

Mahjong

麻雀

Which tile?

傑作「何切る」

300

選

著 G・ウザク 編 福地 誠

Question

東1局 西家 7巡目



必須パターン完全網羅!

解くだけで

みるみる

強く なる!



どれを
切る?
切るとは裏!

300 WWYDs of the otaku spirit

The origins of this book were by way of example and were disorganized.

Uzaku-san, the author of this book had said that “nobody has made a **collection of 300 WWYDs** yet. If someone makes one it will definitely sell!” “I’m sure of it!”

Giving in to the tremendous pressure, I replied “fine, let’s make one.” Since then we have come further than I could have ever imagined.

Doesn’t this book seem like a battle of attrition? There’s an amazing amount of content in here. I’m already **obsessing over the questions 1 at a time**. Uzaku-san is a WWYD otaku. He tore through WWYDs that appeared in all sorts of books and manga, and whenever he encountered an answer that he thought was wrong, he would post what he thought was correct on his blog. He’s a monster at collection and revision.

Although Uzaku-san likes to correct others, he seems to **dislike getting corrected by others**, so we have thoroughly avoided any questions that might give rise to differing opinions. He stubbornly replaced questions up until the very end. Questions employing the same tricks were reduced, but important concepts were split into halves and examined with one question at a time. Each question subjects the contents to careful scrutiny.

This book only has questions for which there are correct answers. **Strong players will all give the same answers to these questions.**

Other than me and Uzaku-san, we also had Nemata-san and Takeo-jyan check the questions for us. Nemata-san is the author of the textbook-like *Modern Mahjong Strategy Theory for Winning* (勝つための現代麻雀技術論). The inside of his early balding head is completely occupied with WWYDs and he can be considered the leading figure in WWYDs.

Takeo-jyan stands at the pinnacle of the online mahjong platform Tenhou as a Tenhoui. He is always thinking about WWYDs from the perspective of live play, always gives satisfying answers, has a nice blend of Showa era and digital playstyles, and was personally requested for by Uzaku-san. Our pestering of these two to examine our questions and answers had a bigger effect than we had imagined. Like this, we trimmed the questions to those for which we could say that “there probably won’t be any dissenting opinions. **This should meet the standards of strong players.**”

The information content of this book is also extraordinary. Those who look at the answers pages would know, but **the tile acceptance numbers is shown for different choices**. Surprises such as “the acceptance is the same even though we broke ryanmen?” arise frequently. Using these numbers as a foundation, explanations are compactly displayed. **WWYD books like this did not exist in the past.**

Going through the problems quickly, there are actually many difficult questions. This book is more difficult than it may first seem. Just solving the questions once is also okay, but going through them again doubles their effectiveness. **This book isn't that easy to digest.**

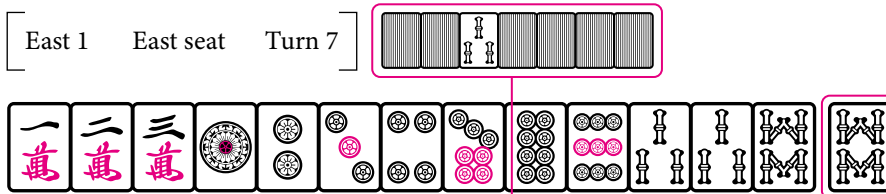
Moreover, **I have not found any other books that go into such depth explaining the latest techniques**. Interspersed in the book are columns explaining concepts like 5 block theory, 2 head theory, that 3 heads is the weakest, 1 shanten peak theory, etc. Even if their names are different, they all say the same thing. They are all concepts that will be encountered when solving the problems.

Having written a book akin to a **WWYD definitive edition**, we had some worries about whether or not new WWYD books would still be made after this ultimate weapon of a book is published. We may have published an **expressway to understanding mahjong strategy**.

Well, such tedious thoughts don't really matter. Start by opening a page and try solving the questions. Everything starts from there.

2016/07 Fukuchi Makoto

Q 000



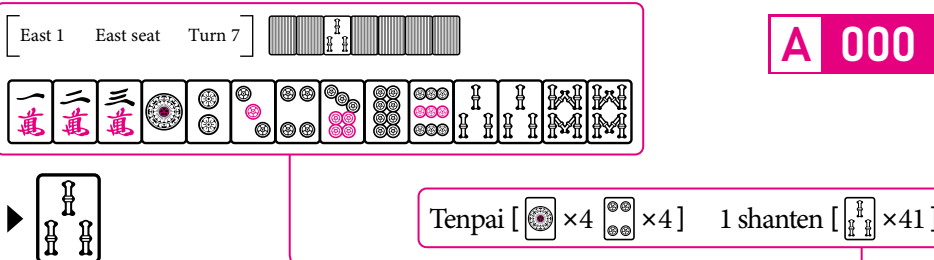
• **Dora Indicator** •

As in live play, dora indicator is shown, not the dora.

• **Drawn tile on the right edge** •

As in live play, the drawn tile is shown on the right edge of the hand.

[ANSWER] How to use



This can be considered the archetypal shape for breaking a pair to keep a floating tile. Discarding $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ gives tenpai, but discard $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ instead for possible ittsumi and sanshoku.

• **The question shown again** •

The drawn tile is incorporated into the hand.

• **Tile acceptance numbers (world first!)** •

Tile acceptance numbers for common plays are shown here.

↳ **The dora indicator is not accounted for**

In terms of the example above, when taking tenpai with $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$, the winning tiles are 1 copy of $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ and 2 copies of $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ for a total of 3 tiles, since 1 copy of $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ is revealed as the dora indicator. In this book this is shown as 4 tiles since we think it is more convenient for studying tile efficiency.

↳ **Tiles that we have cut are not accounted for**

When reverting in shanten, the tiles that we discard are treated as if we never had them to begin with.

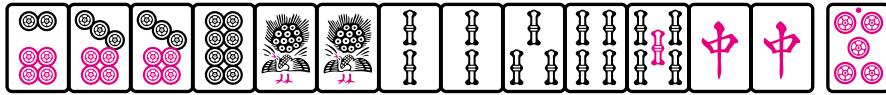
↳ **Redrawn tiles also count as effective tiles**

In terms of the example above, this is when we discard $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ to revert in shanten then immediately draw $\begin{matrix} \circ & \circ \\ \circ & \circ \end{matrix}$ again. Such cases are also counted in the number of effective tiles.

001
~
030

Q 001

East 1 West seat Turn 7

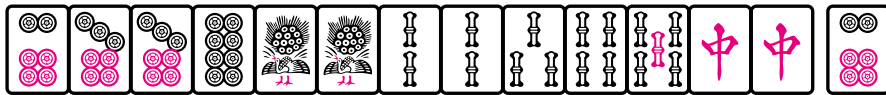


031
~
060

061
~
090

Q 002

East 1 West seat Turn 7

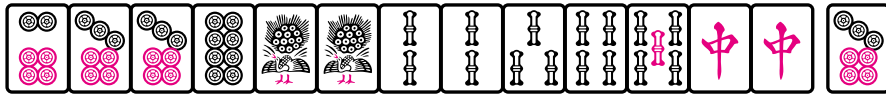
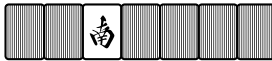


091
~
120

121
~
150

Q 003

East 1 West seat Turn 7



151
~
180

181
~
210

211
~
240

241
~
270

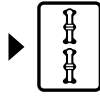
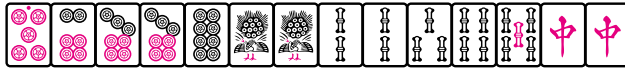
271
~
300

Let's prepare for when we encounter these shapes in live play!



[East 1 West seat Turn 7]

A 001



1 shanten [×18 ×18 ×14]

Prioritizing the final shape with pon tenpai, choose the widest shape. Cutting and have the same acceptance, but differ in ease of winning and fu in the case of a shanpon wait. Note that winning on with the shape below can be interpreted as winning on kanchan, giving 2 extra fu.



001
~
030

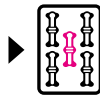
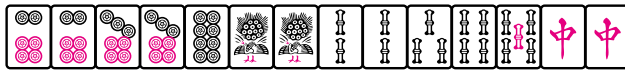
031
~
060

061
~
090

091
~
120

[East 1 West seat Turn 7]

A 002



1 shanten [×18 ×18 ×17]

We don't want to destroy the best case scenario of ryanpeikou. Chiitoui is also possible, and compared to discarding we only lose 1 tile of acceptance.

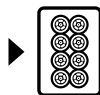
121
~
150

151
~
180

181
~
210

[East 1 West seat Turn 7]

A 003



1 shanten [×13 ×13 ×13 ×12 ×8]

Aim for sanankou. Cut from the outside with if aiming for aka acceptance or cut from the inside with for safety.

