

Introduction

This is the tournament guidebook for the 1st North American Riichi Open (NARO-1). Some of the information is venue-specific, some of it is rule-specific. Please understand that this rulebook assumes that participants know how to play Mahjong and how most common rules are played in a worldwide setting. Nevertheless, some of the most important rules as well as some of the local settings will be explained in detail.

Contents

- 1 The yaku list
- 2 Overview of tournament rules and settings
- 3 Setting explanations
- 4 Rule explanations
- 5 How to play, manners, basic etiquette
- 6 Building blocks of the game
- 7 Motivation supporting actions and strategy

These are the yaku allowed at NARO-1. Descriptions are present in Section 4.4, by block number included in the table below.

O	C	Name	Description	O	C	Name	Description
=	1	Tan'yao	No terminal tiles	1	2	Chanta	Terminal groups
				2	3	⊆Junchan	∴ End groups
				=	2	⊆Honroutou	∴ End and word sets
				Y	Y	⊆⊆Tsuuiisou	∴ Word sets only
				Y	Y	⊆⊆Chinroutou	∴ End sets only
1	2	Sanshoku doujun	3 runs: XYZp XYZs XYZm	=	2	Sanshoku doukou	3 sets: XXXp XXXs XXXm
1	2	Ikkitsuukan	3 runs: 123x 456x 789x				
⊙	1	Pinfu	Four runs, open wait [1D/RW/SW]	=	2	San'ankou	Three concealed sets.
⊙	1	Iipeikou	Two identical runs	⊙	Y	⊆Suuankou	Four concealed sets.
⊙	2	Chiitoitsu	Seven [different] pairs.	=	2	Toitoui	Any four sets.
⊙	3	⊆Ryanpeikou	Two times iipeikou (4 runs)	Y	Y	⊆Suukantsu	Any four kans.
⊙	Y	⊆⊆Daisharin	22334455667788x	=	2	Sankantsu	Any three kans.

These yaku can generally be added to any hand above or stand alone.

(Menzen ron and the doras are not yaku, ippatsu requires riichi.)

2	3	Hon'itsu	Mixed flush	=	1	Yakuhaï	Dragon, round/seat wind
5	6	Chin'itsu	Full flush	=	2	Shousangen	Two sets + pair of 3 dragons
Y	Y	Ryuuïisou	Green hand (23468s+dragon)	Y	Y	⊆Daisangen	Three dragon sets
				Y	Y	⊆Shousuushii	Three sets + pair of 4 winds
				Y	Y	⊆Daisuushii	Four wind sets
⊙	1	Menzen tsumo	Concealed hand self-picked (10 fu by discard)	⊙	1	Riichi	Ready [1000pt deposit]
⊙	0	Menzen ron		⊙	1	Ippatsu	One-shot [!(P/K/C after)]
				⊙	1	Double Riichi	Ready on 1st turn [!(P/K/C)]
=	1	Dora	Bonus tile	⊙	1	Ura-dora	Bonus under bonus tile
=	1	Kandora	Bonus kan tile	⊙	1	Ura-kandora	Bonus under bonus kan tile
=	1	Haitei tsumo	Win on drawing the last tile	⊙	Y	Kokushi musou	13 Orphans + copy
=	1	Houtei ron	Win on final discard	⊙	Y	Chuuren poutou	1112345678999 + copy
=	1	Rinshan kaihou	Win on kan replacement tile	⊙	Y	Tenhou	Miracle start (Dealer hand)
=	1	Chankan	Win on robbing the kan	⊙	Y	Chiihou	Miracle start [!(P/K/C)]
				⊙	5	Renhou	Miracle start [!(P/K/C)]
				⊙	5	Nagashi mangan	Terminal discards [!(P/K/C) for/against]

Obvious symbols and notes:

- ⊙ does not exist / not allowed
- = same value open or closed
- 1,2,5 lower value when open (-1 han)
- [!(P/K/C)] Cannot have pon/kan/chii occur or it is generally void.
- ⊆ [Prior yaku] is included in [current yaku], cannot count both.
- ∴ Therefore... [extra restriction explained].
- Y Yakuman. Worth 32,000 points (ko) or 48,000 points (oya).



2 Overview of Tournament rules and settings

The event will consist of 8 hanchan over 2 days (4 on Saturday, 4 on Sunday).

While not denying the need for a global standard, the organizer decided that for a first tournament, the rules would attempt to make a suitable hybrid between local rules and the World Riichi Championship rules used previously in 2014 in Puteaux, France.

2.1 Basic settings

- **Type:** *Ari-ari* mahjong.
- **Points:** 30,000 to start, busting ends the game.
- **Dora:** All standard *dora*, *kandora* follow late flip rules.
- **Chombo:** 10,000 point deduction, done at the end of the game (a delayed negative score), affecting table placement. {Revised March 1.}
- **Call priority:** 0.5 seconds. *Ron* calls have a three second window regardless of other calls.
- **Red fives:** None.
- **Games end at South 4 or when someone busts.**
- **Rank bonus (*jun'iten/uma*):** 5-15, as per WRC2014 rules
- **Win priority :** *Atama-hane*, i.e. multiple *ron* calls only award the closest player.

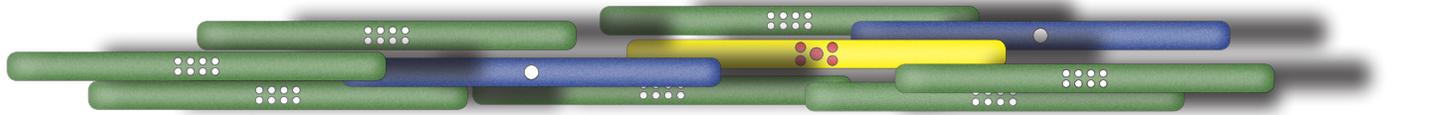
2.2 Yaku and scoring options

- No abortive draws
- No counted yakuman. (11+ han = *sanbaiman*)
- No multiple yakuman. (Absolute limit of 32,000/48,000)
- No *paarenchan*. *Renhou* is only awarded 5 han.
- No *ryanhan shibari*.
- *Tenpai-renchan*.
- Proper *furiten* required.
- Last-hand riichi sticks are removed from the game.

2.3 Faults and fouls

- 1 to 5 tiles (from anywhere but opponent's hands) = 1,000 pt deposit.
- 1 to 5 tiles from an opponent's hand = dead hand.
- 6+ tiles from anywhere = *chombo*.
- False *ron* call with no tiles shown = dead hand.
- False *ron* call with tiles shown = *chombo*.
- Illegal upgrade of a call = *chombo*.

(Legal upgrade: Any variation of “**po-ron**” or “**pon, I mean ron**” done quickly (0.5 seconds) prior to tiles being exposed is tolerated. Taking much longer, or exposing two tiles then calling *ron* is illegal.)



2.4 Extra rulings

- Scoring sheets (for marking the final game score) along with a point grid will be provided. These can be consulted at the end of a hand to assist counting. If another player offers you the score, please accept their assistance.
- *Yaku* sheets are not provided: players with them may not consult them during a match (from East 1 to South 4). If in doubt to the han value of *yaku*, ask after a win
- Violations of the rules are potentially subject to 10,000 point deductions.
- Cheating will lead to immediate expulsion. Standards of proof are not subject to debate.
- Self-arbitration is both encouraged and required. The referee is responsible for the tournament, not for each individual.
- Scoring is done with point sticks: please overpay quickly and efficiently. Do not dive for 26 green sticks for payment.
- All calls should be vocalized cleanly and effectively. If you have a problem articulating P/R, or in general: let the table know. If the table has to warn a player twice, the third time may be subject to a dead hand ruling.
- No foreign objects allowed on the game tables. Placing a beverage, food or a rack/ruler (or anything else not necessary) on a game table is subject to a 10,000 point deduction per violation. Using the table as a surface to show the point sheet at the end of the game is always acceptable: be reasonable.
- Point declarations can be obliged for twice per match: when entering South Round and when entering South 4.

