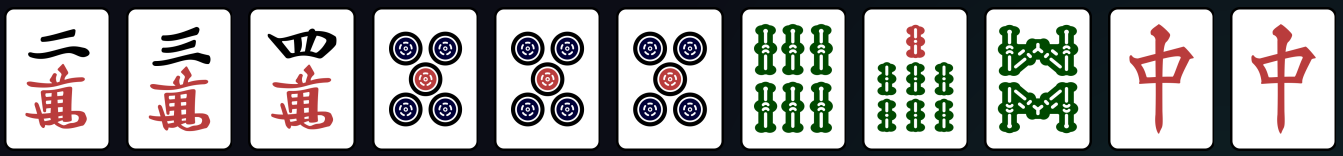
NPMAHJONG

98 PROBLEMS WITH ANSWERS

Riichi Scoring Workbook

From the eight anchor numbers to full hands. Every answer at the back.



Nicolas Pro

npmahjong.com/blog/riichi-scoring-made-easy

How to use this workbook

98 problems in nine sections, easiest first. Do one or two sections a sitting. Cover the key, write your answer, say it out loud, then check. Mark every miss and redo those problems the next day: a number you had to dig for and then got right sticks better than one you read ten times.

The rules are Tenhou's and Mahjong Soul's: no kiriage mangan, 13 han is a kazoe yakuman, and a pair that is both your seat wind and the round wind is 4 fu. The guide that goes with this workbook is at **npmahjong.com/blog/riichi-scoring-made-easy**.

The whole method on one page

Three steps

1. Count the han: yaku plus dora. Five or more? It's a limit hand. Stop counting fu.
2. Count the fu: 20, plus the extras, rounded up to 10. Pinfu tsumo 20, seven pairs 25.
3. Read the payment from the anchor table, or work it: fu x 2^(han + 2) basic points, x 4 for a non-dealer's ron, x 6 for the dealer's, each payment rounded up to 100.

Who pays

1. Ron: the discarder pays it all.
2. Non-dealer tsumo: the dealer pays basic x 2, the other two pay basic x 1.
3. Dealer tsumo: everyone pays basic x 2.
4. Honba: 300 more on a ron, 100 more from each payer on a tsumo. Riichi sticks: 1,000 each to the winner.

The anchor numbers

	30 fu ron	40 fu ron	30 fu dealer ron	40 fu dealer ron
1 han	1,000	1,300	1,500	2,000
2 han	2,000	2,600	2,900	3,900
3 han	3,900	5,200	5,800	7,700
4 han	7,700	8,000	11,600	12,000

Limit hands

Limit	Han	Non-dealer ron	Dealer ron
Mangan	5	8,000	12,000
Haneman	6-7	12,000	18,000
Baiman	8-10	16,000	24,000
Sanbaiman	11-12	24,000	36,000
Yakuman	13+	32,000	48,000

Below 5 han, a hand also pays a mangan once its basic points pass 2,000: 4 han 40 fu and up, 3 han 70 fu and up.

A The anchor numbers

Fill in each table from memory, then check it against the key. Say each number out loud as you write it. When you can fill all four in two minutes, move on.

Non-dealer ron

	30 fu	40 fu
1 han		
2 han		
3 han		
4 han		

Dealer ron

	30 fu	40 fu
1 han		
2 han		
3 han		
4 han		

Non-dealer tsumo (non-dealers / dealer)

	30 fu	40 fu
1 han		
2 han		
3 han		
4 han		

Dealer tsumo (each player)

	30 fu	40 fu
1 han		
2 han		
3 han		
4 han		

B Basic points and the cap

Basic points are fu x 2^(han + 2): start from the fu, double twice for the two han every hand gets, then once per han. Stop at 2,000. Write the basic points, then what a non-dealer collects by ron.

B1 1 han 30 fu. Basic points? Non-dealer ron? _____

B2 2 han 40 fu. Basic points? Non-dealer ron? _____

B3 3 han 30 fu. Basic points? Non-dealer ron? _____

B4 1 han 50 fu. Basic points? Non-dealer ron? _____

B5 2 han 60 fu. Basic points? Non-dealer ron? _____

B6 3 han 40 fu. Basic points? Non-dealer ron? _____

B7 2 han 25 fu. Basic points? Non-dealer ron? _____

B8 4 han 30 fu. Basic points? Non-dealer ron? _____

B9 4 han 40 fu. Basic points? Non-dealer ron? _____

B10 3 han 70 fu. Basic points? Non-dealer ron? _____

C The dealer's ron

The dealer collects basic points x 6 where a non-dealer collects x 4. Work from the basic points: half again on top of the rounded non-dealer payment is sometimes 100 too much.