211
~
240

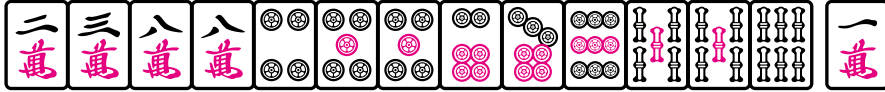
241
~
270

271
~
300

001
~
030

Q 004

East 1 East seat Turn 6

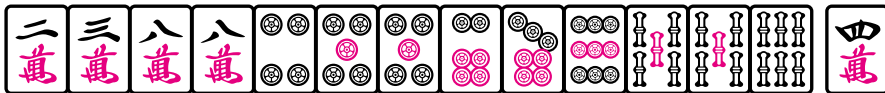


031
~
060

061
~
090

Q 005

East 1 East seat Turn 6

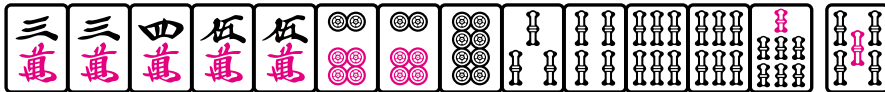
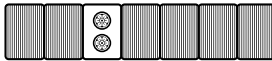


091
~
120

121
~
150

Q 006

East 1 East seat Turn 8



151
~
180

181
~
210

211
~
240

241
~
270

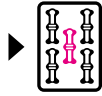
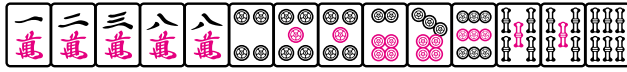
271
~
300

A poker deck has 52 cards and hanafuda has 48 cards. Mahjong has 136 tiles. What a luxurious game!



[East 1 East seat Turn 6]

A 004



1 shanten [× 19 × 19 × 16 × 15]

The pinzu shape is ryanmen kanchan waiting on . Choose the shape that is more likely to become pinfu.

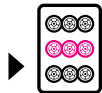
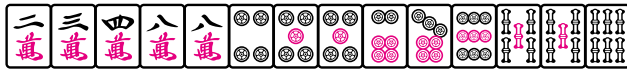
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 6]

A 005



1 shanten [× 19 × 19 × 16 × 15]

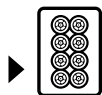
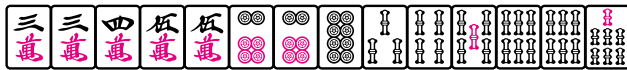
The pinzu shape is ryanmen kanchan waiting on , but tanyao is worth more than pinfu, so we confirm tanyao instead. We can pon from this shape as well.

091
?
120

121
?
150

[East 1 East seat Turn 8]

A 006



1 shanten [× 18 × 14 × 11]

Cutting gives the largest acceptance, but it is likely that the final wait becomes kanchan iipeikou. Cutting and then cutting after drawing lets us improve to a wider 1 shanten. How should we balance speed and good shape? Here we should prioritize acceptance over improvements. We are the dealer and it is already turn 8, plus tanyao is confirmed, so dama is also possible. Even if we discard , most draws other than will result in us discarding anyway.

151
?
180

181
?
210

211
?
240

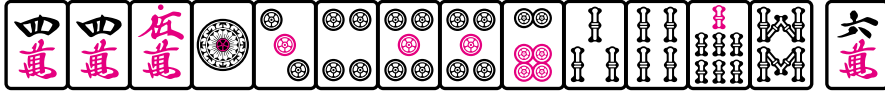
241
?
270

271
?
300

001
~
030

Q 007

East 1 East seat Turn 6

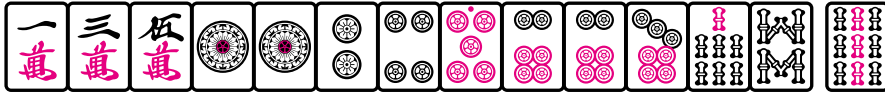
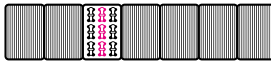


031
~
060

061
~
090

Q 008

East 1 East seat Turn 6

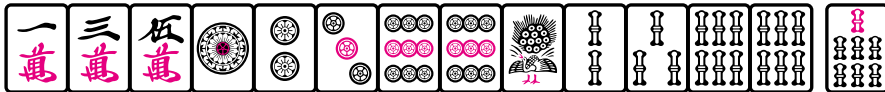
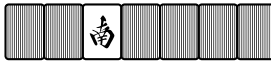


091
~
120

121
~
150

Q 009

East 1 South seat Turn 6



151
~
180

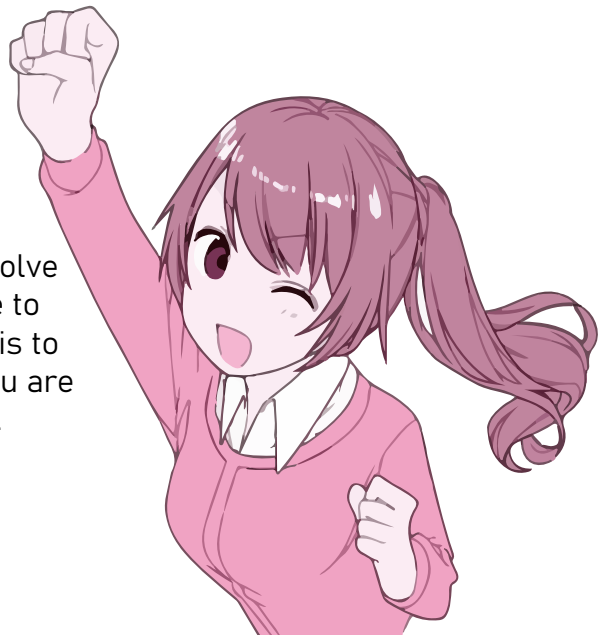
181
~
210

211
~
240

241
~
270

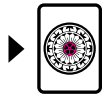
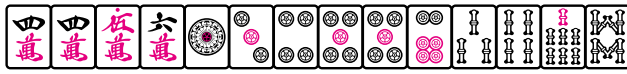
271
~
300

The first step is to be able to solve WWYDs that you were unable to solve before. The second step is to be able to solve WWYDs that you are able to solve more quickly.



[East 1 East seat Turn 6]

A 007



2 shanten [×53 ×50 ×47]

This is a good shape 2 shanten that lacks a head. Prioritize making a head when choosing the shape. Even if we draw the backfire we can still use as a head.

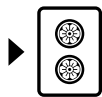
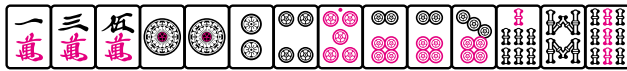
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 6]

A 008



1 shanten [×15 ×15 ×15 ×12]

By discarding early here, other players will be less cautious of a kanchan wait. Some may like this kind of tricky playstyle, but **mahjong is about tsumo**. The correct play is to maximize our chances at a ryanmen wait. Pinfu is also possible from this shape, so discarding is also bad for value.

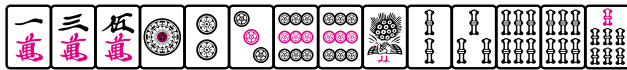
091
~
120

121
~
150

151
~
180

[East 1 South seat Turn 6]

A 009



1 shanten [×16 ×16 ×16 ×12]

We can see 123 sanshoku. If the kanchan completes first we also get pinfu. How should we proceed? Here we should go for value and confirm sanshoku by discarding . Cutting early will make other players less cautious of . If we want to maximize our chances at pinfu then we should cut but even if we do so there is a 3/4 chance that we discard at tenpai. If so, isn't it better to discard early and set a trap?

181
~
210

211
~
240

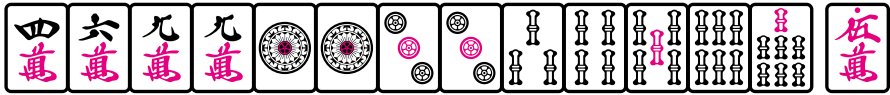
241
~
270

271
~
300

001
~
030

Q 010

East 1 East seat Turn 7

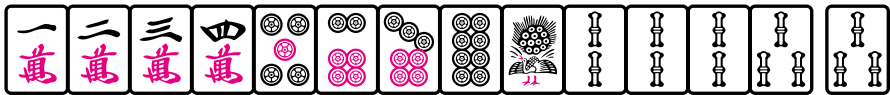


031
~
060

061
~
090

Q 011

East 1 West seat Turn 7

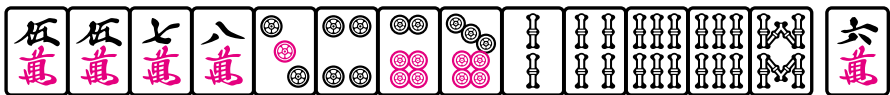


091
~
120

121
~
150

Q 012

East 1 East seat Turn 5



151
~
180

181
~
210

211
~
240

241
~
270

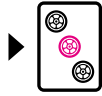
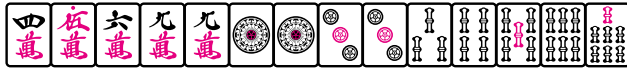
271
~
300

You can't answer without knowing the table situation? That has nothing to do with this!