3 Setting explanations

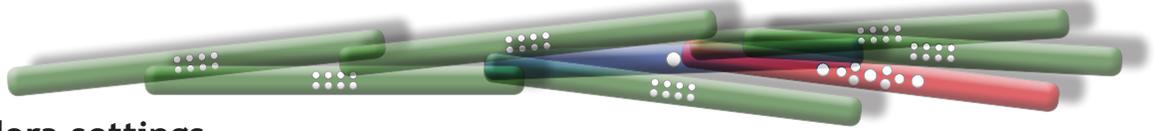
3.1 Basic settings

3.1.1 Ari-ari Mahjong

Ari-ari Mahjong refers to the specific inclusion of open *tan'yao* as an accepted *yaku*, and *atozuke* as the ability to form a winning *yaku* at any time prior to or when declaring a win. These are not simply options: they are the basis of modern Mahjong. As such, it is imperative to follow the overwhelmingly normative standard in this regard.

3.1.2 Starting points and busting

Players are given 30,000 points to play each of their matches. Busting in Mahjong specifically refers to having a negative score, i.e. the inability to pay all relevant points to another player. For sake of clarity, Mahjong is not like standard videogames where hit/life points induce fainting/death when reaching zero. Likewise, declaring *riichi* is not allowed below 1,000 points, and again, 1,000 is fine, 900 is not.



3.1.3 Standard dora settings

The initial dora indicator is located at the top of third stack behind the wall break, and points to the next tile of the family, in standard order. *Kandora* are flipped after playing the current action from the fourth to seventh stack behind the break, with two precisions: a closed *kan* can reveal the *kandora* tile immediately, and multiple *kans* can reveal any previous *kandora* tile. To illustrate, should a player be able to call three *kans*, the first from a call, the second from completing a set, and the third was a closed *kan*, the player may see the first new *kandora* indicator when the second is declared and may see the second and third new *kandora* indicator when the third *kan* is declared because the third *kan* is a closed *kan*, but the second was open.

3.1.4 Chombo

Given the ability to influence a game in an unfair manner, following game violations that would force a *chombo*, the score will be directly deducted from a player and not redistributed. The penalty is a fixed 10,000 points, regardless of wind. A dealer causing a *chombo* must keep his deal. [This was edited on March 1, down from the WRC value of 20,000 points.]

3.1.5 Call priority

Players are expected to pay attention to the game. This implies their need to follow discards at their table and their own ability to incorporate potential discards into their hand. Should conflicting calls occur, priority is given to the most significant call ***provided that*** it is within a near-instantaneous period, nominally defined as **0.5 seconds**. Otherwise, a call made within 3 seconds of a discard may force the next player to return a tile he may have potentially seen. *Ron* calls are also expected within 3 seconds. That being said, should the next action not yet be taken, a valid call can still be made. **Rule jockeying on this point is not recommended or wise, as the mutual arbitration principle will be enforced.**

3.1.6 No red fives

Red fives have one redeeming purpose: inflating score swings making for an exciting gamble. As this is not a gambling event, red fives have no purpose. A quick reminder that the ultimate feature of Japanese Mahjong is *furiten*, not red fives.

3.1.7 No sudden death rounds

To provide a fair battleground for all, and not to exceed time limits, there is no continuation into a West round, should scores be packed together at the end of South 4. Nevertheless, there is a form of “sudden death” known as busting. A game will terminate at that time should it occur.

3.1.8 Rank bonus

There is a rank bonus associated to winning a match. A 5-15 split implies that first place will get a bonus 15P (or 15,000 game points), second will get 5P (5,000 game points), third will lose 5P (so -5,000 points), fourth will lose 15P (-15,000 points). There are many ways that rank bonuses can be applied in games: as this is a competitive and not a gambling environment, there is no merit in having a 10-30 or harsher split.

3.2 Yaku and scoring options

3.2.1 No abortive draws

Discarding four identical winds at the start, showing nine different terminals, calling four kans or four riichi will not stop the game. As an extra precision, only 4 kans can be made: any attempt to call a fifth will be ignored as nothing more than a player disclosing too much information on their hand.

3.2.2 No counted yakuman.

The limit for scoring points is at the 11-*han* plateau of *sanbaiman*. That is 24,000 points for nondealers, 36,000 points for the dealer, irrespective of the amount of *yaku* and *dora* in the *hand*.

3.2.3 No multiple yakuman.

The absolute scoring limit is of 32,000 points, 48,000 points for the dealer. No *yakuman* is special enough to warrant double the value. *Yakuman* are also not cumulable in a competitive context.

3.2.4 No paarenchan. Renhou at 5 han.

Paarenchan is a mercy rule which is not applied universally, and some misconstrue its premise. It has no need to exist if the time will end the game naturally. *Renhou* is considered to have some value, but not enough to be worth a *yakuman*. Should other *yaku* exist in the hand, *renhou* hands can be worth *haneman* or more.

3.2.5 No ryanhan shibari.

Ryanhan shibari, like *paarenchan*, has no place in a competitive environment, creating quasi-magical restrictions when none are necessary, warranted, or beneficial to the game.

3.2.6 Tenpai-renchan.

A dealer who is not *tenpai* loses the deal. Club environments may use *nanba-renchan* (dealers in South Round stay until bounced), but this is neither present in competitive or gambling contexts.

3.2.7 Proper furiten required.

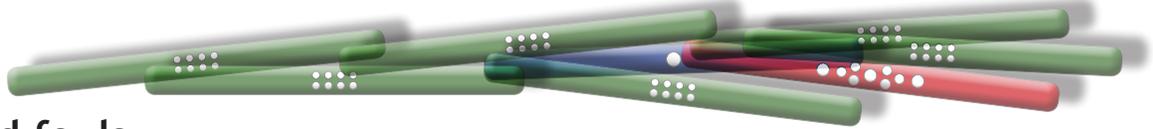
For those coming from other Mahjong variants, or players following guides published by the European Mahjong Association, please understand that there are three forms of *furiten* (transient, persistent, permanent), and the only way to erase the state of *furiten* is after one's own player action involving a draw or call, followed by a discard.

- **Transient furiten** occurs when a player discards a tile that you could win on but do not, due to ignoring it, missing it, aiming for more points, or even if your hand had a winning shape but no *yaku* on that wait.
- **Persistent furiten** occurs when a player has discarded on their own a tile that could later be used to form a winning hand or the shape of a winning hand. This state persists for as long as a player does not change his hand's shape and wait to not be affected by said tile any longer.
- **Permanent furiten** occurs when a player was already in a form of persistent *furiten* when calling *riichi*, or at the very first occurrence of a player ignoring a winning tile (like transient *furiten*) and as the name implies, lasts for the rest of the current hand.

Player calls do not reset transient or persistent *furiten*, irrespective whether the calls "skip over" a player or not. Also, self-picking a winning tile is always allowed despite being in *furiten*.

3.2.8 Last-hand riichi sticks are removed from the game.

This is apparently a common practice. Therefore, it seems like there is no significant impact to include this as-is.



3.3 Faults and fouls

3.3.1 1 to 5 tiles (from anywhere but opponent's hands) = 1,000 pt deposit.

The dead wall is just dead, not sacred or special.

3.3.2 1 to 5 tiles from an opponent's hand = dead hand.

This is one of three fouls in the game worth a dead hand. It's the minimum penalty required when touching someone else's possessions.

3.3.3 6+ tiles from anywhere = chombo.

Pretty clear. 6 tiles seems to be the universal standard.

3.3.4 False ron call with no tiles shown = dead hand.

A slip of the tongue, or an error in recognizing a tile? Well, that happens, but it will cost you. You may not downgrade a *ron* or *tsumo* call: please exercise appropriate caution.

3.3.5 False ron call with tiles shown = chombo.

Taking it back is insufficient as players have seen too much information.

3.3.6 Illegal upgrade of a call = chombo.

Call *pon/chii*, take the tiles, figure out what to throw then decide to "win"? That's a major violation.

A legal upgrade is a quick correction from *chii/pon* to *ron*. No tiles must have been exposed at that time, and it should be fairly quick from the initial slip of the tongue.

3.4 Extra rulings

3.4.1 Scoring sheets (for marking the final game score) along with a point grid will be provided.

	East: _____	South: _____	West: _____	North: _____
Raw score	14600	22300	36900	46200
Diff. score	-15400	-7700	+6900	+16200
Penalty	...	-10000
Adjusted score	...	-17700
Divide by 1000	-15.4	-17.7	+6.9	+16.2
Placing bonus	-5	-15	+5	+15
Net score	-20.4	-32.7	+11.9	+31.2

3.4.2 Yaku sheets are not provided

Players with them may not consult them during a match (from East 1 to South 4).

