		2600 all 7700	1300 all 3900	tsumo ron	80	tsumo ron	700 / 1300 2600	1300 / 2600 5200		
		2900 all 8700	1500 all 4400	tsumo ron	90	tsumo ron	800 / 1500 2900	1500 / 2900 5800		
		3200 all 9600	1600 all 4800	tsumo ron	100	tsumo ron	800 / 1600 3200	1600 / 3200 6400		
		3600 all 10600	1800 all 5300	tsumo ron	110	tsumo ron	900 / 1800 3600	1800 / 3600 7100		
				tsumo ron	25	tsumo ron		800 / 1600 3200	1600 / 3200 6400	

	Han
4000 all 12000	5
6000 all 18000	6 - 7
8000 all 24000	8 - 10
12000 all 36000	11+
16000 all 48000	Y

Han	
5	2000 / 4000 8000
6 - 7	3000 / 6000 12000
8 - 10	4000 / 8000 16000
11+	6000 / 12000 24000
Y	8000 / 16000 32000

The "East" side gives the payments values when the East player wins.

The "Non-East" side gives the payments values when the South, West or North player wins.

The "tsumo" lines give the points paid by each opponent to the winner, or the points paid "by each non-East opponent / by East".

The "ron" lines give the points paid by the discarder.

The value of continuance counters and riichi bets are added to the value found in the table.