



THE YAKU LADDER

Learn WRC yaku and how to score in this order.
No information overflow, no tricks, just good habits to build on.

KHALIICHI · RIICHI CLUB · RIICHI.AE

2

han closed

1

han open — closed only

1 PLAY CLOSED

Riichi is your yaku

One yaku minimum. A hand with no yaku cannot win.

Each han doubles the score. Play with 1 han = 1,000 points, then 2,000 · 4,000 · 8,000. Mangan (8,000) is the cap for now.

Riichi

Closed waiting hand + a 1,000-point bet. *When in doubt, declare.*

1

—

BONUS HAN · RIDES ON THE RIICHI

One Shot *ippatsu*

Win within one uninterrupted turn of the declaration.

1

—

Ura Dora

A hidden layer of dora, revealed at the end only if you won with riichi.

+1

Fully Concealed Hand *menzen tsumo*

Self-drawn winning tile on a closed hand.

1

—

Pinfu

Four sequences, valueless pair, two-sided wait. *Aim for it when the hand runs on sequences.*

1

—

All Simple *tan'yao*

No terminal or honour tiles. *When middle tiles dominate.*

1

1

DORA · BONUS TILES, ANY HAND

Dora

The tile after the flipped indicator. +1 per copy in the winning hand.

+1

Kan Dora

Every kan flips one more indicator, live for all players.

+1

Dora are never a yaku. They only add to a winning hand.

2 OPEN ON PURPOSE

Flushes, triplets & value honours

House wisdom: Open for value. Name the yaku before you open your hand. Two han is acceptable, three is ideal, since the score doubles with every han.

Value Tiles *yakuhai*

Triplet of dragons, your seat wind, or the round wind. *The one pon that is always safe to make.*

1

1

Half Flush *hon'itsu*

Groups and pair from one suit plus honours. *When 8+ tiles share a suit early.*

3

2

Full Flush *chin'itsu*

Number tiles of one suit only. *The upgrade when your honours fall away.*

6

5

All Triplets *toitai*

Four triplets (or quads) and a pair. *When pairs pile up and sequences will not form.*

2

2

3 STEER THE HAND

Patterns you aim at mid-game

House wisdom: Patterns are bonuses. Take them when the draws offer them, and settle for what you have when they do not.

Mixed Triple Sequence *sanshoku dōjun*

The same numerical sequence in all three suits. *Chase it only when two of the three are set.*

2

1

Pure Straight *ittsū*

1-2-3 · 4-5-6 · 7-8-9 in a single suit. *When one suit runs long in your hand.*

2

1

Pure Double Sequence *iipeikō*

Two identical sequences in the same suit. *It finds you, never force it.*

1

—

Seven Pairs *chiitoitsu*

Seven different pairs (fixed 25 fu). *When four pairs land by mid-game.*

2

—

Half Outside Hand *chanta*

Every group and the pair holds a terminal or honour. *When every early group touches an end.*

2

1

Fully Outside Hand *junchan*

Chanta with no honours: every group holds a terminal.

3

2

4 KNOW THE FU

Minipoints, the other half of the score

WINNING

Base for any win

20

Ron on a closed hand

+10

Tsumo (unless pinfu)

+2

Open pinfu

+2

Seven pairs (fixed, no additions)

25

GROUPS · SEQUENCES SCORE NOTHING

Triplet of simples (2-8)

+4

+2

Triplet of terminals / honours

+8

+4

Quad of simples

+16

+8

Quad of terminals / honours

+32

+16

PAIR & WAIT

Pair of value honours (+4 if double wind)

+2

Edge, middle or pair wait

+2

Round the total up to the next 10. Fu and han together set the payout; each extra han doubles it. That is the doubling curve from the top of the sheet.

GRADUATED?

Stages 1-4 down? Pick up the full WRC sheet at worldriichi.org for the rare yaku, yakuman, and full scoring.