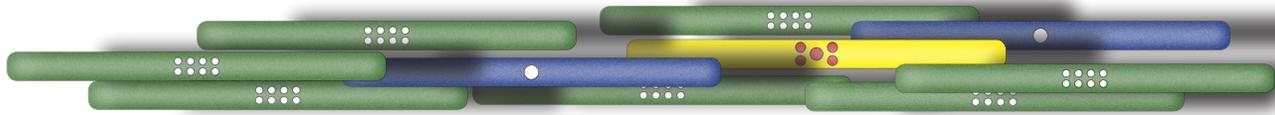
Should there be a dispute regarding how certain fringe rules are scored, ask the table. Should you wish to consult to see if your hand is valid, you cannot. You may not ask others during a hand either, as it could provide strategic information to your opponents.

3.4.3 Violations of the rules are potentially subject to 10,000 point deductions.

Chombo is subject to this penalty. Being late (>10 s) to your game is also subject to this penalty.

3.4.4 Cheating will lead to immediate expulsion.

Standards of proof are not subject to debate.



3.4.5 Self-arbitration is both encouraged and required.

The referee is responsible for the tournament, not for each individual. Rule jockeying will be severely warned the first time, then penalized subsequent times.

3.4.6 Scoring is done with point sticks

Please overpay quickly and efficiently. Do not dive for 26 green sticks for payment. If the first hand requires a payment of 5,800 points, this is the classic case where a player should pay with 6,000 points and wait for change as opposed to counting 8 green sticks.

3.4.7 All calls should be vocalized cleanly and effectively.

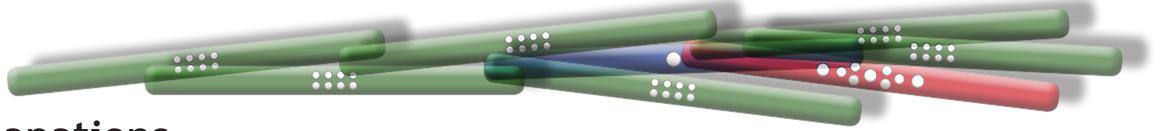
If you have a problem articulating P/R, or in general: let the table know. If the table has to warn a player twice, the third time may be subject to a dead hand ruling. Please be aware that we ask this because there are regular and recurring issues surrounding this worldwide. There should be a difference between a rolling r and an explosive p.

3.4.8 No foreign objects allowed on the game tables.

Placing a beverage, food or a rack/ruler (or anything else not necessary) on a game table is subject to a 10,000 point deduction per violation. Should it be accidental, we trust the good judgment of players to simply correct the mistake and move on. The only items that should be present on the table are the tiles, dice, point sticks, novice markers, as well as pen and paper at the end of a game.

3.4.9 Point declarations: frequency and limits

Point declarations are not always mandatory. Should a player request the score from the whole table, he may do so when the table enters South Round, as well as when the game enters South 4. It is mandatory to answer when asked at these points in the match. It is optional to both ask and answer score-related questions at any other time. However, for the sake of the mutual arbitration principle, it is considered a violation to ask for someone's points and then refuse to answer in turn.



4 Rule explanations

This section, like the rest of the document, assumes people know how to play. As such, the goal is to specify actions and mechanisms instead of teach them. However, in the interest of initiated novice players, these are reminders suitable for them. Advanced players can ignore this section completely.

4.1 Valid hand size

4.1.1 Starting hand

A valid starting hand, and any later hand with no calls made has 13 tiles when someone else has the action, and 14 when the player has the action, having taken a tile from the wall, and preparing to discard.

4.1.2 Hand with calls made

A valid hand with calls made will have 13 tiles minus 3 tiles per group called (even kans, so 1, 4, 7, 10 tiles). A valid hand for the player with the action will have one more tile after drawing or calling a tile (2, 5, 8, 11 tiles) before discarding.

4.1.3 Hand with kans made

A valid hand with kans made will have 4 tiles in a called group placed to the side. As a player spends an extra tile to make a group, following a kan call, the player must take his replacement tile from the back of the wall to compensate for the used tile. The winning hand will have more than 14 tiles, but will still have 4 groups and a pair. Kans count as sets for all yaku counting purposes: sa live open kan counts as an open set, not a closed one.

4.1.4 Wrong count of tiles

Should it be determined that a player has too many or few tiles, their hand is dead.

4.2 Dead hand

4.2.1 What can cause a dead hand

A dead hand can be caused by having too many or too few tiles (4.1.4), knocking an opponent's tile from their hand (3.3.2) or calling a false ron that did not expose any tiles (3.3.4).

4.2.2 What is implied by a dead hand

They must continue drawing and discarding, vulnerable to the other player's ron or tsumo calls. They may not make new calls, may not call riichi, may not win by ron or tsumo, and may not collect tenpai bonuses for the hand in progress. They may still try to defend, discarding a tile from the hand rather than forced to discard the latest drawn tile. Because people always ask, a dead hand with a valid riichi declaration does not receive tenpai points but is not subject to chombo.

4.3 Numeric scoring precisions

4.3.1 Hand value

A hand value consists of calculating a han point value and a fu point value and transforming those values into a point value through either the exponential formula or by looking up the point table.

4.3.2 Han points

Generally assimilated to the exponent in the formula, han points are scored from the various yaku as well as dora bonuses. Some yaku are worth less when opened: sanshoku plus junchan when open is worth 3 han but when closed, it is worth 5 han.

4.3.3 Fu points

Generally assimilated to the base value in the formula, fu points are scored from the classical guide. A winning hand is awarded 20 fu plus various points per set (2 points) that can be terminal tiles (x2), concealed as opposed to open (x2), and kans instead of sets (x4). Waits that can be considered to be single in nature (despite the hand maybe having more than one wait: edge waits, closed waits, single waits) earn 2 points, a pair of value tiles is also worth 2 points, as is self-picking the winning tile from the wall (2 points, only optional if pinfu is present otherwise). A hand winning off a discard is considered to have an exposed set with the winning tile. Even so, a fully-concealed hand winning off a discard earns 10 extra fu. A fully-concealed hand winning off a self-picked tile is instead worth 1 han (which is always worth significantly more than 10 fu).

4.3.4 The formula

Point tables exist in order to not memorize this formula, most people memorize scores based off the point sheet, or refer to it when learning. Nevertheless, for the sake of completeness, a “share” of points is calculated as:

$$\text{share} = \text{fu} * 2^{(2+\text{han})}$$

(share cannot exceed 2000, otherwise share = 2000)

Winning earns 4 shares as a non-dealer, or 6 shares as a dealer.

- For hands won off a discard (ron), the discarder pays everything.
- For hands won by self-pick, a non-dealer gets 2 shares from the dealer, and 1 share from each of the other two players. A dealer would receive 2 shares from each player.

The final amounts once multiplied are rounded to the higher 100 points. 800 remains 800, 3840 becomes 3900.

4.4 Yaku explanations

Novice players still learning yaku may appreciate this section, advanced players may find this section redundant. Please note the use of symbolic notation: some hands require the use of tiles from a given suit, and may need tiles from another suit. With the exception of All Green (ryuuisou), any hand presented with a suit can be made with another suit. Winning hands are composed of 14 tiles in 4 groups of 3 tiles (kans count as 3 for this purpose) plus a pair, with two exceptions for 7 pairs and 13 orphans.

4.4.1.1 Tan'yao [1 han (“simple hand”)]

This yaku is a staple in riichi mahjong, in which a hand consists of simple tiles. Anything possessing a legal shape consisting only of these tiles. No ones, nines, winds or dragons are allowed.

Simple tiles allowed: ②③④⑤⑥⑦⑧ ②③④⑤⑥⑦⑧ ②③④⑤⑥⑦⑧

Example: ②③④ ⑦⑦⑦ ③④⑤ ⑤⑥⑦ ⑥⑥

4.4.2.1 Chanta[▽] [2 han closed, 1 han open (“outside hand”)]

This yaku is the polar opposite of tan'yao, where every group must contain terminal tiles. Triplets (sets of three) and pairs of two must be made of terminal tiles, which are ones, nines, winds and dragons. This hand also allows the use of outside sequences (runs) of 123 and/or 789. Because there are hands that build on this concept of using external tiles, a chanta hand will always have at least one sequence, and either a triplet or pair of winds or dragons.