[East 1 East seat Turn 7]

A 010



1 shanten [10000 × 19 11000 × 19 12000 × 15]

Keep 3 tiles in the pinzu shape. If we discard 10000 and then draw 11000 we get perfect 1 shanten, but the souzu shape is more likely to complete first. The correct play is to prioritize the final shape by discarding 11000.

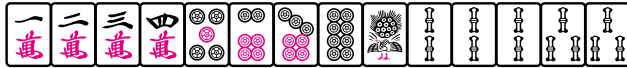
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 7]

A 011



1 shanten [10000 × 46 11000 × 45 12000 × 38 13000 × 34 14000 × 19]

Discarding 10000 gives the widest acceptance, but considering the final shape and value (pinfu, iipeikou), cutting 12000 gives the highest expected value. 10000 11000 12000 13000 14000 is a good shape that can become either the head + another group or iipeikou.

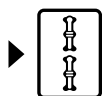
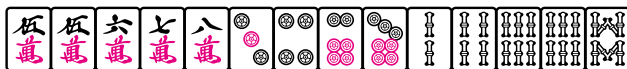
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 5]

A 012



2 shanten [10000 × 24 11000 × 24 12000 × 24 13000 × 24 14000 × 24]

Too many blocks. Cutting either pinzu or 10000 11000 12000 13000 14000 all give 24 tiles of acceptance. The pinzu shape has overlapping acceptance, but ry-anmen is still more valuable than kanchan. We can see 678 san-shoku so we do not cut 10000. If we want to extend the manzu shape we should keep 10000 11000 12000 13000 14000. By elimination, we should cut 10000.

181
~
210

211
~
240

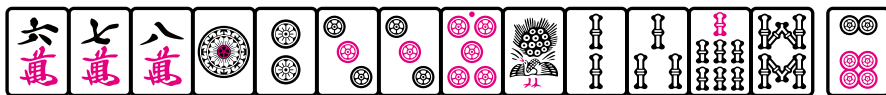
241
~
270

271
~
300

001
~
030

Q 013

[East 1 West seat Turn 4]

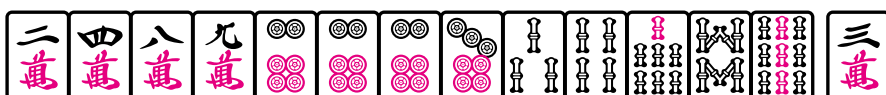


031
~
060

061
~
090

Q 014

[East 1 East seat Turn 7]

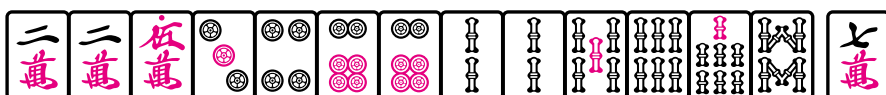


091
~
120

121
~
150

Q 015

[East 1 East seat Turn 6]



151
~
180

181
~
210

211
~
240

241
~
270

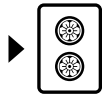
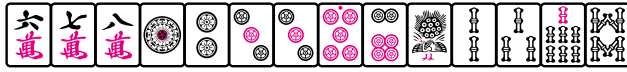
271
~
300

Anyone who can't answer without knowing the table situation should just always think of these as their east 1 haipai.



[East 1 West seat Turn 4]

A 013

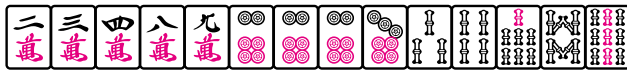


1 shanten [20000 ×28 30000 ×23 40000 ×16 50000 ×16 60000 ×16 70000 ×16]

We get the widest acceptance by discarding 20000 and fixing a group, but drawing 30000 would force us to discard 40000. Whether or not we should fix the pair for ryanmen + ryanmen floating tile 1 shanten will depend on the situation, but in cases like this where headless 1 shanten might make us discard aka, it is better to fix the pair.

[East 1 East seat Turn 7]

A 014

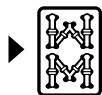
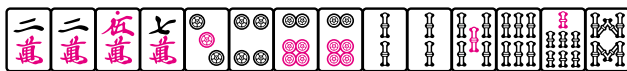


1 shanten [10000 ×24 80000 ×22 90000 ×22]

Discarding 10000 gives the largest acceptance, but drawing souzu will result in a penchan wait. Here we discard 80000 and aim for good shape tenpai by drawing 90000. Holding on to floating dora is dangerous, but the returns are great if it becomes the head.

[East 1 East seat Turn 6]

A 015



2 shanten [18000 ×18 19000 ×18 20000 ×16 11000 ×16 12000 ×16]

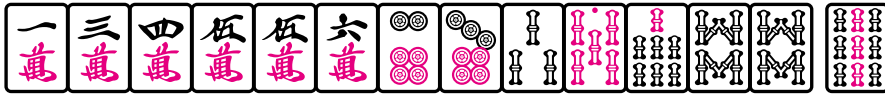
We have too many blocks and 3 heads. The 40000 kanchan we want for value is weak, so assume that we will call. We have many pairs that we can pon, so we should fix a group in souzu (even if the 4 tile connected shape in souzu extends, it is easy to lose tanyao) by cutting either 18000 or 19000. Since 567 sanshoku is possible and drawing 18000 lets us extend the shape, cutting 18000 seems good.

- 001
?
030
- 031
?
060
- 061
?
090
- 091
?
120
- 121
?
150
- 151
?
180
- 181
?
210
- 211
?
240
- 241
?
270
- 271
?
300

001
~
030

Q 016

East 1 East seat Turn 7



031
~
060

061
~
090

Q 017

East 1 West seat Turn 7

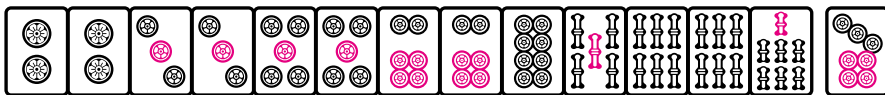


091
~
120

121
~
150

Q 018

East 1 East seat Turn 5



181
~
210

211
~
240

241
~
270

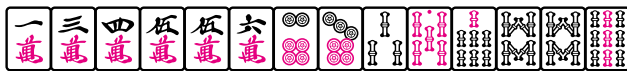
271
~
300

Ah! this question was done in shing*ku zemi!



[East 1 East seat Turn 7]

A 016



2 shanten [×49 ×46 ×43 ×33 ×27]

If we draw we move towards tanyao pinfu (and sanshoku). We miss completing a group if we draw the backfire, but even then it is a half step forward.

001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 7]

A 017



1 shanten [×34 ×29 ×24 ×17 ×16]

A choice between ittsumi and sanshoku. If we discard drawing gives pinfu ittsumi and drawing gives pinfu aka, which isn't bad either. Discarding or drastically decreases acceptance.

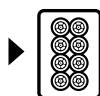
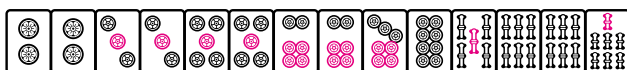
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 5]

A 018



1 shanten [×17 ×17 ×14]

In aka ari, going for chinitsu from here is not an option. The choice is between discarding and . Discarding maintains chiitai 1 shanten and allows the souzu shape to become 2 groups. Depending on our draws, we can move towards tanyao pinfu. We lose acceptance, but we would lose tanyao with , so this is not too painful. Calling pon on for an interrupting hand is also good. Chiitai isn't great, but if we reach tenpai we should take it. If we discard , all future souzu draws are wasted.

