

### One-Han Yaku: Iihan Yaku

Iipeikou	Two identical shuntsu of the same suit
Menzen Tsumo	Tsumo with a closed hand
Pinfu	Four shuntsu and a non-yakuhai pair (non-value winds are allowed), requires a ryanmen wait
Riichi	Tenpai declared with 1000 point bet (hand cannot be changed; win enables uradora)
Daburu	Declaring Riichi with the first discard of the hand
Ippatsu	Going out in the first round of discards, or the next draw, after declaring riichi
Chankan	Ron on the tile used to extend a koutsu to a kantsu
Haitei	Tsumo on the last tile from the wall
Houtei	Ron on the last discard of the hand
Rinshan Kaihou	Tsumo on the tile drawn from the dead wall after declaring a kantsu
Tanyao	No terminals or honors
Yakuhai	A koutsu or kantsu of dragons, seat wind or prevalent wind

### Two-Han Yaku: Ryanhan Yaku

Chiitoitsu	Seven pairs, no two being identical
– <i>Chantaiyao</i>	<i>All sets, with at least one shuntsu, contain terminals and honors</i>
– <i>Ittsu</i>	<i>The three shuntsu, 123, 456 and 789 all of the same suit</i>
– <i>Sanshoku Doujun</i>	<i>The same shuntsu in each suit</i>
Honroutou	All sets consist of only terminals and honors
Iishoku Sanjun	Three identical shuntsu of the same suit
Sanankou	Three concealed koutsu or kantsu
Sankantsu	Three kantsu
Sanshoku Doukou	The same koutsu or kantsu in each suit
Shousangen	Two koutsu or kantsu of dragons and a pair of the third dragon
Toitoi	Four koutsu or kantsu

### Three-Han Yaku: Sanhan Yaku

Ryanpeikou	Two times two identical shuntsu
– <i>Honitsu</i>	<i>One suit only with honor tiles</i>
– <i>Junchantaiyao</i>	<i>All sets, with at least one shuntsu, contain terminals</i>

### Six-Han Yaku: Ryuuhan Yaku

– <i>Chinitsu</i>	<i>One suit only (no honor tiles)</i>
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### Yakuman Hands

Chiihou / Tenhou	Tsumo with the first draw of the hand / Oya wins with initial fourteen tiles
Chuuren Poutou	1112345678999 of a single suit and one duplicate tile of the same suit
Kokushi Musou	One of each honor and terminal and one duplicate tile
Renhou	Ron in the first round of a hand
Suuankou	Four concealed koutsu or kantsu and a pair (ron with a shanpon wait is disqualifying)
Chinroutou	A hand consisting of only terminals
Daisangen	One koutsu or kantsu of each dragon
Iishoku Yonjun	Four identical shuntsu of the same suit
Paarenchan	Oya wins with eight honba on the table (after this the dealership rotates)
Ryuuiisou	A hand consisting of only 2, 3, 4, 6 and 8 souzu and hatsu
Shou- / Daisuushii	Three koutsu or kantsu of winds and a pair of the fourth / A koutsu or kantsu of each wind
Suukantsu	Four kantsu
Tsuuiisou	A hand consisting of only honor tiles

Han	Oya			Ko	
	Tsumo	Ron	Tsumo	Ron	
	1	500	1,500	300/500	1,000
	2	1,000	3,000	500/1,000	2,000
	3	2,000	6,000	1,000/2,000	4,000
Mangan	4+	4,000	12,000	2,000/4,000	8,000
Haneman	6+	6,000	18,000	3,000/6,000	12,000
Baiman	8+	8,000	24,000	4,000/8,000	16,000
Sanbaiman	11+	12,000	36,000	6,000/12,000	24,000
Yakuman	13+	16,000	48,000	8,000/16,000	32,000

### One-Han Yaku: Iihan Yaku

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Menzen Tsumo	Tsumo with a closed hand
Pinfu	Four shuntsu and a non-yakuhai pair (non-value winds are allowed), requires a ryanmen wait
Riichi	Tenpai declared with 1000 point bet (hand cannot be changed; win enables uradora)
Daburu	Declaring Riichi with the first discard of the hand
Ippatsu	Going out in the first round of discards, or the next draw, after declaring Riichi
Chankan	Ron on the tile used to extend a koutsu to a kantsu
Haitei	Tsumo on the last tile from the wall
Houtei	Ron on the last discard of the hand
Rinshan Kaihou	Tsumo on the tile drawn from the dead wall after declaring a kantsu
Tanyao	No terminals or honors
Yakuhai	A koutsu or kantsu of dragons, seat wind or prevalent wind