C1 1 han 30 fu. A non-dealer's ron pays 1,000. What does the dealer's ron pay? _____

C2 2 han 30 fu. A non-dealer's ron pays 2,000. What does the dealer's ron pay? _____

C3 3 han 30 fu. A non-dealer's ron pays 3,900. What does the dealer's ron pay? _____

C4 4 han 30 fu. A non-dealer's ron pays 7,700. What does the dealer's ron pay? _____

C5 1 han 40 fu. A non-dealer's ron pays 1,300. What does the dealer's ron pay? _____

C6 2 han 40 fu. A non-dealer's ron pays 2,600. What does the dealer's ron pay? _____

C7 3 han 40 fu. A non-dealer's ron pays 5,200. What does the dealer's ron pay? _____

C8 2 han 50 fu. A non-dealer's ron pays 3,200. What does the dealer's ron pay? _____

D Tsumo splits

On a non-dealer's tsumo the dealer pays basic x 2 and each other player pays basic x 1. On the dealer's tsumo everyone pays basic x 2. Round each share up to 100 on its own. Write non-dealer tsumo as non-dealers / dealer, the way the table does.

D1 Non-dealer tsumo, 1 han 40 fu. Who pays what? _____

D2 Dealer tsumo, 1 han 40 fu. Who pays what? _____

D3 Non-dealer tsumo, 2 han 20 fu. Who pays what? _____

D4 Non-dealer tsumo, 4 han 30 fu. Who pays what? _____

D5 Dealer tsumo, 3 han 30 fu. Who pays what? _____

D6 Dealer tsumo, 4 han 30 fu. Who pays what? _____

D7 Dealer tsumo, 2 han 30 fu. Who pays what? _____

D8 Non-dealer tsumo, 1 han 30 fu. Who pays what? _____

D9 Dealer tsumo, 4 han 40 fu. Who pays what? _____

D10 Non-dealer tsumo, 2 han 30 fu. Who pays what? _____

E Fu shortcuts

Most hands land on 30 or 40 fu, and a few shapes have a fixed count. Write the fu for each hand. Count 20 to start, add the extras, and round up to the next 10.

E1 A closed hand, all sequences, a plain pair, a two-sided wait. Ron. _____

E2 The same hand, won by tsumo. _____

E3 Seven pairs, ron. _____

E4 A closed hand, all sequences, a plain pair, a middle (kanchan) wait. Ron. _____

E5 An open hand: a called sequence, three more sequences, a plain pair, a two-sided wait. Ron. _____

E6 An open hand with a called pon of red dragons, three sequences, a plain pair, a two-sided wait. Ron. _____

E7 A closed hand with a concealed triplet of 9s, three sequences, a plain pair, a two-sided wait. Ron. _____

E8 A closed hand, all sequences, a pair of white dragons, a two-sided wait. Tsumo. _____

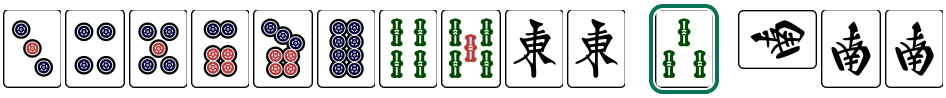
E9 A closed hand with a concealed quad of East (declared as a closed kan), three sequences, a plain pair, an edge (penchan) wait. Ron. _____

E10 An open hand: a called pon of 5s, three sequences, a plain pair, a single (tanki) wait. Tsumo. _____

F Count the fu

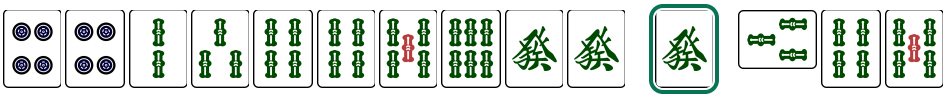
Each hand has won. The tile set apart and outlined is the winning tile. Called sets sit on the right with one tile turned sideways. The blank tile is the white dragon.

F1 Ron. You sit North, South round. Name the wait, then count the fu.



