

Yakuhai:



A triplet of either your seat wind, the round wind or any dragon. Open or closed. 1 han.

Tanyao:



No terminals or honors. Open or closed. 1 han.

Pinfu:



Only straights. Pair must be a non-value tile (not seat wind, round wind or any dragons). Must go out on an open wait. Closed only. 1 han. Example shows an open wait.

Iipeikou:



Two identical straights in the same suit. Closed only. 1 han.

Chanta:



All sets feature a terminal or honor. Open or closed. 2 han closed, 1 han open.

Itsuu:



A 1-9 run in one suit. Open or closed. 2 han closed, 1 han open.

San shoku doujun:



Same number sequence in all three suits. Open or closed. 2 han closed, 1 han open.

San shoku douko:



Same number triplet in all three suits. Open or closed. 2 han.

San kan tsu:



Three kans. Open or closed. 2 han.

Toi toi:



All triplets. Open. 2 han.

San an kou:



Three concealed triplets, rest of the hand can be open or closed. 2 han.

Shou san gen:



Two triplets and a pair of dragons. Open or closed. 2 han.

Honrouto:



Only terminals and honors. Open or closed. 2 han.

Chiitoitsu:



7 pairs. Closed only. 2 han.

Honitsu:



One suit + honors. Open or closed. 3 han closed, 2 han open.

Jun chan:



All sets feature a terminal, no honors. Open or closed. 3 han closed, 2 han open.

Ryanpeikou:



A hand with two separate *Iipeikou*. Closed only. 3 han.

Chinitsu:



One suit only. Open or closed. 6 han closed, 5 han open.

Tenhou:

Dealer going out on the initial 14 tiles. Yakuman.

Chiihou:

Non-dealer going out on their first draw (cancelled by pon/kan/chi). Yakuman.

Dai San Gen:



Triplets of all three dragons. Open or closed. Yakuman.

Suu an kou:



Four concealed triplets. If waiting to upgrade a pair to a triplet must self-draw, if waiting to upgrade single tile to pair can go out on discard. Closed only. Yakuman.

Tsu-iisou:



Only honors. Open or closed. Yakuman.

Ryuu-iisou:



All green tiles. Open or closed. Yakuman.

Chinrouto:



Only terminals. Open or closed. Yakuman.

Kokushi Musou:



One each of every terminal and honor, and an additional one to form the pair. Closed only. Yakuman.

Shou suushi:



Three triplets and a pair of the winds. Open or closed. Yakuman.

Dai suushi:



Four triplets of the winds. Open or closed. Yakuman.

Chuuren pooto:



Three of the 1's and 9's, 2345678 + any additional tile in the same suit. Closed only. Yakuman.

Suu kan tsu:



4 kans. Open or closed (if it's closed it stacks with suu an kou). Yakuman.

Winds:



East - South - West - North



1 2 3 4 5 6 7 8 9



Haku -> Hatsu -> Chun

Special Yaku:

Riichi - worth 1 han, can only be declared on a closed hand in tenpai (waiting to go out).

Menzen Tsumo:

Completely closed hand going out on a self-draw. 1 han.

Double Riichi:

Declaring riichi on your first discard. 2 han.

Chankan:

Going out on a tile used to make an open kan. 1 han.

Haitei:

Going out on the very last drawn tile of the game. 1 han.

Houtei:

Going out on the very last discarded tile of the game. 1 han.

Rinshan kaihou:

Going out on the replacement tile drawn after a kan. 1 han.

Bonuses:

Ippatsu - going out within 1 go-around after declaring riichi. Pon/Kan/Chi cancels ippatsu. 1 han.

Dora/Red Fives - 1 han for each tile.

Ura-dora - revealed when someone declares riichi and subsequently goes out. 1 han for each tile.