

RIICHI MAHJONG SCORING TABLES

<u>Yaku Hands and Names</u>		<u>Condition/Hand</u>	<u>Closed</u>	<u>Open</u>
立直	Riichi	Out after declaring Ready	1	-
一発	Ippatsu	Out within 1 round of Reach	1	-
門前ツモ	Tsumo	Out Concealed with Drawn Tile	1	-
嶺上開花	Rinchan Kaihou	Out with a Loose Tile (from Kong)	1	1
搶槓	Chankan	Out by Robbing a Quad	1	1
河底	Haitei	Out with last tile of the round	1	1
- 河底	Hōtei	Out on last discard of the round	1	1
翻牌	Fanpai	PON of any Dragons	1	1
風牌	Kazehai	PON of Seat/Prevailing Wind	1	1
断么	Tanyao	Simples Only Hand	1	1
平和	Pinfu	4 CHI+Pair. Must be No Points.	1	-
一盃口	lipeikou	2 same CHI (Suit and Sequence)	1	-
ダブルリーチ	Double Riichi	Ready after first draw of the hand	2	-
七対子	Chii-toitsu	7 different pairs (Kongs not allowed)	2	-
三色同順	Sanshoku	3 same CHI in different suits	2	1
一气通貫	Ittsu	3 CHI in same suit ascending 1-9	2	1
全帯么	Chanta	Terminal or honor in each set + CHI	2	1
混老頭	Honrōtō	Only terminals and honors in hand	2	2
三暗刻	San Anko	3 Concealed PONs	2	2
対々和	Toi-Toi	4 PON + Pair	2	2
三連刻	San Renkou	3 sequential PON in same suit	2	2
小三元	Shō San Gen	2 PON of Dragon and pair of third	2	2
- 三色同刻	San~dōkō	3 same PON in different suits	2	2
三槓子	San Kantsu	3 QUADS	2	2
混一色	Honitsu	Half Flush (one suit plus honors)	3	2
純全帯	Junchan	Terminal in each set + Terminal CHI	3	2
二盃口	Ryanpēkō	2 same CHI twice in 2 different suits	3	-
清一色	Chinitsu	Full Flush (one suit. No honor tiles)	6	5
流し満貫	Nagashi Mangan	All discards are honors or terminals	M	M
天和	Tenhō	Heavenly Hand dealer out first draw	Y	-
地和	Chihō	Earthly Hand non-dealer first draw	Y	-
人和	Renhō	Ron within 1 turn around the table	Y	-
四暗刻	Sū Ankō	4 concealed PON (self-draw)	Y	-
国士無双	Kokushimusō	13 Orphans (111999NSEWGRW?)	Y	-
四槓子	Sū Kantsu	4 QUADS	Y	Y
大三元	Dai San Gen	PON of each of the 3 Big Dragons	Y	Y
字一色	Tsūiisō	All Honor tiles in hand	Y	Y
小四喜	Shō Sū Shii	3 PON of winds + pair of winds	Y	Y
大四喜	Dai Sū Shii	4 PON of winds	Y	Y
九蓮宝燈	Chūrenpōtō	Nine Gates (1112345678999?)	Y	Y
清老頭	Chinrōtō	All terminals	Y	Y
緑一色	Ryū Iisou	All Green (2,3,4,6,8 Bams, Gr Dragon)	Y	Y
四連刻	Sū Renkou	4 Sequential Pons in Same Suit	Y	Y

M=Automatic Mangan Hand
Y=Yakuman Hand (Limit)

Scoring Summary

(values shown are points given by each player to the winner)

East (Dealer), Self-Draw (Tsumo)				
All Losers Pay the Winner The Following:				
Tsumo	1 fan	2 fan	3 fan	4 fan
20		700	1300	2600
25			1600	3200
30	500	1000	2000	3900
40	700	1300	2600	4000
50	800	1600	3200	4000
60	1000	2000	3900	4000
70	1200	2300	4000	4000
80	1300	2600	4000	4000

East (Dealer), On a Discard (Ron)				
Only the Discarding Player Pays The Following:				
Ron	1 fan	2 fan	3 fan	4 fan
25		2400	4800	9600
30	1500	2900	5800	1160
40	2000	3900	7700	12k
50	2400	4800	9600	12k
60	2900	5800	11.6k	12k
70	3400	6800	12k	12k
80	3900	7700	12K	12K

Non-Dealer, Self-Draw (Tsumo)				
All Losers Pay the Winner The Following:				
Tsumo	1 fan	2 fan	3 fan	4 fan
20		400/	700/	1300/
		700	1300	4000
25			800/	1600/
			1600	4000
30	300/	500/	1000/	2000/
	500	1000	2000	4000
40	400/	700/	1300/	2000/
	700	1300	2600	4000
50	400/	800/	1600/	2000/
	800	1600	3200	4000
60	500/	1000/	2000/	2000/
	1000	2000	3900	4000
70	600/	1200/	2000/	2000/
	1200	2300	4000	4000
80	700/	1300/	2000/	2000/
	1300	2600	4000	4000

Non-Dealer, On a Discard (Ron)				
Only the Discarding Player Pays The Following:				
Ron	1 fan	2 fan	3 fan	4 fan
25		1600	3200	6400
30	1000	2000	3900	7700
40	1300	2600	5200	7700
50	1600	3200	6400	8000
60	2000	3900	7700	8000
70	2300	4500	8000	8000
80	2600	5200	8000	8000

Limit Hands			
Unlike payment tables above, these represent what the winner gets in points:			
Hand	Fan	Dealer	Non-Dealer
Mangan	5	12000	8000
Haneman	6-7	18000	12000
Baiman	8-10	24000	16000
Sanbaiman	11-12	36000	24000
Yakuman	13+	48000	32000

Payments by the losers for limit hands is divided by the usual ratios - 1:1:1 for a dealer win or 2:1:1 for a non-dealer Win (i.e. the dealer pays double)