181
~
210

211
~
240

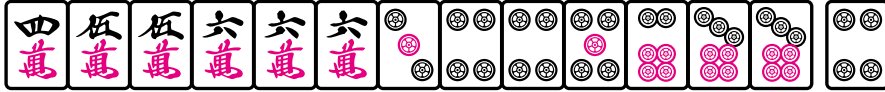
241
~
270

271
~
300

001
~
030

Q 019

East 1 East seat Turn 8

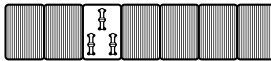


031
~
060

061
~
090

Q 020

East 1 West seat Turn 7

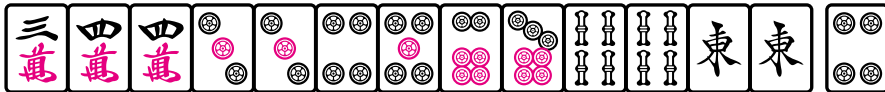


091
~
120

121
~
150

Q 021

East 1 East seat Turn 9



151
~
180

181
~
210

211
~
240

241
~
270

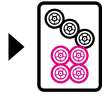
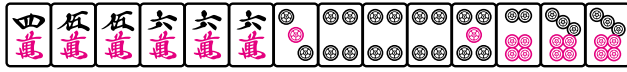
271
~
300

It is better to quickly make an 80% correct play than to take a long time to make a 100% correct play.



[East 1 East seat Turn 8]

A 019



1 shanten [×37 ×35 ×33 ×30 ×24]

A tile efficiency quiz—can we keep the 4 sided wait or not? This may seem difficult for those who are unfamiliar with such shapes, but if we observe that drawing any of to completes 2 groups, and that and are suji and overlap, then the answer is clear.

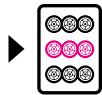
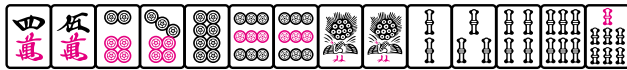
001
?
030

031
?
060

061
?
090

[East 1 West seat Turn 7]

A 020



1 shanten [×16 ×16 ×16 ×16 ×16]

As a rule, **make the head out of dora suji in a connected shape that includes the dora**. If we draw dora, we can replace . Some may think that we can also do this if we keep as a floating tile, but drawing into perfect 1 shanten or drawing a safe tile makes things awkward.

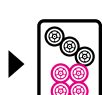
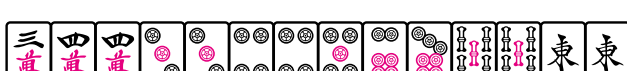
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 9]

A 021



1 shanten [×9 ×9]

If we can just call double then everything is fine, but it is already turn 9. We want some insurance in case we can't call since it's dora. Here we discard to keep both chiitoe and a normal hand possible. It may seem like a waste to discard the 3 sided wait in pinzu, but in reality we only lose acceptance. We are 1 shanten for chiitoe, but call if it comes out.

181
?
210

211
?
240

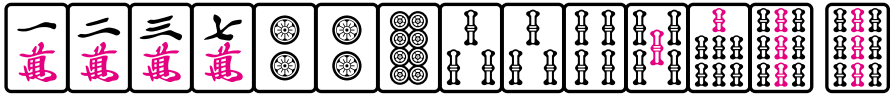
241
?
270

271
?
300

001
~
030

Q 022

East 1 East seat Turn 3

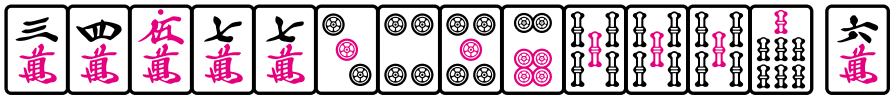
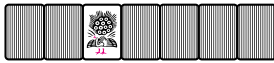


031
~
060

061
~
090

Q 023

East 1 West seat Turn 7

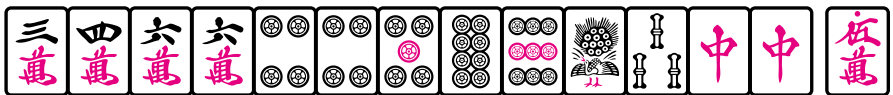
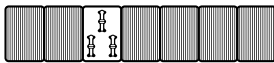


091
~
120

121
~
150

Q 024

East 1 West seat Turn 3



151
~
180

181
~
210

211
~
240

241
~
270

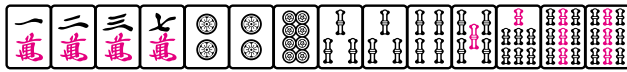
271
~
300







Is mahjong an amazing game or is it shit?



[East 1 East seat Turn 3]

A 022



▶  2 shanten [ ×60  ×58  ×56  ×50  ×46]

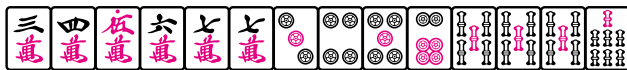
Not enough blocks. Cutting the weakest floating tile  is correct.






001
?
030





031
?
060

[East 1 East seat Turn 7]

A 023



▶  1 shanten [ ×54  ×46  ×42  ×24]

We are the dealer, sanshoku is uncertain, and we have 1 aka, so we should maximize our acceptance. If we try to fix the 3 sided wait in manzu by discarding  , we miss tenpai on a 3 sided wait if we draw  . Moreover, we get a 5 sided wait if we draw  . Discarding  is actually the most likely to result in a multi sided wait.

061
?
090

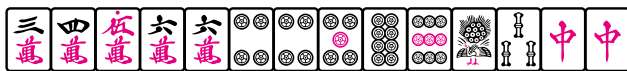
091
?
120








121
?
150





151
?
180

[East 1 West seat Turn 3]

A 024



▶  2 shanten [ ×20  ×20  ×20  ×20  ×18  ×18]

If we interpret the manzu shape as two blocks then we have too many blocks. According to **5 block theory** we should drop the weakest block, in this case the  penchan. We can drop the penchan starting either from the inside or the outside, but even if we immediately draw  , the furiten  ryanmen is not that great of a shape, so prioritize safety and drop  .

181
?
210

211
?
240

241
?
270

271
?
300

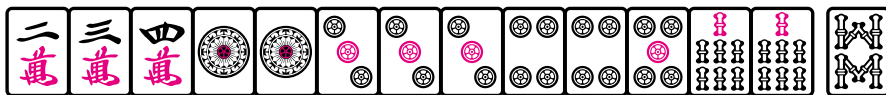
001
~
030

Q 025

East 1 North seat Turn 7



031
~
060



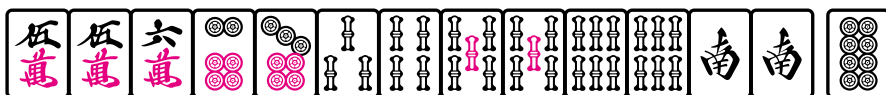
061
~
090

Q 026

East 1 East seat Turn 6



091
~
120



121
~
150

Q 027

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

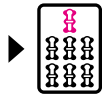
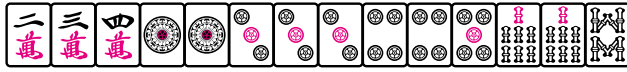
271
~
300

Maybe getting used to these means to do some pattern matching?



[East 1 North seat Turn 7]

A 025



1 shanten [10000 × 24 11000 × 21 12000 × 19 13000 × 18]

Keep the complex joint in pinzu and fix the ryanmen in souzu for the widest shape. If we draw 14000 we have to discard dora, but we already have enough value. Those who chose to discard 10000 have tanyao disease.

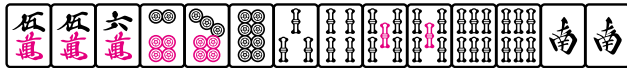
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 6]

A 026



1 shanten [10000 × 19 11000 × 19 12000 × 19 13000 × 14 14000 × 13]

It is easy to end up discarding 13000 hoping to draw 14000 into tenpai, but this makes drawing dora 11000 awkward. If we discard 10000 we can drop the 30000 pair if we draw dora and smoothly transition to tanyao.

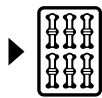
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 7]

A 027



1 shanten [10000 × 20 11000 × 16 12000 × 15 13000 × 15 14000 × 15]

The manzu shape is a mess. Drawing 14000 gets us iipeikou and Drawing 10000 gets us tanyao, but both are kanchan. In such situations, the trick is to leave the messy shapes be and straighten out the stronger shapes. In other words, we fix the ryanmen in souzu. **When struggling to choose between joints, it is usually correct to leave the messy ones intact.**

181
~
210

211
~
240

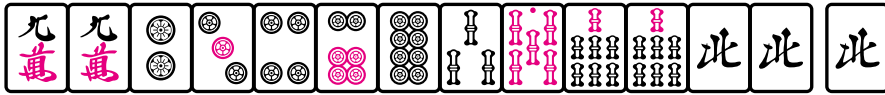
241
~
270

271
~
300

001
~
030

Q 028

East 1 East seat Turn 7

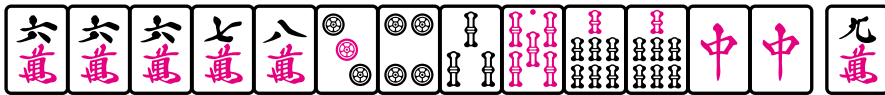


031
~
060

061
~
090

Q 029

East 1 West seat Turn 6

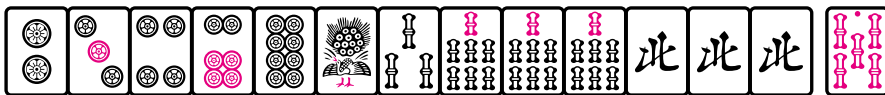


091
~
120

121
~
150

Q 030

East 1 East seat Turn 7



151
~
180

181
~
210

211
~
240

241
~
270

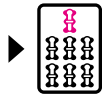
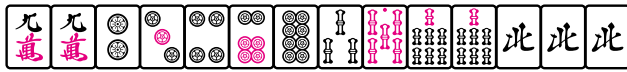
271
~
300

This book is a collection of 300 questions, so if we solve one per day, then we can... not enjoy this for an entire year (w-what?!)