Terminal tiles allowed in groups and pairs: ①⑨ ①⑨ ①⑨ 東南西北中白發

External sequences also allowed: ①②③ ⑦⑧⑨ ①②③ ⑦⑧⑨ ①②③ ⑦⑧⑨

Example: ⑦⑧⑨ ①①① ①②③ 西西西 白白



4.4.2.2 Junchan[▽] [3 han closed, 2 han open (“pure outside hand”)]

This hand is an improved version of chanta, where ones and nines must be present in every group and pair. No winds or dragons are allowed for this hand.

Improved hands such as junchan do not count its easier version such as chanta.

External tiles allowed in sets and pairs: ①⑨①⑨①⑨

External sequences allowed: ①②③ ⑦⑧⑨ ①②③ ⑦⑧⑨ ①②③ ⑦⑧⑨

Example: ①②③ ⑨⑨ ①②③ ⑦⑧⑨ ⑦⑧⑨

4.4.2.3 Honroutou [2 han (“all terminal sets”)]

This hand is an improved version of chanta, where no sequences are present.

Improved hands such as honroutou do not count its easier version such as chanta.

Terminal tiles allowed in sets and pairs: ①⑨①⑨①⑨ 東南西北中白發

Example: ①①① ⑨⑨⑨ 南南南 北北北 中中

4.4.2.4 Tsuiisou [yakuman (“all winds and dragons”)]

This hand is an improved version of chanta, where winds and dragons are the only tiles present.

Improved hands such as tsuiisou do not count its easier version such as chanta or honroutou, and yakuman do not count smaller hands.

Wind and dragon tiles allowed in sets and pairs: 東南西北中白發

Example: 東東東 西西西 北北北 白白 發發發

4.4.2.5 Chinroutou [yakuman (“extreme hand”)]

This hand is an improved version of chanta, where ones and nines are the only tiles present.

Improved hands such as chinroutou do not count its easier version such as chanta or honroutou, and yakuman do not count smaller hands.

External tiles allowed in sets and pairs: ①⑨①⑨①⑨

Example: ⑨⑨⑨ ①①① ⑨⑨ ①①① ⑨⑨⑨

4.4.3.1 Sanshoku doujun[▽] [2 han closed, 1 open (“three-color sequences”)]

This hand is a hand that can be made by collecting three sequences with the exact same digits in each of the three suits. This hand can be made on its own, or as a complement to most other yaku, whether tan’yao or chanta, as long as 3 sequences can be present. This hand can be called or not, however opening this hand does lower its award from 2 han to 1 han.

Tiles allowed in remaining group and pair: any

Example: ⑥⑦⑧ ⑥⑦⑧ ⑥⑦⑧ 北北北 白白

4.4.3.2 Ikkitsuukan[▽] [2 han closed, 1 open (“straight”)]

This hand is a hand that can be made by collecting three sequences covering all digits from 1 to 9 in one of the three suits exclusively. This hand can be made on its own, or as a complement to some other yaku, as long as 3 sequences can be present. This hand can be called or not, however opening this hand does lower its award from 2 han to 1 han. Note that it is not sufficient to have the nine digits: the final shape must delimit three sequences of “1-2-3”, “4-5-6” and “7-8-9”.

Tiles allowed in 3 sequences: ①②③+④⑤⑥+⑦⑧⑨/①②③+④⑤⑥+⑦⑧⑨/①②③+④⑤⑥+⑦⑧⑨

Tiles allowed in remaining group and pair: any

Example: ①②③ ④⑤⑥ ⑦⑧⑨ ③④⑤ 白白

4.4.3.3 °Pinfu° [1 han, must be closed (“flat hand”)]

This hand is a common hand that requires 4 sequences and a pair, and that no extra fu points be scored with the hand. Therefore, the following must be true:

- **Waiting on a sequence:** cannot wait for the pair.
- **Waiting on an open-ended sequence:** the sequence must have both sides available. _67_ acceptable; 5678 not acceptable (pair-or-pair nobetan wait); _89_ not acceptable (no 10 tile, or 0 tile for _12_)
- **The pair must not be an honour tile:** Neither dragons, nor round wind, nor seat wind allowed. Guest winds allowed (e.g.: East pair in South Round by any player not East is allowed).

If a player self-picks, the 2 fu points may be ignored.

Pinfu ron is always 30 fu. Pinfu tsumo is 20 fu (with a minimum of 2 han for “pinfu tsumo”).

Tiles allowed in sequences and pair: any numerical tiles

Tiles potentially allowed for the pair: Guest winds that would not provide points for yakuhai.

Example: ④⑤⑥ ②③④ ⑦⑧⑨ ①②③ 東東 (Never for dealer, never in East round)

4.4.3.4 °Iipeikou° [1 han, must be closed (“copied sequence”)]

This hand is a simple concept, requiring the possession of two identical sequences in the same suit with the same numerical values in the final shape. It is not sufficient to simply have two copies of three successive numbers in a suit (see 4.4.3.5 Chiitoitsu). Given the relative ease to obtain six tiles, this hand must be closed for iipeikou to count, not just the two sequences. The other 8 tiles can be anything, forming two groups and a pair, and the hand can wait on any tile to finish, whether from the sequences in iipeikou, or from the rest of the hand. This hand does not require an open-ended wait like pinfu.

Tiles allowed in remaining 2 groups and pair: any

Example: ②③④ ②③④ ①①① ⑨⑨⑨ 東東

4.4.3.5 °Chiitoitsu° [2 han, must be closed (“seven pairs”)]

This hand is a special hand with a special shape: assemble seven pairs of any tiles. Naturally, the hand must remain concealed as players cannot call pairs. Should six tiles in hand form three successive pairs in the same suit, this is completely ignored: the tiles do not form two sequences but three pairs. Five pairs and four identical tiles do not qualify, nor do any similar extreme case. Chiitoitsu is always 25 fu. If a score sheet omits the 25 fu line, read the 50 fu line with 1 less han. A chiitoitsu hand with 6 han is still a haneman hand: the 1 less han trick is only indicative. Tiles allowed in pairs: any, but seven unique and distinct pairs are required.

Example: ③③ ②② ③③ ④④ ①① 東東 發發

4.4.3.6 °Ryanpeikou° [3 han, must be closed (“double copied sequences”)]

This hand is a hand with 12 tiles forming two groupings of two identical sequences in a concealed hand. This hand shares characteristics of both iipeikou (present twice), and could be seen as a hand with seven pairs. However, this is a hand that is viewed as a standard hand, formed with four sequences and a pair.

Improved hands such as ryanpeikou do not count its easier version such as iipeikou or chiitoitsu.

Tiles allowed in the four sequences: any numerical tiles

Tiles allowed in remaining 2 groups and pair: any

Example: ②③④ ②③④ ①②③ ①②③ 發發



4.4.3.7 ^oDaisharin^o [yakuman, closed only (“big wheel”)]

This yakuman hand is an ultimate form combining the restrictions of tan’yao, chin’itsu, pinfu and ryanpeikou. The tiles from 2 to 8 from one suit must be all present in two copies each. Yakuman do not count smaller hands.

Special note: This tournament allows this hand as a yakuman. The chances of obtaining it are incredibly low. Many places, including the last WRC disallowed counting this hand. Despite this being a globally accepted practice, this is probably the biggest exception to standard practices. **This yakuman is allowed at the 1st NARO and is not binding on future NARO events here or anywhere. Without this yakuman, the hand would be worth sanbaiman regardless.**

Simple tiles allowed: ②③④⑤⑥⑦⑧ OR ②③④⑤⑥⑦⑧ OR ②③④⑤⑥⑦⑧

Example: ②②③③④④⑤⑤⑥⑥⑦⑦⑧⑧

4.4.4.1 Sanshoku doukou [2 han (“three-color triplets”)]

This hand is a simple concept to execute but rare to obtain in practice. Any numerical value can be used, with a triplet in pinzu, a triplet in souzu, and a triplet in manzu with the same numerical value. The other group (triplet or sequence) and the pair can be anything. Naturally, quads count as sets, and the identical digit tiles must form three triplets. Two sets of threes with 33345678 in the third suit would not qualify.

Tiles allowed in remaining group and pair: any

Example: ①①① ①①① ①①① ②③④ ⑤⑤ (Assume a five was not present and the third suit is in hand. Waiting on a 2 or 5 will count, not on a 6.)