### Two-Han Yaku: Ryanhan Yaku

Chiitoitsu	Seven pairs, no two being identical
– <i>Chantaiyao</i>	<i>All sets, with at least one shuntsu, contain terminals and honors</i>
– <i>Ittsu</i>	<i>The three shuntsu, 123, 456 and 789 all of the same suit</i>
Honroutou	All sets consist of only terminals and honors
Iishoku Sanjun	Three identical shuntsu of the same suit
Sanankou	Three concealed koutsu or kantsu
Sankantsu	Three kantsu
Sanrenkou	Three consecutive koutsu or kantsu of the same suit (e.g. 222, 333, 444 of pinzu)
Shousangen	Two koutsu or kantsu of dragons and a pair of the third dragon
Toitoi	Four koutsu or kantsu

### Three-Han Yaku: Sanhan Yaku

Ryanpeikou	Two times two identical shuntsu
– <i>Honitsu</i>	<i>One suit only with honor tiles</i>
– <i>Junchantaiyao</i>	<i>All sets, with at least one shuntsu, contain terminals</i>

### Six-Han Yaku: Ryuuhan Yaku

– <i>Chinitsu</i>	<i>One suit only (no honor tiles)</i>
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### Limit Hands: Yakuman

Chiihou / Tenhou	Tsumo with the first draw of the hand / Oya wins with initial fourteen tiles
Chuuren Poutou	1112345678999 of a single suit and one duplicate tile of the same suit
Kokushi Musou	One of each honor and terminal and one duplicate tile
Renhou	Ron in the first round of a hand
Suuankou	Four concealed koutsu or kantsu and a pair (ron with a shanpon wait is disqualifying)
Chinroutou	A hand consisting of only terminals
Daisangen	One koutsu or kantsu of each dragon
Iishoku Yonjun	Four identical shuntsu of the same suit
Paarenchan	Oya completes his ninth hand in a row as east (after this win the dealership rotates)
Ryuuiisou	A hand consisting of only 2, 3, 4, 6 and 8 souzu and hatsu
Shou- / Daisuushii	Three koutsu or kantsu of winds and a pair of the fourth, or a koutsu or kantsu of each wind
Suukantsu	Four kantsu
Suurenkou	Four consecutive koutsu or kantsu of the same suit (e.g. 222, 333, 444, 555 of souzu)
Tsuuiisou	A hand consisting of only honor tiles

Han	Oya			Ko	
	Tsumo	Ron	Tsumo	Ron	Ron
	1	500	1,500	300/500	1,000
	2	1,000	3,000	500/1,000	2,000
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Baiman	8+	8,000	24,000	4,000/8,000	16,000
Sanbaiman	11+	12,000	36,000	6,000/12,000	24,000
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# Terminology and Tile Reference

## Suupai NUMBER TILES

	Ii- Ryan- San-	Suu- Uu- Rou-	Chii- Paa- Kyuu-
Pinzu (Pin) COINS			
Souzu (Sou) BAMBOOS			
Manzu (Man) MYRIADS			
	1 2 3	4 5 6	7 8 9
	Routouhai TERMINALS	Chunchanhai SIMPLES	Routouhai TERMINALS

## Jihai HONOR TILES

	EAST	SOUTH	WEST	NORTH
Kazehai WINDS				
	Ton	Nan	Shaa	Pei
	WHITE	GREEN	RED	
Sangenpai DRAGONS				
	Haku	Hatsu	Chun	

## Machi WAIT PATTERNS

Aryanmen	
Entotsu	
Happoubijin	
Kanchan	
Kantan	
Nobetan	
Penchan	
Pentan	
Ryanmen	
Ryantant	
Sanmenchan	
Sanmentan	
Shanpon	
Tanki	
Tatsumaki	

## Mentsu SETS

Shuntsu ("Chii")			
Koutsu ("Pon")			
Kantsu ("Kan")			
Toitsu/Jantou			

## Tsumo/Ron WIN ON SELF-DRAW/DISCARD

Tenpai ONE TILE FROM WIN	
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The above hand is tenpai with a ryanmen wait for the 3-sou or 6-sou  
Yaku: pinfu, tanyao, iipeikou and possibly riichi

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	Ii- Ryan- San-	Suu- Uu- Rou-	Chii- Paa- Kyuu-
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## Mentsu SETS

Shuntsu ("Chii")					
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## Tsumo/Ron WIN ON SELF-DRAW/DISCARD

Tenpai ONE TILE FROM WIN	
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The above hand is tenpai with a ryanmen wait for the 3-sou or 6-sou  
Yaku: pinfu, tanyao, iipeikou and possibly riichi