[East 1 East seat Turn 7]

A 028



1 shanten [× 12 × 12 × 8 × 8 × 8]

We assume that this hand will remain closed. Prioritize confirming the aka by discarding . We have aka 1 as the dealer so we insta riichi even if the final wait is bad.

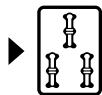
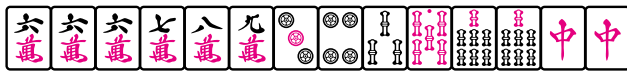
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 6]

A 029



1 shanten [× 16 × 16 × 12]

Prioritize pon or ankou over cutting to confirm aka. If we were playing with shuugi then we might hesitate, but in this case both are worth 1 han and there is a difference in speed. We generally discard for shanpon riichi if we draw pinzu into tenpai.

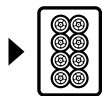
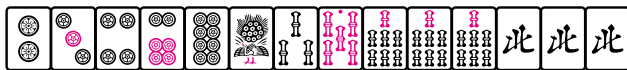
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 7]

A 030



1 shanten [× 24 × 21 × 21]

This is a special shape where even high level players end up discarding . Those who answered correctly should feel proud. The choice here is between and . Discarding has the highest acceptance, but we would have to discard if we draw afterwards. With this in mind, the number of effective tiles is the same for both. If so, then we should choose based on the final shape that results when completing a group by drawing . kanchan is a better wait than kanchan, so is the correct discard.

181
~
210

211
~
240

241
~
270

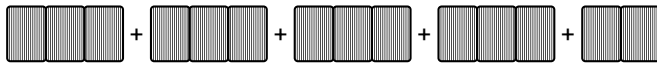
271
~
300

About WWYD Theory ①

5 block theory part 1

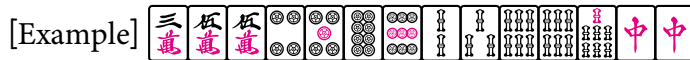
▶ *4 groups, 1 head and too many blocks*

4 groups and 1 head are required to win a hand.

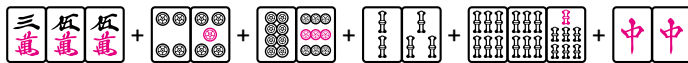


The head only requires 2 tiles, but together with the group candidates consisting of 3 tiles, we think of these as a total of 5 blocks to make.

Let's consider a concrete example.



Not a single group has completed yet. Let's split this into blocks.



This hand has been split into 6 blocks.

5 blocks is enough, so this hand is said to have **too many blocks**. To make 4 groups and 1 head, we must get rid of one of the blocks. At this stage, **look ahead and prune the hand down to 5 strong blocks**.

This is the way of thinking of 5 block theory.

Using this theory will greatly increase tenpai efficiency.




*Up your efficiency
armed with theory!*

5 block theory part 2

▶ How to choose strong blocks

Let's list how to separate blocks into weak and strong blocks.

◆ Strong blocks


- Complete easily (like ryanmen)
- Involve dora (tiles that affect value just by being present)
- Involve yaku (sanshoku, honitsu, etc.)
- Yakuhai pairs
- Shapes with supporting tiles (shapes like )

◆ Weak blocks

- Difficult to complete bad shapes (penchan, kanchan, etc.)
- Tiles incompatible with yaku
- Have few tiles remaining

Depending on factors like the overall structure of the hand, the information on the table, and opportunities for improvement, the strength of blocks will change, but overall, we use the factors above as criteria to choose which blocks to drop.

[Example] (reproduced) 

In this [Example], the  penchan looks the weakest. Let's get rid of it.

Weak blocks need support.



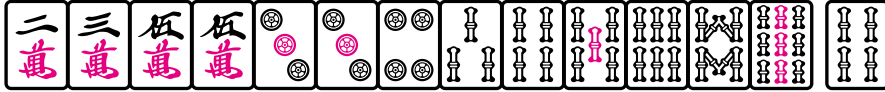
001
~
030

Q 031

East 1 West seat Turn 5



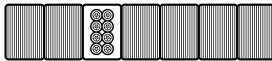
031
~
060



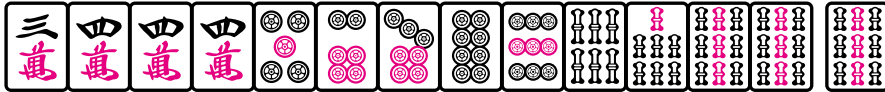
061
~
090

Q 032

East 1 East seat Turn 7



091
~
120



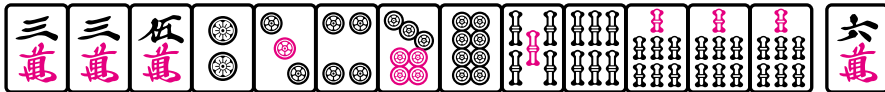
121
~
150

Q 033

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

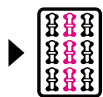
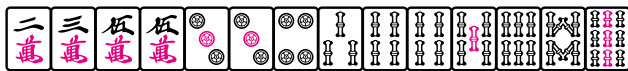
271
~
300

I'm not a member, but I help out at the parlor about twice per month!



[East 1 West seat Turn 5]

A 031



2 shanten [×31 ×27 ×27 ×27]

The souzu shape is ryanmen kanchan and can accept so we can use even without . Aim for sanshoku from here.

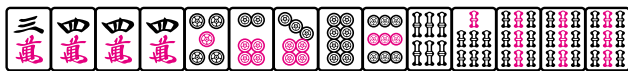
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 032



1 shanten [×33 ×25 ×25 ×25]

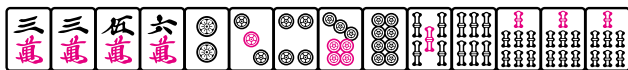
Dora 1 as dealer. Aiming for head start riichi, we should simply take the widest shape. If we draw then we would have to discard dora, but this is unlikely.

091
~
120

121
~
150

[East 1 East seat Turn 7]

A 033



1 shanten [×19 ×16 ×16 ×16 ×15]

We are 1 shanten for pinfu, so the choice is between dropping either the pair or the pair. The difference between the choices becomes apparent when we draw or for perfect 1 shanten. For example, suppose that we draw after discarding a pair. If we had discarded then we gain 4 tiles of acceptance with pair, whereas if we had discarded then we gain 7 tiles of acceptance with pair. From there we can also aim for iipeikou if the souzu shape improves. Accepted theory is to **keep connected shapes**.

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 034

East 1 East seat Turn 7



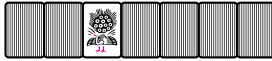
031
~
060



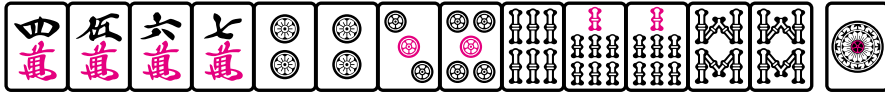
061
~
090

Q 035

East 1 West seat Turn 7



091
~
120



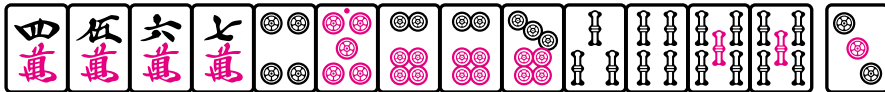
121
~
150

Q 036

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

I'm in a mahjong club!



[East 1 East seat Turn 7]

A 034



1 shanten [60000 × 16 60000 kan × 16 90000 × 16 10000 × 16 70000 × 12]

We can draw so we do not kan; discard one copy of for now. If we draw then we kan and riichi. Nobody can disrespect dealer ankan riichi—it's always my turn!