4.4.4.2 San’ankou [2 han (“three concealed triplets”)]

This hand is a hand that requires that three groups be complete triplets and remain concealed in hand. The last group and the pair can be anything, exposed or concealed.

Note 1: This question always comes up, completing a set on a winning discard exposes the triplet. Even if the hand counts as concealed, the group does not. Self-picking the tile counts as maintaining a concealed triplet.

Note 2: This question comes up less often for quads. Concealed kans (ankan) count as concealed sets, called kans (daiminkan) are exposed sets even if three tiles were in hand. Filled kans (kakan/shouminkan) are naturally exposed sets that were upgraded.

Tiles allowed in concealed sets: any 3 concealed triplets

Last group: any, can be exposed or concealed, a triplet or a sequence.

Final pair: any.

Example: ⑨⑨⑨ ①①① ⑨⑨ ①①① ⑨⑨⑨

4.4.4.3 ^oSuankou^o [yakuman, closed only (“four concealed triplets”)]

This yakuman hand is an improved version of san’ankou, where four concealed triplets are in the hand. Naturally, no sequences can be present, and the hand by definition must be concealed. However, the pair (single tile plus discard) may be the exposed hand element to win off a discard (ron). A two-pair wait must be won by self-pick (tsumo) to count the yakuman. Winning off a discard with three concealed triplets and two pairs in hand scores san’ankou and toitoi, not suankou.

Yakuman do not count smaller hands.

Tiles allowed in sets and pairs: any

Example: ⑨⑨⑨ ④④④ ②②② ⑨⑨⑨ 東東 all concealed. Can ron East tile or tsumo other.

4.4.4.4 Toitōi [2 han (“all triplets”)]

This hand is an easy to understand hand: all 4 groups must be triplets, plus a pair. Triplets may be exposed or concealed.

Tiles allowed in sets and pair: any

4.4.4.5 Suukantsu [yakuman (“all quads”)]

This yakuman hand is a rare occurrence, in which a player can obtain four quads, to the exclusion of any other player forming a quad of their own. The player must still complete the hand by winning on the final pair. Quads may be concealed or exposed.

Tiles allowed in quads and pair: any

4.4.4.6 Sankantsu [2 han (“three quads”)]

This hand is a hand with three quads made by the same player. Because of the no-abort rule, another player may make a fourth quad without stopping the game. The last group can be a triplet or a sequence.

Tiles allowed in 3 quads, the last group and pair: any

4.4.5.1 Hon’itsu[▽] [3 han closed, 2 han open (“mixed flush”)]

This hand is a hand that requires a player to build a complete hand using only one suit, along with winds and dragons. This hand is worth more closed but can be easily made as an open hand.

External tiles allowed in sets and pairs: any one suit plus winds and dragons

Example: ①①① ③③ ③④⑤ 發發發 中中中

4.4.5.2 Chin’itsu[▽] [6 han closed, 5 han open (“full flush”)]

This hand is an improved version of chanta, where ones and nines are the only tiles present.

Improved hands such as chinroutou do not count its easier version such as chanta or honroutou, and yakuman do not count smaller hands.

External tiles allowed in sets and pairs: any one suit only, no winds or dragons

Example: ①① ①②③ ④④④ ⑥⑦⑧ ⑧⑧⑧

4.4.5.3 Ryuuïsou [yakuman (“all green”)]

This yakuman is a special hand with the general form of 4 groups and a pair, restricted to the 2, 3, 4, 6, 8 of bamboo and the green dragon. Presence of the green dragon is optional: the hand is difficult enough as is to compose a 14-tile hand from a pool of 24 tiles. If a tile has another colour on it (usually 3-sou), it is assumed that it is still included as part of the “all green” yakuman.

This hand is special as it does not exist in the other two suits (pinzu or manzu), nor does Japanese recognize similar hands in other suits like Chinese variants.

Yakuman do not count smaller hands.

External tiles allowed in sets and pairs: ②③④⑥⑧發 only

Example: ②③④ ②③④ ⑧⑧⑧ 發發發 ③③

4.4.6.1 Yakuhai [1 han (“yaku tiles: dragon, round wind, or seat wind triplets”)]

This hand consists of having a triplet (or quad) of any dragon, or the current round wind, or the seat wind. The rest of the hand can be anything. Double winds (renfonpai) that are simultaneously both the round and seat wind are worth a total of 2 han.

Example: ②③④ ⑧⑧⑧ ③④⑤ 發發 中中中



4.4.6.2 Shousangen [2 han (“little three dragons”)]

This hand is a yaku that rewards not only the prerequisite two dragon yakuhai, but the presence of a pair of the third dragon. Concretely, this hand guarantees 4 han: two yakuhai, and two for shousangen. Because two dragon yakuhai can exist without the third pair, the hand is not part of the family of hands that exclude simpler components.

Example: 678 ①①① 發發發 中中中 白白

4.4.6.3 Daisangen [yakuman (“big three dragons”)]

This yakuman hand is simple to describe, and obviously very difficult to obtain. All that is needed are three dragon triplets. The other group and pair can be anything.

Improved hands such as daisangen do not count its easier version such as shousangen or yakuhai, and yakuman do not count smaller hands.

Example: ⑨⑨ 678 發發發 中中中 白白白

4.4.6.4 Shousuushii [yakuman (“little four winds”)]

This yakuman hand is simple to describe, and obviously very difficult to obtain. All that is needed are three wind triplets and a pair of the fourth. The other group can be anything.

Yakuman do not count smaller hands.

Example: 678 東東東 南南南 西西 北北北

4.4.6.5 Daisuushii [yakuman (“big four winds”)]

This yakuman hand is simple to describe, and obviously very difficult to obtain. All that is needed are four wind triplets. The final pair can be anything.

Yakuman do not count smaller hands.

Example: 77 東東東 南南南 西西西 北北北

4.4.7.1 [⊙]Menzen tsumo[⊙] [1 han, closed (“fully concealed (self-picked) hand”)]

This hand requires that the contents of the hand have been obtained solely by self-picking everything, **including the last tile needed**. The hand can be anything that conforms to the standard shape (4 groups and a pair), or the seven pairs shape. This yaku is not counted when kokushi musou is earned, as a yakuman hand ignores smaller hands.

4.4.7.2 [⊙]Menzen ron[⊙] [important: not a yaku (“fully concealed hand won off a discard”)]

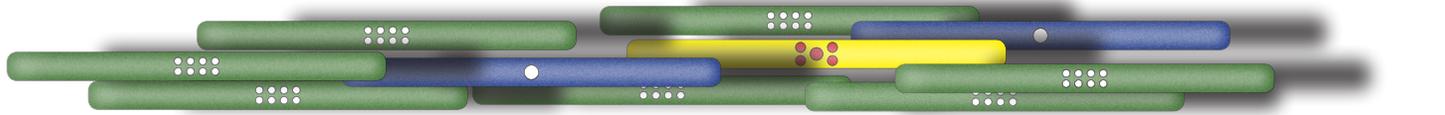
Actual reward: 10 fu points.

This hand requires that the contents of the hand have been obtained solely by self-picking everything, **except the last tile needed**, obtained from a discard. The hand can be anything that conforms to the standard shape (4 groups and a pair), or the seven pairs shape. This yaku is not counted when kokushi musou is earned, as a yakuman hand ignores smaller hands.

4.4.2.5 Dora [important: not a yaku (“bonus tile”)]

Actual reward: 1 han per dora tile. Multiple dora indicators will multiply the bonuses earned.

This is not a hand, but a bonus earned by including in the winning hand the bonus tile indicated in the dead wall. **This is not a yaku:** having a dora with no yaku will cause a major foul, forcing a chombo payment.



4.4.7.4 **Kandora [important: not a yaku (“added bonus tiles from kans”)]**

Actual reward: 1 han per kandora tile. Multiple dora and kandora indicators will multiply the bonuses earned.

This is not a hand, but a bonus earned by including in the winning hand the bonus tile indicated in the dead wall. **This is not a yaku:** having a kandora with no yaku will cause a major foul, forcing a chombo payment.

4.4.8.1 **°Riichi° [1 han (“ready hand”)]**

This hand requires that the player seeking to earn the riichi yaku, along with the ability to check ura-dora and ura-kandora, declare a ready hand (waiting on a tile to win) by turning the tile to be discarded, calling “riichi”, and depositing a 1,000-point deposit, earned by the winner of the hand. The deposit is only confirmed if no one claims that immediate discard to win, although the discarder will pay up more regardless.