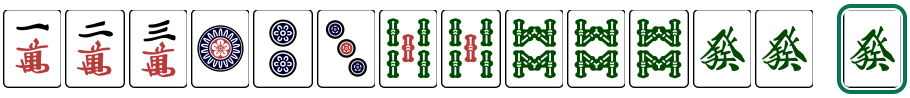
Wait _____ Fu _____

F2 Ron. You sit East, East round. Name the wait, then count the fu.



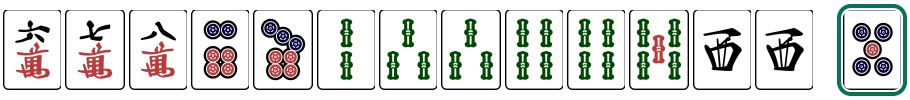
Wait _____ Fu _____

F3 Ron. You sit East, East round. Name the wait, then count the fu.



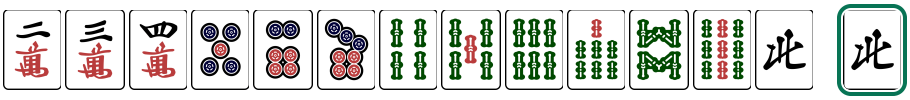
Wait _____ Fu _____

F4 Tsumo. You sit West, South round. Name the wait, then count the fu.



Wait _____ Fu _____

F5 Ron. You sit North, East round. Name the wait, then count the fu.



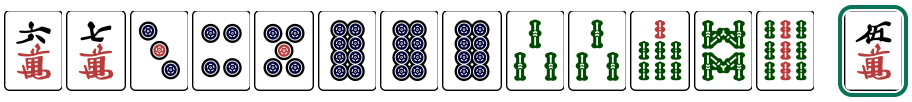
Wait _____ Fu _____

F6 Ron. You sit West, East round. Name the wait, then count the fu.



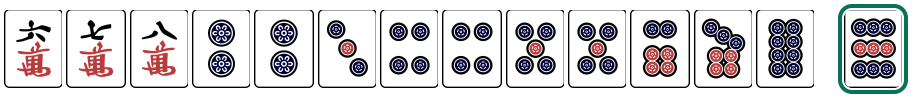
Wait _____ Fu _____

F7 Ron. You sit East, East round. Name the wait, then count the fu.



Wait _____ Fu _____

F8 Tsumo. You sit South, East round. Name the wait, then count the fu.



Wait _____ Fu _____

G Score the whole hand

Closed hands declared riichi. Dora are given; there is no ippatsu, no honba and no stick on the table. Name the yaku, then write the han, the fu and what the winner collects.

G1 Tsumo. You sit East (dealer), South round. Dora: 1.



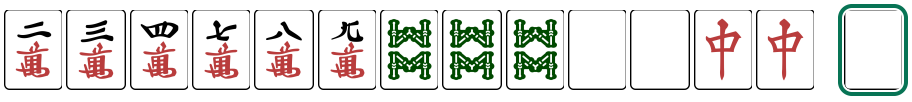
Yaku _____ Han _____ Fu _____ Payment _____

G2 Ron. You sit East (dealer), East round. Dora: 2.



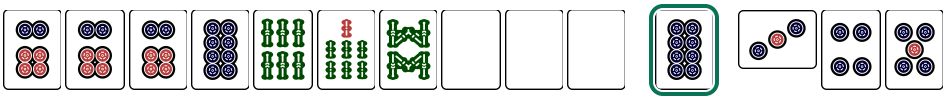
Yaku _____ Han _____ Fu _____ Payment _____

G3 Tsumo. You sit South, East round. Dora: 1.



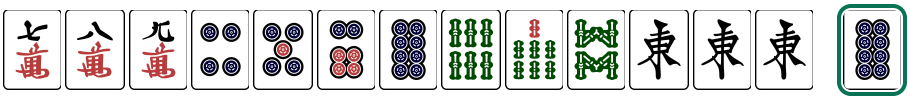
Yaku _____ Han _____ Fu _____ Payment _____

G4 Ron. You sit East (dealer), East round. Dora: 0.



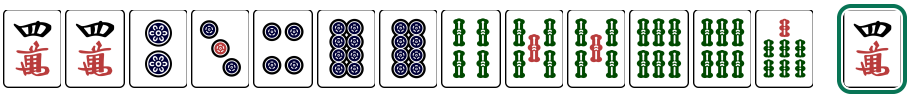
Yaku _____ Han _____ Fu _____ Payment _____

G5 Ron. You sit East (dealer), East round. Dora: 0.