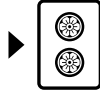
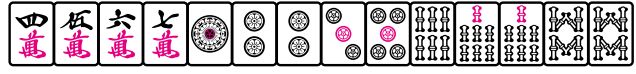
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 7]

A 035



1 shanten [40000 × 16 70000 × 16 10000 × 16 10000 × 15 10000 × 11]

We want a head. Take care of the shape instead of touching the 4 tile connected shape in manzu. Doing so will also make it easier to get a good shape if the manzu or souzu shapes extend. With a shape like we generally fix the sequence.

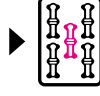
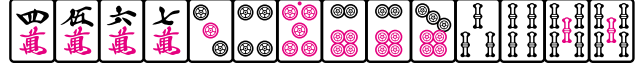
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 4]

A 036



1 shanten [10000 × 51 10000 × 50 70000 × 43 10000 × 23]

The dora is , so it might be tempting to fix the 3 sided wait in pinzu, but compared to other choices discarding has lower acceptance; there is no need to rush to fix the 3 sided wait. Discarding is better in terms of both overall acceptance and acceptance for tiles that give good shape tenpai.

181
~
210

211
~
240

241
~
270

271
~
300

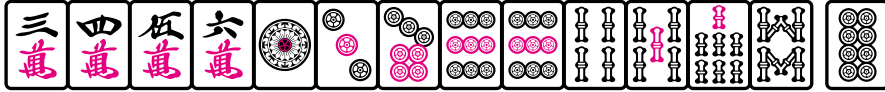
001
~
030

Q 037

East 1 West seat Turn 4



031
~
060



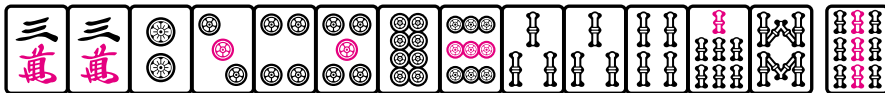
061
~
090

Q 038

East 1 West seat Turn 7



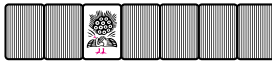
091
~
120



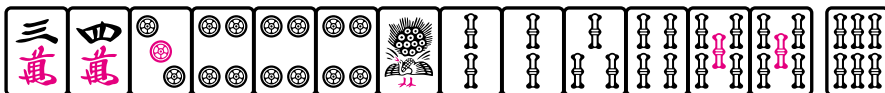
121
~
150

Q 039

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

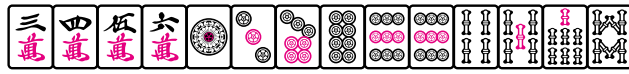
271
~
300

I think people who say "thank you" when being handed oshibori are wonderful.



[East 1 West seat Turn 4]

A 037



▶ 2 shanten [×40 ×40 ×40 ×30 ×30 ×27]

2 shanten with possible pinfu. Discarding or is wider, but we should keep the 4 tile connected shape in manzu and the shape that are easy to make a head from. This hand can be interpreted as having too many blocks, so we discard .

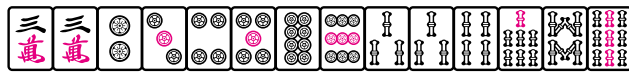
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 7]

A 038



▶ 1 shanten [×16 ×16 ×12 ×8]

Discarding or gives us the largest acceptance, but it is likely that we end up waiting on penchan . Here we discard for flexibility, keeping the penchan so that we can draw into tenpai while hoping to extend . Striking a compromise between speed and good shape is an important technique.

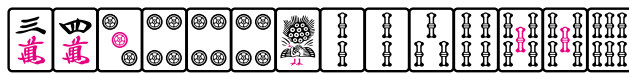
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 5]

A 039



▶ 1 shanten [×22 ×21 ×21 ×15]

We can see tanyao pinfu sanshoku, but discarding here is correct. There are probably many who would discard , but drawing any of into tenpai results in the same shape as if we had discarded to begin with. Keeping lets us also draw into tenpai. Although it seems wasteful at first glance, discarding is an excellent play.

181
~
210

211
~
240

241
~
270

271
~
300

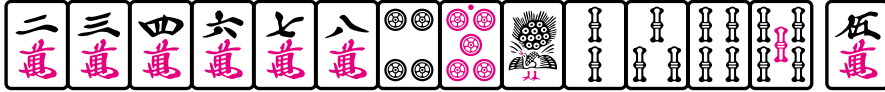
001
~
030

Q 040

East 1 West seat Turn 7



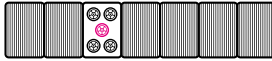
031
~
060



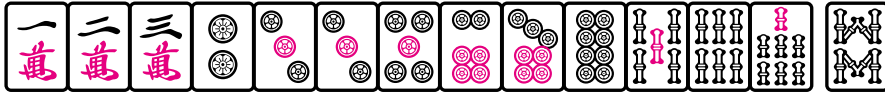
061
~
090

Q 041

East 1 West seat Turn 9



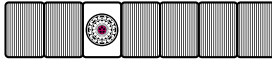
091
~
120



121
~
150

Q 042

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

It is important to play quickly. No matter how strong you are, you look bad if you play slowly.



[East 1 West seat Turn 7]

A 040

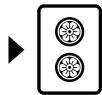
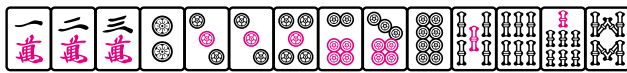


1 shanten [1W ×33 2W ×33 3W ×23]

Here we should confirm 4W. Tanyao is basically confirmed, and if the pinzu shape completes first we get a 3 sided wait. If we draw dora we can use it by cutting 5W.

[East 1 West seat Turn 9]

A 041

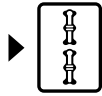


1 shanten [1W ×46 2W ×37 3W ×37 4W ×29 5W ×29]

Confirm the head and make use of both 4 tile connected shapes. If it is still early in the game, we can also tsumogiri and reject shanpon tenpai if we draw 6W.

[East 1 East seat Turn 5]

A 042



1 shanten [1W ×37 2W ×32 3W ×29 4W ×14]

Here we can also discard 5W to prepare to pon or chii into tenpai, but if we discard 6W, we would also have to discard anything we draw around it. Keeping 7W is fast if we can chii 8W, but even if we assume that chii is 2 times faster, the equivalent acceptance is still only 8 tiles. If we keep 9W, there are 8 tiles we can draw for ryanmen tenpai, and we can also draw tiles nearby for kanchan or shanpon tenpai. Discarding 10W also gives us a better final shape.

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

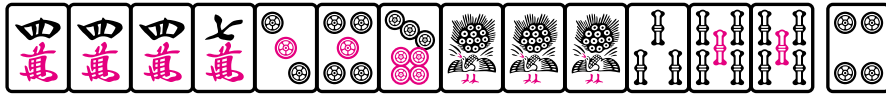
001
~
030

Q 043

East 1 East seat Turn 6



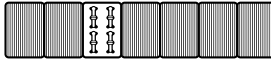
031
~
060



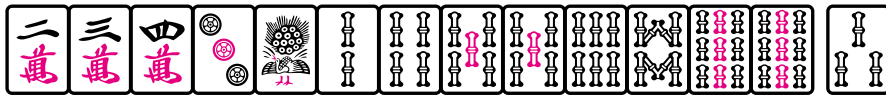
061
~
090

Q 044

East 1 South seat Turn 7



091
~
120



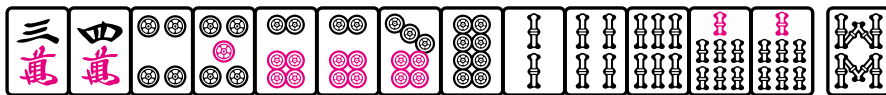
121
~
150

Q 045

East 1 West seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

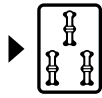
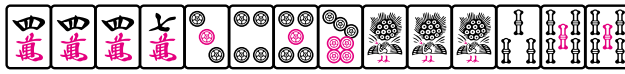
271
~
300

I feel sorry for guests who order their drinks in mugs.



[East 1 East seat Turn 6]

A 043



1 shanten [×43 ×36 ×33]

This is a question about sticky 1 shanten. The answer is clear if we apply the theory **that floating tiles near ankou are unfit for sticky 1 shanten**. Note that the irregular 3 sided wait from drawing is worse than a normal ryanmen. Aim to draw dora, for a 3 sided wait, and for sanankou. gets in the way of sanankou.

001
~
030

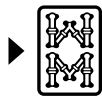
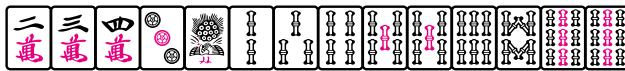
031
~
060

061
~
090

091
~
120

[East 1 South seat Turn 7]

A 044



1 shanten [×36 ×34 ×20 ×9]

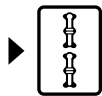
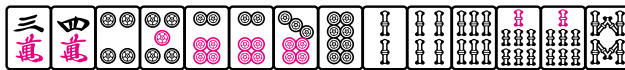
Discarding is recommended. Obsessing over ittsumu narrows our acceptance and also risks other disadvantages like a bad final shape and losing dora. Aim for pinfu with sticky 1 shanten.