Winning by self-pick: riichi, menzen tsumo, ...

Winning by discard: riichi, (+10 fu for menzen ron), ...

Extra bonuses: Ura-dora and ura-kandora bonuses; the indicators are under the dora and exposed kandora.

4.4.8.2 **°Ippatsu° [+1 han (“one-shot”)]**

This is an extra bonus earned after declaring riichi: a player who declares riichi and can win before or on their next discard earns one extra han. Should there be any calls for tiles, this bonus is void. Riichi calls from other players do not void this bonus.

4.4.8.3 **°Double riichi° [+1 han (“starting ready hand”)]**

This is an extra bonus to the riichi yaku, earned if the player declares riichi on their very first turn. Should there have been any calls for tiles prior to calling riichi, this bonus is void.

Note: In club games allowing open riichi, the bonuses are cumulative, not multiplied.

4.4.8.4 **°Ura-dora° [important: not a yaku (“bonus tile under dora indicator”)]**

Actual reward: 1 han per ura-dora tile. Multiple dora indicators will multiply the bonuses earned. This is not a hand, but a bonus earned by including in the winning hand the bonus tile indicated in the dead wall under the dora indicator when winning after a riichi declaration. **This is not a yaku:** ura-dora can only exist following a successful riichi declaration and win.

4.4.8.5 **°Ura-kandora° [important: not a yaku (“bonus tile under added dora indicator after kans”)]**

Actual reward: 1 han per ura-kandora tile. Multiple dora indicators will multiply the bonuses earned.

This is not a hand, but a bonus earned by including in the winning hand the bonus tile indicated in the dead wall under the kandora indicators when winning after a riichi declaration. **This is not a yaku:** ura-kandora can only exist following a successful riichi declaration and win.

4.4.9.1 **Haitei tsumo [1 han (“Self-picked win on last draw”)]**

This hand is a circumstantial hand that counts even if no other yaku are present. The player who draws the very last tile from the live wall who manages to complete his hand can earn 1 han with this yaku.

Note: You may not claim this yaku if you call the second last tile from the live wall, call a kan then declare a win (see Section 4.4.9.3). The kan replacement tile is the very last tile, but not “the very last tile from the live wall.”



4.4.9.2 Houtei ron [1 han (“Win off final discard”)]

As opposed to *haitei tsumo* (4.4.9.1), the player who makes the final discard is liable to pay whoever can win on the final discard one extra han with this circumstantial yaku. The final discard does not have to be the same tile as the final draw. This is a proper yaku in its own right: a hand without any other yaku can still win with this.

4.4.9.3 Rinshan kaihou [1 han (“Win off the replacement tile”)]

This hand is a circumstantial yaku where a player who can declare a quad can win off the replacement tile provided immediately following the kan call. This hand is a proper yaku in its own right: a hand without any other yaku can still win with this. This hand cannot cumulate with *haitei tsumo* (see Section 4.4.9.1).

4.4.9.4 Chankan [1 han (“Robbing the quad”)]

This hand is a circumstantial yaku where a player who sees someone declare a quad with their winning tile can win off the player who immediately made the quad. This hand is a proper yaku in its own right: a hand without any other yaku can still win with this. The kan must be an open kan (known as a late or filled kan) that adds a fourth tile to three already exposed tiles in a called set. A simultaneous call for a completed kan (from 3 tiles in hand) and a win off a discard ignores the kan call. A concealed kan for a terminal tile could be overridden for winning with 13 Orphans only.

4.4.10.1 ^oKokushi musou^o [yakuman (“13 Orphans”)]

This special yakuman hand requires 13 singletons consisting of every 1 tile, every 9 tile, every wind and every dragon, plus one copy of any of those tiles. This hand is so special, that it can even override the usual safety of calling a concealed quad by robbing the quad if ready for that tile when it is called.

Example: ①⑨東南西北北①①⑨中白發+⑨

4.4.10.2 ^oChuuren poutou^o [yakuman (“Nine Lanterns”)]

This yakuman hand is a single-suited hand with three copies of the 1, three copies of the 9, a copy of each of the 2 to 8 in the same suit along with one extra copy of any tile. Regardless of what tile is missing, there is always a way to build a legally complete hand from a concealed hand with those tiles. This hand is however highly susceptible to furiten conflicts with non-yakuman waits. Any suit can be used, but only one suit in the hand. This can naturally win off someone’s discard, but the hand must remain concealed.

Improved hands such as chuuren poutou do not count its easier version such as chin’itsu or ikkitsuukan (only present if the copied tile is a 1 or 9), and yakuman do not count smaller hands.

Required shape, fully concealed: ①①①②③④⑤⑥⑦⑧⑨⑨⑨+☆

Required shape, fully concealed: ①①①②③③④⑤⑦⑧⑨⑨⑨+☆ (6 only, other waits 1 et 9)

4.4.10.3 Tenhou [yakuman (“heavenly hand”)]

This yakuman hand is a simple concept: start the game as dealer with a complete hand on the deal. No other yaku are required. Chances of obtaining a miracle start are about 7 per million.

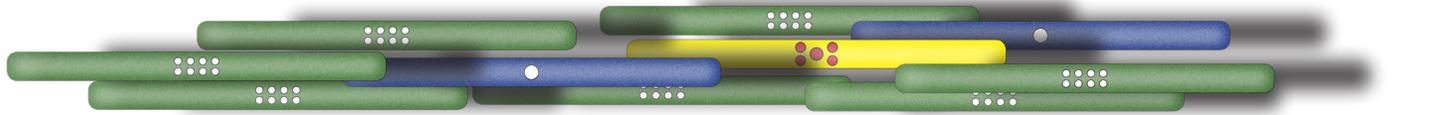
Miracle starts are yakuman and do not count smaller hands.

4.4.10.4 Chiihou [yakuman (“earthen hand”)]

This yakuman hand is a simple concept: start the game as a non-dealer with a complete hand on the first draw on the first turn. No other yaku are required. Chances of obtaining a miracle start are about 7 per million.

Note: A call for tiles, including closed quads made prior to playing invalidate this hand.

Miracle starts are yakuman and do not count smaller hands.



4.4.10.5 Renhou [5 han (“manly hand”)]

This yakuman hand is a simple concept: start the game as a non-dealer with a complete hand won off someone’s discard prior to making a first draw on the first turn. No other yaku are required.

Note: A call for tiles, including closed quads made prior to playing invalidate this hand.

Renhou has many possible settings for winning scores. Some places score yakuman, others nothing. At the 1st NARO, renhou is a 5-han yaku that can add points from other yaku if present.

4.4.10.6 Nagashi mangan [special 5-han yaku (“pool of dreams”)]

This special hand is not in the hand, but discarded from it. Should a hand end on the 70th discard with no winner, if a player has discarded nothing but terminal tiles, has not called any tile, nor has had any discard of theirs called, the player would then earn a mangan payment for nagashi mangan. This overrides the tenpai/noten payments as well as any check for furiten riichi.

5 How to play, manners, basic etiquette

As with Section 4, this section is in the interest of new learners and initiated novices still seeking aid to master the basics of the game.

5.1 Basic play and setup

5.1.1a Material

A mahjong game’s contents consists of having 136 tiles [*hai*] to play with, point sticks [*tenbou*] or point chips, two dice, and optionally, a first dealer marker [*chiicha*].

5.1.1b Player positions

Players take turns being dealer in a sequential manner, the deal being passed to the player on the right. This means almost everything in Japanese Mahjong occurs in a counter-clockwise manner. ♯ The designated first dealer is known as the East player, the person on his right is the South player, the person across is the West player, and the person to his left is the North player. When the deal passes hands, the person who was South becomes East, the West player becomes South, the North player becomes West and the East player becomes North. **This is contrary to the compass winds, something to simply accept.**

5.1.2a Tile setup

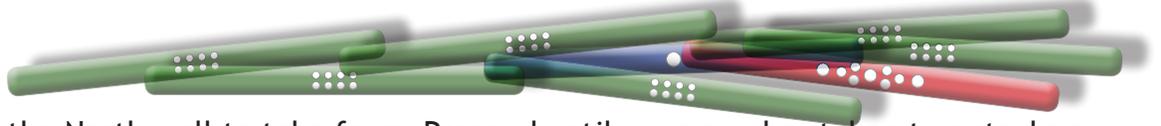
Tiles are shuffled face-down, and then built to form a wall [fig.: *yama*, lit.: *kabe*]. This wall serves the same purpose as a deck of cards. The wall consists of 4 sides, one in front of each player, 17 tiles wide and 2 tiles high.