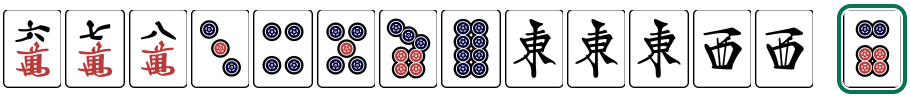
Yaku _____ Han _____ Fu _____ Payment _____

G6 Ron. You sit East (dealer), East round. Dora: 0.



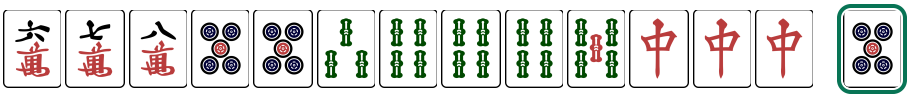
Yaku _____ Han _____ Fu _____ Payment _____

G7 Ron. You sit South, East round. Dora: 2.



Yaku _____ Han _____ Fu _____ Payment _____

G8 Ron. You sit South, South round. Dora: 1.



Yaku _____ Han _____ Fu _____ Payment _____

H Limit hands

From 5 han the fu stop mattering. Name the limit and write the payment. Count 13 han as a kazoe yakuman, as Tenhou and Mahjong Soul do.

H1 5 han, ron by a non-dealer. Which limit, and who pays what? _____

H2 6 han, ron by the dealer. Which limit, and who pays what? _____

H3 8 han, tsumo by a non-dealer. Which limit, and who pays what? _____

H4 7 han, ron by a non-dealer. Which limit, and who pays what? _____

H5 11 han, tsumo by the dealer. Which limit, and who pays what? _____

H6 13 han, ron by a non-dealer. Which limit, and who pays what? _____

I Honba and riichi sticks

Each honba adds 300 to a ron, all from the discarder, or 100 from each payer on a tsumo. Each riichi stick on the table is 1,000 more for the winner. Write what each payer pays and what the winner collects in all.

I1 Non-dealer ron, 3 han 30 fu, 1 honba, 0 riichi sticks on the table. _____

I2 Non-dealer ron, 2 han 40 fu, 2 honba, 1 riichi stick on the table. _____

I3 Non-dealer tsumo, 3 han 30 fu, 2 honba, 1 riichi stick on the table. _____

I4 Dealer tsumo, 1 han 30 fu, 3 honba, 0 riichi sticks on the table. _____

I5 Dealer ron, 5 han, 1 honba, 2 riichi sticks on the table. _____

I6 Non-dealer ron, 4 han 30 fu, 0 honba, 3 riichi sticks on the table. _____

Answers

A. The anchor numbers

Non-dealer ron

	30 fu	40 fu
1 han	1,000	1,300
2 han	2,000	2,600
3 han	3,900	5,200
4 han	7,700	8,000

Dealer ron

	30 fu	40 fu
1 han	1,500	2,000
2 han	2,900	3,900
3 han	5,800	7,700
4 han	11,600	12,000

Non-dealer tsumo (non-dealers / dealer)

	30 fu	40 fu
1 han	300/500	400/700
2 han	500/1,000	700/1,300
3 han	1,000/2,000	1,300/2,600
4 han	2,000/3,900	2,000/4,000

Dealer tsumo (each player)

	30 fu	40 fu
1 han	500 all	700 all
2 han	1,000 all	1,300 all
3 han	2,000 all	2,600 all
4 han	3,900 all	4,000 all

B. Basic points and the cap

B1 **240 basic, 1,000**
30 fu x 2^(1 + 2) = 240 basic points. Ron by a non-dealer: 240 × 4 = 960, rounded up to 1,000.

B2 **640 basic, 2,600**
40 fu x 2^(2 + 2) = 640 basic points. Ron by a non-dealer: 640 × 4 = 2,560, rounded up to 2,600.

B3 **960 basic, 3,900**
30 fu x 2^(3 + 2) = 960 basic points. Ron by a non-dealer: 960 × 4 = 3,840, rounded up to 3,900.

B4 **400 basic, 1,600**
50 fu x 2^(1 + 2) = 400 basic points. Ron by a non-dealer: 400 × 4 = 1,600.