121
~
150

151
~
180

[East 1 West seat Turn 5]

A 045



1 shanten [×24 ×17 ×16]

Discarding and fixing the group gives the widest acceptance, but we want to accept dora and aka with the ryanmen in manzu, so we should discard . Discarding is wider than discarding for ryanmen. Moreover, other than acceptance for tenpai, we get an excellent 1 shanten if we draw or if the pinzu shape extends.

181
~
210

211
~
240

241
~
270

271
~
300

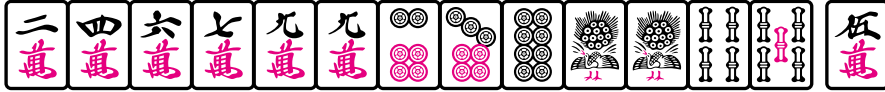
001
~
030

Q 046

East 1 East seat Turn 7



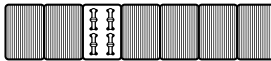
031
~
060



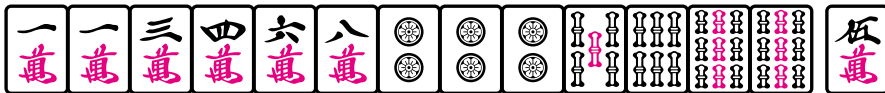
061
~
090

Q 047

East 1 East seat Turn 7



091
~
120



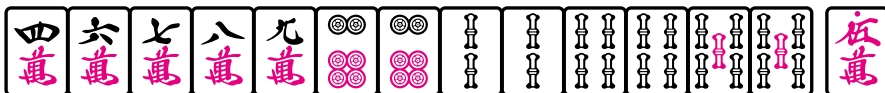
121
~
150

Q 048

East 1 East seat Turn 7



181
~
210



211
~
240

241
~
270

271
~
300

I often think that it's all last when it's south 3. I wonder why?



[East 1 East seat Turn 7]

A 046



1 shanten [× 16 × 16 × 12]

If we discard , we keep 2 kanchan that can accept . If the kanchan complete first we get pinfu. The ryankan is separated, so this shape is commonly referred to as **long ryankan**.

001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 047



1 shanten [× 16 × 16 × 12]

1 shanten. Discarding either or both give 16 tiles of acceptance. If we discard , drawing or into an ankou gives more fu. Terminal shanpon is also easier to win with.

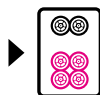
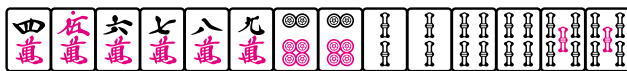
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 7]

A 048



1 shanten [× 14 × 14 × 14 × 14]

It may seem tempting to cut a tile from the double ryanmen, but the acceptance for ryanmen tenpai is the same for discarding any of . Keeping a floating and hoping for pinzu to extend (distant sanshoku) or souzu iipeikou seems good. We cannot cut since we lose the option to draw into ryanmen tenpai. Without considering aka, > > in terms of efficiency.

181
~
210

211
~
240

241
~
270

271
~
300

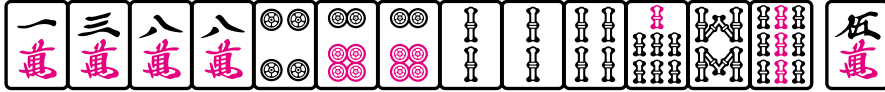
001
~
030

Q 049

East 1 East seat Turn 6



031
~
060



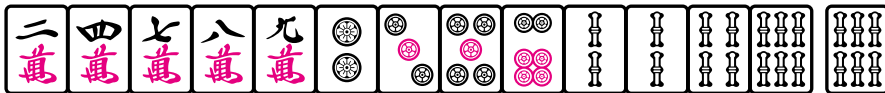
061
~
090

Q 050

East 1 East seat Turn 4



091
~
120



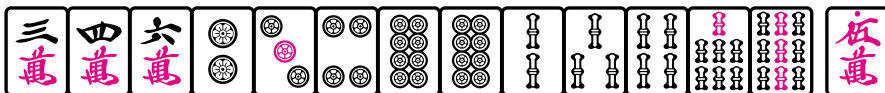
121
~
150

Q 051

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

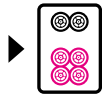
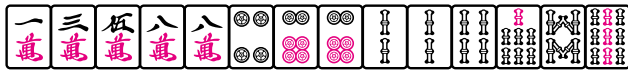
271
~
300

I like people who feel joy when winning and frustration when losing more than people who play like machines.



[East 1 East seat Turn 6]

A 049



2 shanten [× 20 × 20 × 18 × 18 × 18]

We have 3 heads in a hand we assume will stay closed. According to the theory that **3 heads is the weakest**, we should break a pair for 2 more tiles of acceptance. Discarding is correct since the resulting kanchan has 2 types of tiles for ryanmen improvement.

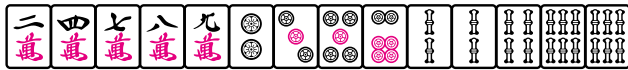
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 4]

A 050



2 shanten [× 24 × 24 × 24 × 20]

If we want to aim for 234 sanshoku we would drop ryanmen, but we should give up on 234 sanshoku here and simply drop the weakest joint. We can still draw and 456 sanshoku, so start from the outside with .

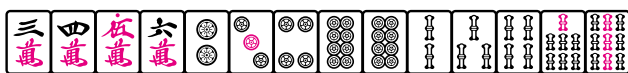
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 7]

A 051



Tenpai [× 4 × 4] 1 shanten [× 49]

Breaking tenpai is recommended. Tanyao, pinfu, sanshoku, and aka are all possible, and the 4 tile connected shape gives many ryanmen improvements. With all of these conditions satisfied, breaking tenpai is the superior choice. Kanchan insta riichi is correct in many cases, but breaking tenpai when appropriate is also important. **It is not that we should riichi because we have aka, but rather that since we have aka we want a shape that we can tsumo with.** The weakest play is to take the no yaku damaten. Insta riichi is far better than a tenpai we cannot ron with.

181
~
210

211
~
240

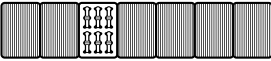
241
~
270

271
~
300

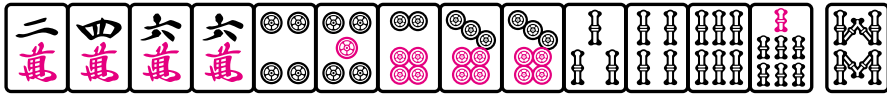
001
~
030

Q 052

[East 1 West seat Turn 7]




031
~
060



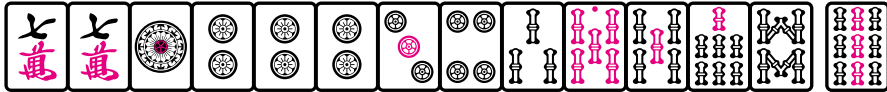
061
~
090

Q 053

[East 1 West seat Turn 6]



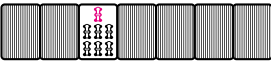
091
~
120



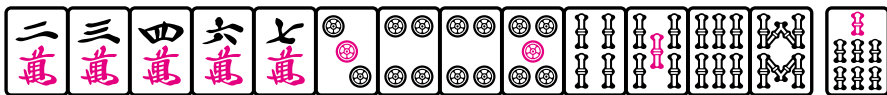
121
~
150

Q 054

[East 1 East seat Turn 7]



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

I don't like people who only announce their hand value when they win. My sticks get taken without even having confirmed their hand.



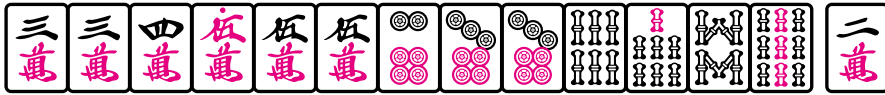
001
~
030

Q 055

East 1 West seat Turn 4



031
~
060



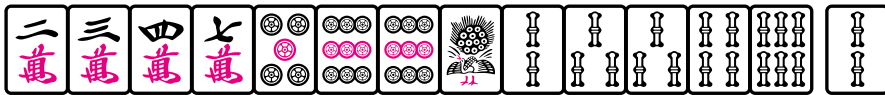
061
~
090

Q 056

East 1 East seat Turn 4



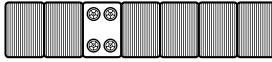
091
~
120



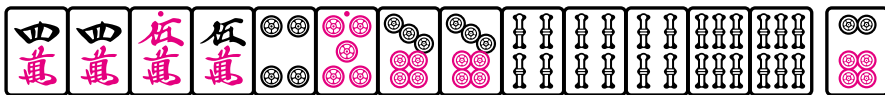
121
~
150

Q 057

East 1 East seat Turn 6



181
~
210



211
~
240

241
~
270

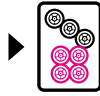
271
~
300

At our store, there are many guests that are not allowed to play at the same table. The owner said that it's really troublesome to organize tables.