5.1.2b Dice roll and wall break

After the walls are built, the dealer throws the dice and counts which wall to break from, starting from himself (1), going counter-clockwise (2, 6, 10 to the right; 3, 7, 11 across; 4, 8, 12 to the left) to select the wall. Once the wall is selected, the break is performed by moving **clockwise** on the selected player’s wall and separating as many tile stacks as indicated by the dice.

5.1.2c Deal

The dealer takes the next two stacks to add 4 tiles to start forming a hand. The South player takes the next two stacks, and so on in a clockwise manner. As an example, if the dealer rolls 12, the dealer will take tiles from the wall on his left (North), and from the corner between North and East, East will count 12 stacks and break the wall there. East will then take stacks 13 and 14, South will take stacks 15 and 16, West will take stack 17 as well as stack 1 from the West wall, as



there are none left in the North wall to take from. Proceed until everyone has taken two stacks a total of three times. East will then take the top tile of the next stack, South will take the bottom tile of the stack East took from, West will take the top tile of the next stack, and North will take the bottom tile of that stack. As East has to start, he will draw the top tile of the next stack. In practice, dealers often will take their 13th and 14th tile at the same time, going immediately for the tile in the 3rd stack available once everyone has 12 tiles in hand.

5.1.2d Discard area

The discard area is known as the river [kawa]. Each player will eventually discard tiles in an orderly fashion, forming lines of six tiles and placing subsequent discards below the first line. It is preferable to leave a square space six to seven tile widths free in the center, and place tiles neatly outside and next to that square. If none is present, a best effort to approximate that space is appreciated.

5.2.1 Game phases

The game has a hierarchy of phases.

Match (usually a *hanchan*) > Round (one wind) > Game (coll.: “one hand”) > Turn > Action

5.3.1a Action phases

On a player’s action [*ban*] (4 players’ actions or less per turn [*jun*]) :

- They can draw a tile, and discard a tile.
- They may call a tile that was just discarded if they can expose a valid group to claim it, and then discard without drawing.
- They may claim a win off a tile that was just discarded.
- They may draw a tile and claim a win at that moment.
- They may draw a tile, claim a quad (“*kan*”), obtain a replacement tile, and either discard, declare a win, or *kan* again.
- They may call an open *kan* from the latest discarded tile, obtain a replacement tile, and either discard, declare a win or *kan* again.

Prior to discarding, a player with a fully concealed hand may declare “*riichi*” to signal a ready hand, paying the 1,000 point deposit.

5.3.1b Legal call types

A player can call to complete a sequence with a tile discarded by the player to his left only. This form of melding is called “*chi*”.

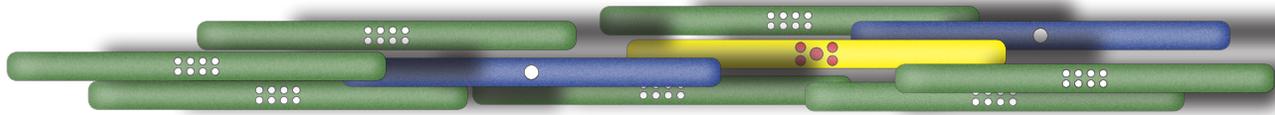
A player can call to complete a triplet with a tile discarded by any other player. This form of melding is called “*pon*”.

A player can call to complete a quad with a tile discarded by another player, adding it to a concealed triplet from their hand. This form of melding is announced “*kan*”. *Kan* itself can be used to designate the quad, or any of the three methods of announcing a quad.

A player can call “*ron*” to claim a discard to complete his hand. The hand will score points as long as it has a winning condition, known as a “*yaku*”, and is not in a “*furiten*” state.

A player on his own turn can call “*kan*” to add a tile to an exposed triplet or to reveal a closed *kan* with 4 tiles from the hand, and can claim a replacement tile.

A player on his own turn can call “*tsumo*” to signal a complete and winning hand. The hand will score points as long as it has a winning condition, known as a “*yaku*”.



5.3.2 Endgame scenarios

5.3.2a Self-pick win

A player can declare *tsumo* to announce a self-picked winning hand.

5.3.2b Discarded win

A player can declare *ron* to announce a winning hand, claiming someone's discard.

5.4.1 Exhaustive draw

An exhaustive draw [*ryuukyoku*] can occur if after 70 discards in the river, no one has claimed a winning hand.

5.4.2 Abort draws

While not used in the tournament, there are ways of causing a game to abort. Four identical discarded winds on the first turn, four riichi, four quads by different people, and three simultaneous win calls off the same discard can provoke this result.

5.4.3a Furiten

(Echoing Section 3.2.7 of the tournament rules)

Furiten is a vital component of Japanese Mahjong that cannot be ignored. *Furiten* is a collection of restrictions that severely punish hands that could have potentially won with a previous discard (from someone else) or a discarded tile (from one's own river). There are three forms of *furiten* (transient, persistent, permanent), and the only way to erase the state of *furiten* is after one's own player action involving a draw or call, followed by a discard.

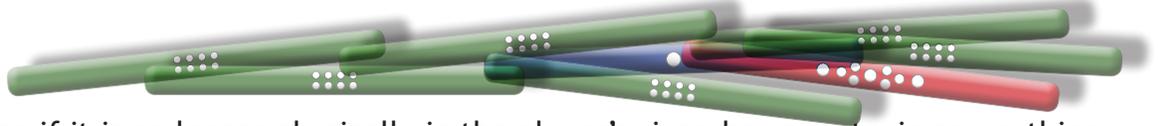
- **Transient furiten** occurs when a player discards a tile that you could win on but do not, due to ignoring it, missing it, aiming for more points, or even if your hand had a winning shape but no *yaku* on that wait.
- **Persistent furiten** occurs when a player has discarded on their own a tile that could later be used to form a winning hand or the shape of a winning hand. This state persists for as long as a player does not change his hand's shape and wait to not be affected by said tile any longer.
- **Permanent furiten** occurs when a player was already in a form of persistent *furiten* when calling *riichi*, or at the very first occurrence of a player ignoring a winning tile (like transient *furiten*) and as the name implies, lasts for the rest of the current hand.

Player calls do not reset transient or persistent *furiten*, irrespective whether the calls "skip over" a player or not. Also, self-picking a winning tile is always allowed despite being in *furiten*.

5.4.3b Furiten examples

To add more detail to the description, here are examples of *furiten* in action:

- **Transient furiten example:** South is ready, and discards. West plays next, and discards a tile South could win on. If South does not call a win on that tile, because South wants points from East, play can continue, but South cannot win off anyone's discard until South has had a chance to play and discard. If a call skips South's action, South is still in the *furiten* state up until South can play his own action. North could discard a winning tile, East can as well... as long as South cannot play, South cannot win, regardless of the number of turns have elapsed.
- **Persistent furiten example:** A West player gets lucky and draws tiles to build a *yaku* worth a fair amount of points, such as the straight [*ikkitsuukan*]. However, the hand now requires a 4s with a 4--7s wait to score (e.g.: 123p 123s _56_s 789s 66m). The 7s does not provide the winning *yaku*, but is a potential wait. The player previously discarded a 7s and is present in another player's call, East called it with the other two copies of the 7s. Because West previously



discarded a 7s, even if it is no longer physically in the player's river, he cannot win on anything in the hand because the 7s could theoretically complete the hand. This example is ignoring whether the hand is concealed or exposed... exposed, it would depend on the straight yaku, concealed it could potentially score pinfu. It does not matter. **When a persistent furiten occurs, it does not matter if you draw and discard a tile: you persist to be furiten until the wait changes to no longer include any affected waits.** Draw, change the wait, discard, and then persistent furiten will end.