B5 **960 basic, 3,900**
60 fu x 2^(2 + 2) = 960 basic points. Ron by a non-dealer: 960 × 4 = 3,840, rounded up to 3,900.

B6 **1,280 basic, 5,200**
40 fu x 2^(3 + 2) = 1,280 basic points. Ron by a non-dealer: 1,280 × 4 = 5,120, rounded up to 5,200.

B7 **400 basic, 1,600**
25 fu x 2^(2 + 2) = 400 basic points. Ron by a non-dealer: 400 × 4 = 1,600.

B8 **1,920 basic, 7,700**
30 fu x 2^(4 + 2) = 1,920 basic points. Ron by a non-dealer: 1,920 × 4 = 7,680, rounded up to 7,700.

B9 **2,000 basic, 8,000 (mangan)**
40 fu x 2^(4 + 2) = 2,560. That passes 2,000, so the hand is a mangan: 2,000 basic points. Ron by a non-dealer: 2,000 × 4 = 8,000.

B10 **2,000 basic, 8,000 (mangan)**
70 fu x 2^(3 + 2) = 2,240. That passes 2,000, so the hand is a mangan: 2,000 basic points. Ron by a non-dealer: 2,000 × 4 = 8,000.

C. The dealer's ron

C1 **1,500**
30 fu x 2^(1 + 2) = 240 basic points. Ron by the dealer: 240 × 6 = 1,440, rounded up to 1,500.

C2 **2,900**
30 fu x 2^(2 + 2) = 480 basic points. Ron by the dealer: 480 × 6 = 2,880, rounded up to 2,900.

C3 **5,800**
30 fu x 2^(3 + 2) = 960 basic points. Ron by the dealer: 960 × 6 = 5,760, rounded up to 5,800.

C4 **11,600**
30 fu x 2^(4 + 2) = 1,920 basic points. Ron by the dealer: 1,920 × 6 = 11,520, rounded up to 11,600.

C5 **2,000**
40 fu x 2^(1 + 2) = 320 basic points. Ron by the dealer: 320 × 6 = 1,920, rounded up to 2,000.

C6 **3,900**
40 fu x 2^(2 + 2) = 640 basic points. Ron by the dealer: 640 × 6 = 3,840, rounded up to 3,900.

C7 **7,700**
40 fu x 2^(3 + 2) = 1,280 basic points. Ron by the dealer: 1,280 × 6 = 7,680, rounded up to 7,700.

C8 **4,800**
50 fu x 2^(2 + 2) = 800 basic points. Ron by the dealer: 800 × 6 = 4,800.

D. Tsumo splits

D1 **400/700 (non-dealers / dealer)**
40 fu x 2^(1 + 2) = 320 basic points. Non-dealer tsumo, the dealer pays: 320 × 2 = 640, rounded up to 700. Each other player pays: 320, rounded up to 400.

D2 **700 all**
40 fu x 2^(1 + 2) = 320 basic points. Dealer tsumo, each player pays: 320 × 2 = 640, rounded up to 700.

D3 **400/700 (non-dealers / dealer)**
20 fu x 2^(2 + 2) = 320 basic points. Non-dealer tsumo, the dealer pays: 320 × 2 = 640, rounded up to 700. Each other player pays: 320, rounded up to 400.

D4 **2,000/3,900 (non-dealers / dealer)**
30 fu x 2^(4 + 2) = 1,920 basic points. Non-dealer tsumo, the dealer pays: 1,920 × 2 = 3,840, rounded up to 3,900. Each other player pays: 1,920, rounded up to 2,000.

D5 **2,000 all**
30 fu x 2^(3 + 2) = 960 basic points. Dealer tsumo, each player pays: 960 × 2 = 1,920, rounded up to 2,000.

D6 **3,900 all**
30 fu x 2^(4 + 2) = 1,920 basic points. Dealer tsumo, each player pays: 1,920 × 2 = 3,840, rounded up to 3,900.

D7 **1,000 all**
30 fu x 2^(2 + 2) = 480 basic points. Dealer tsumo, each player pays: 480 × 2 = 960, rounded up to 1,000.

D8 **300/500 (non-dealers / dealer)**
30 fu x 2^(1 + 2) = 240 basic points. Non-dealer tsumo, the dealer pays: 240 × 2 = 480, rounded up to 500. Each other player pays: 240, rounded up to 300.

