

Yakuhai



A triplet of either your seat wind, the round wind or any dragon.

Tanyaochuu (Tanyao)



No terminals (1/9) or honors (wind/dragon).

Pinfu



Only runs. Pair must be non-value tile (not seat wind, round wind or any dragon). Must go out on an open wait (run, waiting on both sides).

Iipeikou



Two identical runs in the same suit.

Chantaiyao (Chanta)



All sets include a terminal (1/9) or honor (wind/dragon).

Ikkitsuukan (Ittsu)



Runs 1-3, 4-6 and 7-9 in one suit.

Sanshoku doujun



Same run in all three suits.

Sanshoku doukou



Same triplet in all three suits.

Sankantsu



Three kans.

Open Closed

1 han 1 han

Toitoihou (Toitai)



All triplets. If closed, possibly „Suunkou“ (backside of this sheet).

Open Closed

2 han 2 han

Sanankou



Three concealed triplets. Can not ron on one of the three triplets.

2 han 2 han

Shousangen



Two triplets and a pair of dragons.

2 han 2 han

Honrouto



Only terminals (1/9) and honors (winds/dragons). Does not stack with Chanta.

2 han 2 han

Chiitoitsu



Seven pairs. Four of the same do not count as two pairs.

1 han 2 han

- 2 han

Honiisou (Honitsu)



One suit and honors only.

2 han 3 han

Jun chantaiyao (Junchan)



All sets include a terminal (1/9). Does not stack with Chanta.

1 han 2 han

2 han 3 han

Ryanpeikou



A hand with two separate Iipeiko. Does not stack with Chiitoitsu or Iipeikou.

2 han 2 han

- 3 han

Chiniisou (Chinitzu)



One suit only. Does not stack with Honitsu

2 han 2 han

5 han 6 han

Tenhou

Dealer going out on the initial 14 tiles.

Chiihou

Non-dealer going out on their first draw. Cancelled by pon/kan/chi.

Daisangen



Triplet of all three dragons.

Suuankou



Four concealed triplets. Can not ron on one of the triplets.

Tsuuiisou



Only honors (wind/dragon).

Ryuuiisou



Only green tiles (Sou: 2,3,4,6,8 and green dragon).

Chinrouto



Only terminals (1/9).

Kokushi musou



One of every terminal (1/9) and honor (winds/dragons) and one pair.

Shousuushi



Three triplets and a pair of the winds.

Daisuushi



Four triplets of the winds.

Open

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Closed

Yakuman

-

Yakuman

Yakuman

Yakuman

-

Yakuman

Yakuman

Yakuman

Yakuman

Yakuman

Yakuman

Yakuman

-

Yakuman

Yakuman

Yakuman

Yakuman

Yakuman

Chuuren poutou



Three of the 1's and 9's and 2-8 once + any additional tile in the same suit.

Suukantsu



Four kans.

Special Yaku

Riichi

Can be declared on a closed hand in tenpai (waiting to go out).

Open riichi

Can be declared on a closed hand in tenpai (waiting to go out). All tiles relevant to the wait have to be revealed. Does not stack with riichi.

Menzenchin tsumohou (Tsumo)

Closed hand, going out on a self-draw.

Daboru riichi (Double riichi)

Declaring riichi on your first discard. Does not stack with riichi.

Chankan

Going out on a tile used to make an open kan.

Haitei raoyue (Haitei)

Going out on the last drawn tile of the game (self-draw).

Houtei raoyui (Houtei)

Going out on the last discarded tile of the game (ron).

Rinshan kaihou (Rinshan)

Going out on the replacement tile drawn after a kan. Does not stack with Haitei.

Nagashi mangan (Nagashi)

Discarding only terminals (1/9) and/or honors (winds/dragons). No pon/kan/chi by another player from you. Nobody wins until the last tile.

Renhou

Ron with a starting hand. Cancelled by pon/kan/chi.

Open

-

Closed

Yakuman

Yakuman

Yakuman

-

1 han

-

2 han

-

1 han

-

2 han

1 han

1 han

1 han

1 han

1 han

1 han

1 han

1 han

Mangan

Mangan

-

Mangan

Dragons



Haku Hatsu Chun

Winds



East South West North

Manzu