- **Permanent furiten example:** Say a player needs a lot of points to win, otherwise the end in 3rd. Here's one: 33p 678p 678s 67788m, waiting on 6--9m. Winning on 6m would award riichi, tanyao, pinfu, sanshoku doukou, iipeikou (6 han) but the 9m would only give riichi and pinfu (2 han). If someone discards 9m, a player can accept the smaller hand, or fall into furiten. Once fallen, the player cannot purge the furiten state. The other players could drop 6m in total impunity. If the furiten-afflicted player calls 6m, he has committed a major foul, and must pay the chombo penalty (this applies regardless of the furiten type). The furiten-afflicted player who let a 9m slide, then sees a 6m drop must continue to wait. The furiten-afflicted player could also pick a 9m himself, and discard it, aiming solely for the 6m. Either a player's discard or an opponent's discard trigger furiten: both of course can occur or not.

5.4.3c Furiten tsumo

It is always possible to win a hand that fell into a state of furiten by self-picking the winning tile. Furiten exists as a defensive mechanism allowing players to deduce what could be a safe discard with a variable degree of certainty. There is no defense for self-picking.

5.4.3d Furiten ron

This is what causes the chombo penalty.

5.4.4 Chombo penalty

The penalty for chombo can vary depending on your local game environment. For the purposes of the tournament, and to prevent collusion, a chombo is a direct score deduction with no payment to the players otherwise inconvenienced at the table. This score is set at -10P (-10,000 points). In the context of the 2014 WRC, the chombo penalty was -20P (-20,000 points). Some competitive leagues in Japan have set the chombo penalty at -40P (-40,000 points) which is incredibly strict. In club-style games, a chombo is usually a reverse mangan payment (4,000 points to the dealer, 2,000 points to non-dealers; or the dealer pays everyone 4,000 points).

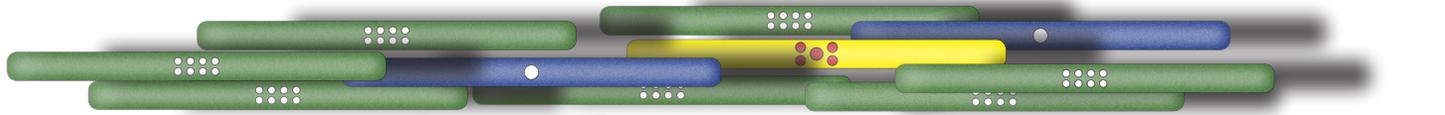
5.5 Point scoring

See Section 4.3.

5.6 Point plateau scores

A hand scoring 8,000 points (12,000 for dealer, separated by slashes afterwards) is known as a *mangan* hand. This is the limit of hands under 5 han with sufficient fu points, as well as all 5-han hands. The next plateau is for hands worth 6 or 7 han, worth 12,000/18,000 points, called *haneman* (1.5x *mangan*). The next plateau is for hands worth 8 to 10 han, worth 16,000/24,000 points, called *baiman* (2x *mangan*). The next plateau is for hands worth 11 or more han, worth 12,000/18,000 points, called *sanbaiman* (3x *mangan*). *Yakuman* hands are worth 32,000/48,000 points.

Note: In environments outside competitive play, hands worth 13+ han are considered counted yakuman [kazoe yakuman]. When this is accepted, it is not cumulable with other yakuman.



5.7 Continuances [renchan]

A dealer who wins his hand or manages to be and remain *tenpai* at the end of a hand finishing in an exhaustive draw retains the dealership. Winds do not rotate, a virtual counter (usually a 100-point stick) is used to indicate the hand has a small bonus of 300 points attached to winning the next hand per counter, and accumulate as long as the dealer retains the dealership.

If the dealer does not retain the deal, one of the two cases is true:

- **Someone else won:** that winner wins whatever bonuses were attached to the current round, and the next dealer starts the next hand with 0 virtual counters, starting fresh.
- **No one won, and the dealer is not tenpai:** the dealer takes whatever virtual counters he had on the table back, and the next person to become dealer places that number plus one on board for the next hand.

6 Building blocks of the game

Japanese Mahjong is a game that has vocabulary to describe almost everything. While a beginning player may not need to retain this set of vocabulary or its function, exposure to it can only be beneficial. Most importantly for people of other variants: it is important to consider that groups and melds are not the same thing (sequence = shuntsu; called sequence = chii; however sequence is not equal to chii).

Additionally, the section may simply equate a word with another, with providing a brief explanation only.

6.1 Hand elements

- **6.1.1... Shuntsu:** Sequence (simp.: “run”). Three tiles of a same suit in sequential numerical order.
- **6.1.2... Koutsu:** Triplet (simp.: “set”). Three identical tiles, among the 4 available.
- **6.1.3... Kantsu:** Quad. Four identical tiles. Functionally counts as a triplet, as a replacement tile is taken to compensate for the missing tile in hand when calling kan to form a quad.
- **6.1.4... Toitsu:** Pair. Two identical tiles among the 4 available.
- **6.1.5... Taatsu:** Proto-group. Two tiles that are either identical (pair), in the same suit separated by 1, or separated by 2. The idea is that a taatsu is composed of two tiles missing a third to form a complete group (sequence or triplet).
- **6.1.6... Jantou:** Final pair. Every mahjong hand requires 4 groups and a pair to finish, excluding the two exceptions for seven pairs and 13 orphans. This final pair is known as the **head** colloquially, as the *tou* in *jantou* means head. Also called *atama* for the same reason.

6.2 Hand element precision

Hand elements are often subdivided into two general classifications: concealed and exposed elements. A concealed elements required no discarded tiles from other players, and an exposed element would have required a discarded tile to complete. By using a prefix to indicate the state of



the group's visibility and a suffix to denote the type of group, the following two-syllable words are used to succinctly describe what takes longer to say in other languages.

- 6.2.1a... **Minjun**: Exposed sequence.
- 6.2.1b... **Anjun**: Concealed sequence.
- 6.2.2a... **Minkou**: Exposed triplet.
- 6.2.2b... **Ankou**: Concealed triplet.
- 6.2.3a... **Minkan**: Exposed quad.
- 6.2.3b... **Ankan**: Concealed quad.

6.3 Wait shapes

6.4 Mechanisms and shanten

6.5 ...

6.7 Designations

6.9 Terms related to cheating

7 Motivation supporting actions and strategy

7.1

Scoring tables

Winning off a discard [<i>ron</i>]							
Dealer [<i>oya</i>]	20	25	30	40	50	60	70 ¹
1 han	---	---	1,500	2,000	2,400	2,900	3,400
2 han	2,000	2,400	2,900	3,900	4,800	5,800	3,400
3 han	3,900	4,800	5,800	7,700	9,600	11,600	12k
4 han	7,700	9,600	11,600	12k	12k	12k	12k
Non-dealer [<i>ko</i>]	20	25	30	40	50	60	70 ¹
1 han	---	---	1,000	1,300	1,600	2,000	2,300
2 han	1,300	1,600	2,000	2,600	3,200	3,900	4,500
3 han	2,600	3,200	3,900	5,200	6,400	7,700	8k
4 han	5,200	6,400	7,700	8k	8k	8k	8k

1. 70 is not a maximum fu score. For brevity's sake, we left out the columns that have next to no chance of happening. Should it occur, adding the score from the 50 fu column to the remaining difference will give the correct score.

Note:

The scores above reflect the total amount for a hand winning off a discard (*ron*). Wins by self-pick (*tsumo*) receive a portion of the amount (in 2-2-2 or 2-1-1 shares), rounded up to the next 100 points where necessary. A 7,700 point hand would give the dealer 7,800 points (3 times 2,600) and a non-dealer 7,900 points (nondealers pay 2,000 each; dealer pays 3,900).

Winning by self-pick [<i>tsumo</i>]							
Dealer [<i>oya</i>]	20	25	30	40	50	60	70 ¹
1 han	---	---	500	700	800	1,000	1,200
2 han	700	800	1,000	1,300	1,600	2,000	2,300
3 han	1,300	1,600	1,000	2,600	3,200	3,900	4k
4 han	2,600	3,200	3,900	4k	4k	4k	4k
Non-dealer [<i>ko</i>]	20	25	30	40	50	60	70 ¹
1 han	---	---	300	400	400	500	600
			500	700	800	1,000	1,200
2 han	400	400	500	700	800	1,000	1,200
	700	800	1,000	1,300	1,600	2,000	2,300
3 han	700	800	1,000	1,300	1,600	2,000	2k
	1,300	1,600	1,000	2,600	3,200	3,900	4k
4 han	1,300	1,600	2,000	2k	2k	2k	2k
	2,600	3,200	3,900	4k	4k	4k	4k