D9 **4,000 all**
40 fu x 2^(4 + 2) = 2,560. That passes 2,000, so the hand is a mangan: 2,000 basic points. Dealer tsumo, each player pays: 2,000 × 2 = 4,000.

D10 **500/1,000 (non-dealers / dealer)**
30 fu x 2^(2 + 2) = 480 basic points. Non-dealer tsumo, the dealer pays: 480 × 2 = 960, rounded up to 1,000. Each other player pays: 480, rounded up to 500.

E. Fu shortcuts

E1 **30 fu**
20 (base (futei)) + 10 (closed ron (menzen kafu)) = 30. Already a multiple of 10: 30 fu.

E2 **20 fu**
Pinfu tsumo is 20 fu: the tsumo 2 fu does not apply.

E3 **25 fu**
Chiitoitsu is always 25 fu, never rounded.

E4 **40 fu**
20 (base (futei)) + 10 (closed ron (menzen kafu)) + 2 (wait: kanchan) = 32. Round up: 40 fu.

E5 **30 fu**
An open hand with nothing but the base 20 fu is counted as 30.

E6 **30 fu**
20 (base (futei)) + 4 (meld 1: open terminal/honor triplet) = 24. Round up: 30 fu.

E7 **40 fu**
20 (base (futei)) + 10 (closed ron (menzen kafu)) + 8 (meld 1: closed terminal/honor triplet) = 38. Round up: 40 fu.

E8 **30 fu**
20 (base (futei)) + 2 (tsumo) + 2 (pair: dragon) = 24. Round up: 30 fu.

E9 **70 fu**
20 (base (futei)) + 10 (closed ron (menzen kafu)) + 32 (meld 1: closed terminal/honor quad) + 2 (wait: penchan) = 64. Round up: 70 fu.

E10 **30 fu**
20 (base (futei)) + 2 (tsumo) + 2 (meld 1: open simple triplet) + 2 (wait: tanki) = 26. Round up: 30 fu.

F. Count the fu

F1 **30 fu**
Wait: ryanmen. 20 (base (futei)) + 4 (open terminal/honor triplet) = 24. Round up: 30 fu.

F2 **30 fu**
Wait: shanpon. 20 (base (futei)) + 4 (terminal/honor triplet finished by ron) = 24. Round up: 30 fu.

F3 **40 fu**
Wait: shanpon. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 4 (closed simple triplet) + 4 (terminal/honor triplet finished by ron) = 38. Round up: 40 fu.

F4 **30 fu**
Wait: ryanmen. 20 (base (futei)) + 2 (tsumo) + 2 (pair: seat wind) = 24. Round up: 30 fu.

F5 **40 fu**
Wait: tanki. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 2 (pair: seat wind) + 2 (wait: tanki) = 34. Round up: 40 fu.

F6 **40 fu**
Wait: shanpon. 20 (base (futei)) + 4 (closed simple triplet) + 4 (terminal/honor triplet finished by ron) + 4 (open terminal/honor triplet) = 32. Round up: 40 fu.

F7 **40 fu**
Wait: ryanmen. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 4 (closed simple triplet) = 34. Round up: 40 fu.

F8 **20 fu**
Wait: ryanmen. Pinfu tsumo is 20 fu: the tsumo 2 fu does not apply.

G. Score the whole hand

G1 **4 han 20 fu: 2,600 all**
Yaku: Riichi 1, Menzen Tsumo 1, Pinfu 1, dora 1 = 4 han. Pinfu tsumo is 20 fu: the tsumo 2 fu does not apply. 20 fu x 2^(4 + 2) = 1,280 basic points. Dealer tsumo, each player pays: 1,280 × 2 = 2,560, rounded up to 2,600.

G2 **3 han 40 fu: 7,700**
Yaku: Riichi 1, dora 2 = 3 han. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 2 (pair: dragon) = 32. Round up: 40 fu. 40 fu x 2^(3 + 2) = 1,280 basic points. Ron by the dealer: 1,280 × 6 = 7,680, rounded up to 7,700.

G3 **4 han 40 fu: 2,000/4,000 (non-dealers / dealer)**
Yaku: Riichi 1, Menzen Tsumo 1, Yakuhai: white dragon 1, dora 1 = 4 han. 20 (base (futei)) + 2 (tsumo) + 4 (closed simple triplet) + 8 (closed terminal/honor triplet) + 2 (pair: dragon) = 36. Round up: 40 fu. 40 fu x 2^(4 + 2) = 2,560. That passes 2,000, so the hand is a mangan: 2,000 basic points. Non-dealer tsumo, the dealer pays: 2,000 × 2 = 4,000. Each other player pays: 2,000.

