

4.2.1 One fan yaku

Riichi RIICHI Concealed waiting hand declared at 1000 points stake. See 3.3.12 for the detailed rules of declaring riichi. An extra yaku, IPPATSU, is awarded for winning within the first un-interrupted set of turns after declaring riichi, including the next draw by the riichi declarer. If the set of turns is interrupted by claims for kong, pung or chow, including concealed kongs, the chance for IPPATSU is gone.

An extra yaku, DABURU RIICHI, is awarded for declaring riichi in the first set of turns of the hand, i.e. in the player's very first turn. The first set of turns must be un-interrupted, i.e. if any claims for kong, pung or chow, including concealed kongs, has occurred before the riichi declaration, DABURU RIICHI is not possible.

Fully Concealed Hand MENZEN TSUMO Winning on a self-draw on a concealed hand. **All Simple** TANYAO CHUU Concealed hand with no terminals and honours.

Pinfu PINFU Concealed all chows hand with a valueless pair. I.e. a concealed hand with four chows and a pair that is neither dragons, nor seat wind, nor prevailing wind. The winning tile is required to finish a chow with a two-sided wait. The hand is by definition worth no minipoints, only the base 30 on a discard or 20 on self-draw.

Pure Double Chow IPEIKOU Concealed hand with two completely identical chows, i.e. the same values in the same suit, e.g.:

Mixed Triple Chow SAN SHOKU DOUJUN Hand with three chows of the same numerical sequence, one in each suit, e.g.:

Gives an extra fan if concealed.

Pure Straight ITSU Hand with three consecutive chows in the same suit, e.g.:

Gives an extra fan if concealed.

Dragon Pung FANPAI/YAKUHAI Pung/kong of dragons.

Seat Wind FANPAI/YAKUHAI Pung/kong in player's seat wind.

Prevailing Wind FANPAI/YAKUHAI Pung/kong in the prevailing wind.

Outside Hand CHANTA All sets contain terminals or honours, and the pair is terminals or honours. The hand contains at least one chow. Gives an extra fan if concealed.

After a kong RINSHAN KAIHOU Winning on a replacement tile after declaring a kong. Counts as self-draw.

Robbing the kong CHAN KAN Winning on a tile that an opponent adds to a melded pung in order to make a kong, see Section 3.3.7. Since the kong is not declared successfully, no kan dora is revealed. Counts as ron (win on a discard). Robbing the kong also applies when winning on Thirteens Orphans on a tile used by an opponent for making a concealed kong. Only in the case of Thirteen Orphans can a concealed kong be robbed.

Under the Sea HAITEI Winning on self-draw on the last tile in the wall.

Under the Sea HOUTEI Winning on the discard after the last tile in the wall. (This discard can only be claimed for winning, not for kong, pung or chow).