G4 **1 han 40 fu: 2,000**
Yaku: Yakuhai: white dragon 1 = 1 han. 20 (base (futei)) + 4 (closed simple triplet) + 8 (closed terminal/honor triplet) + 2 (wait: tanki) = 34. Round up: 40 fu. 40 fu x 2^(1 + 2) = 320 basic points. Ron by the dealer: 320 × 6 = 1,920, rounded up to 2,000.

G5 **3 han 40 fu: 7,700**
Yaku: Riichi 1, Yakuhai: seat wind (East) 1, Yakuhai: round wind (East) 1 = 3 han. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 8 (closed terminal/honor triplet) + 2 (wait: tanki) = 40. 40 fu. 40 fu x 2^(3 + 2) = 1,280 basic points. Ron by the dealer: 1,280 × 6 = 7,680, rounded up to 7,700.

G6 **2 han 40 fu: 3,900**
Yaku: Riichi 1, Tanyao 1 = 2 han. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 2 (simple triplet finished by ron) = 32. Round up: 40 fu. 40 fu x 2^(2 + 2) = 640 basic points. Ron by the dealer: 640 × 6 = 3,840, rounded up to 3,900.

G7 **4 han 40 fu: 8,000**
Yaku: Riichi 1, Yakuhai: round wind (East) 1, dora 2 = 4 han. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 8 (closed terminal/honor triplet) = 38. Round up: 40 fu. 40 fu x 2^(4 + 2) = 2,560. That passes 2,000, so the hand is a mangan: 2,000 basic points. Ron by a non-dealer: 2,000 × 4 = 8,000.

G8 **3 han 40 fu: 5,200**
Yaku: Riichi 1, Yakuhai: red dragon 1, dora 1 = 3 han. 20 (base (futei)) + 10 (closed ron (menzen kafu)) + 2 (simple triplet finished by ron) + 8 (closed terminal/honor triplet) = 40. 40 fu. 40 fu x 2^(3 + 2) = 1,280 basic points. Ron by a non-dealer: 1,280 × 4 = 5,120, rounded up to 5,200.

H. Limit hands

H1 **Mangan: 8,000**
5 han is mangan whatever the fu: 2,000 basic points. Ron by a non-dealer: 2,000 × 4 = 8,000.

H2 **Haneman: 18,000**
6 han is haneman whatever the fu: 3,000 basic points. Ron by the dealer: 3,000 × 6 = 18,000.

H3 **Baiman: 4,000/8,000 (non-dealers / dealer)**
8 han is baiman whatever the fu: 4,000 basic points. Non-dealer tsumo, the dealer pays: 4,000 × 2 = 8,000. Each other player pays: 4,000.

H4 **Haneman: 12,000**
7 han is haneman whatever the fu: 3,000 basic points. Ron by a non-dealer: 3,000 × 4 = 12,000.

H5 **Sanbaiman: 12,000 all**
11 han is sanbaiman whatever the fu: 6,000 basic points. Dealer tsumo, each player pays: 6,000 × 2 = 12,000.

H6 **Yakuman: 32,000**
13 han is yakuman whatever the fu: 8,000 basic points. Ron by a non-dealer: 8,000 × 4 = 32,000.

I. Honba and riichi sticks

I1 **The discarder pays 4,200; the winner collects 4,200.**
The hand alone: 3,900. Honba: 300. Sticks: 0. Total: 4,200.

I2 **The discarder pays 3,200; the winner collects 4,200.**
The hand alone: 2,600. Honba: 600. Sticks: 1,000. Total: 4,200.

I3 **Each non-dealer pays 1,200, the dealer pays 2,200; the winner collects 5,600.**
The hand alone: 4,000. Honba: 600. Sticks: 1,000. Total: 5,600.

I4 **Each player pays 800; the winner collects 2,400.**
The hand alone: 1,500. Honba: 900. Sticks: 0. Total: 2,400.

I5 **The discarder pays 12,300; the winner collects 14,300.**
The hand alone: 12,000. Honba: 300. Sticks: 2,000. Total: 14,300.

I6 **The discarder pays 7,700; the winner collects 10,700.**
The hand alone: 7,700. Honba: 0. Sticks: 3,000. Total: 10,700.

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