[East 1 West seat Turn 4]

A 055



1 shanten [2W × 37 3W × 35 4W × 30 5W × 30 6W × 23]

Discarding 2W has worse acceptance than the other choices, but doing so guarantees at least a ryanmen wait and can accept dora, aka, and the multi sided wait in manzu, so its expected value is the highest.

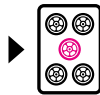
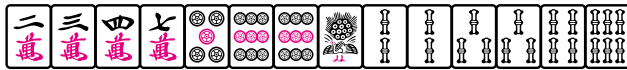
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 4]

A 056



1 shanten [7W × 42 8W × 42 9W × 40]

A question about sticky 1 shanten. We are 1 shanten for pinfu, so we want to keep the tiles that let us draw aka into a ryanmen wait, accept dora, and are closer to the outside. Additionally, if we draw 8W we can replace another floating tile to use it.

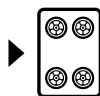
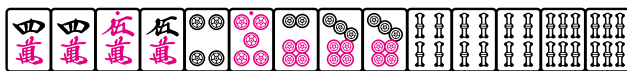
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 6]

A 057



1 shanten [4W × 20 5W × 14 6W × 14 7W × 14 8W × 9]

We can see 456 sanshoku, so it may seem tempting to sort out the double ryanmen in manzu, but we have dora 3 so we prioritize winning over sanshoku. We are actually 1 shanten for chiitai. Discarding 4W has the largest acceptance, and leaves the possibilities of sanankou, chiitai, iipeikou all open.

181
?
210

211
?
240

241
?
270

271
?
300

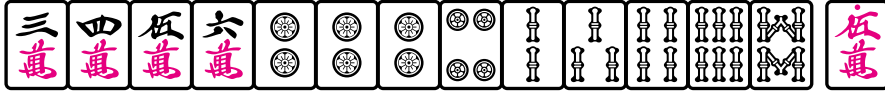
001
~
030

Q 058

East 1 East seat Turn 7



031
~
060



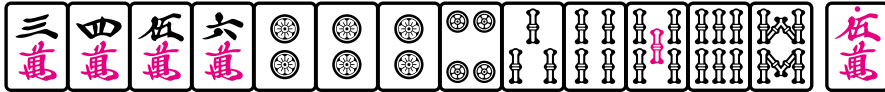
061
~
090

Q 059

East 1 East seat Turn 7



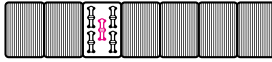
091
~
120



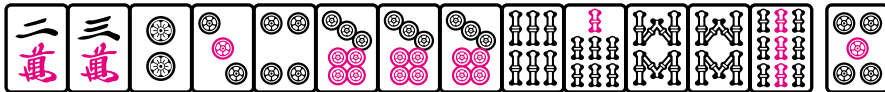
121
~
150

Q 060

East 1 East seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

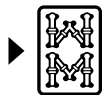
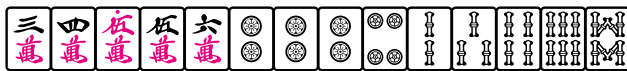
271
~
300

I learned that 4000 all is paid for using 5000 point sticks.



[East 1 East seat Turn 7]

A 058



1 shanten [×29 ×17]

Discarding is the widest, but it is likely that the final shape becomes kanchan. Reject the possibility of bad shape tenpai here by dropping . Doing so also keeps 234 sanshoku alive. Drawing gives a wide shape, so start from the outside with .

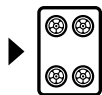
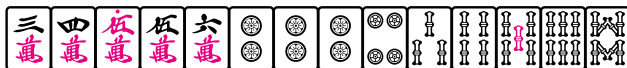
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 7]

A 059



1 shanten [×32 ×20]

The comparison is with discarding , but in this case there are many advantages to discarding . The acceptance is higher, and if the ryanmen in manzu completes first we can wait on nobetan. Even in the worst case that the final shape is kanchan, we still dama for improvement.

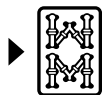
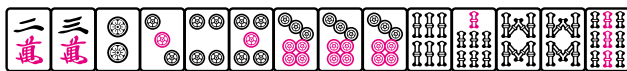
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 8]

A 060



1 shanten [×29 ×24 ×24]

Discarding gives the widest acceptance, but here want to keep it to prioritize a good final shape. The choice is then between and . Taking into account the fact that tanyao is uncertain, the difference between the number of and dora , and our options if our choice backfires, discarding is the best overall.

181
?
210

211
?
240

241
?
270


271
?
300



About WWYD Theory ①



5 block theory part 3





▶ Is it bad to discard  and fix ryanmen?




[Example] (reproduced) 

From the shape in this [Example], there are probably many who think “isn’t it good to discard  and fix the ryanmen?” Fixing the ryanmen from the shape in the [example] is **a playstyle that does not prune the hand to 5 blocks and instead maintains 6 blocks.**

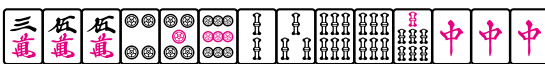
Let’s compare discarding  and discarding  to see which is better.

In terms of instantaneous acceptance, discarding  has 10 types 34 tiles, and discarding  has 10 types 36 tiles (excluding acceptance towards chiitai). There are many tiles, so let’s think in terms of the difference.

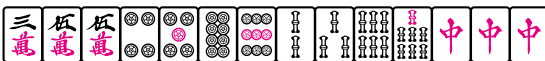
- Discard  (5 blocks) 4 tiles acceptance for  lost
- Discard  (6 blocks) 2 tiles acceptance for  lost

Discarding  and fixing the ryanmen is better for instantaneous acceptance. However, discarding  **leads to an unsteady shape when the hand advances.** Let’s consider what happens if we draw  after each of the choices.



Discard  (5 blocks) Discard  Perfect. Every tile is useful.

[Shape A] 

Discard  (6 blocks) Unsteady 6 blocks no matter what.

[Shape B] 

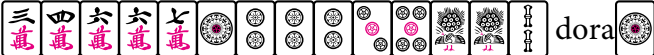

[Shape A] has no excess tiles, whereas an entire block is unnecessary in [Shape B]. Moreover, **the choice that had had 2 extra tiles of acceptance earlier now has less acceptance as a block must be discarded.**

Specifically, the acceptance after discarding  from [Shape A] is 9 types 32 tiles, and the acceptance after discarding  from [Shape B] is 7 types 28 tiles.


It was better to keep 5 tiles from the start wasn't it?

When in doubt, fix the ryanmen

▶ It is better to keep complicated shapes

[Example]  dora 

This is a shape that has backfires no matter what we discard.

Discarding  here minimizes the damage if we draw the backfire.

The manzu shape has overlapping acceptance, but even so ryanmen is strong.

We can spend as much time as we want when solving WWYDs on paper, but this isn't the case during live play against real opponents. Instead of spending a long time thinking about what to discard from shapes like this where every choice only seems to lead to slight differences, just fix the ryanmen for the time being.

When in doubt, fix the ryanmen for the time being. Doing so lets us avoid most A level mistakes.

This book has many WWYDs, but it is recommended to try to solving the questions under a time limit.

As it is important for live play, it is better to first eliminate A level misplays than to try to answer all of the questions correctly.

This doesn't mean it's good to fix every ryanmen.



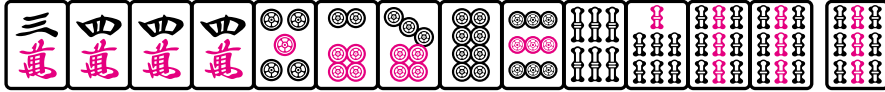
001
~
030

Q 061

East 1 East seat Turn 7



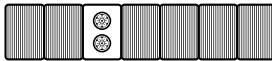
031
~
060



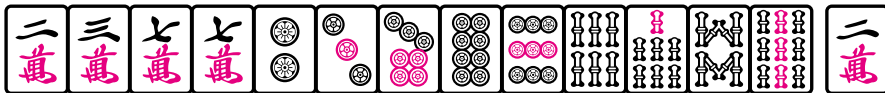
061
~
090

Q 062

East 1 East seat Turn 4



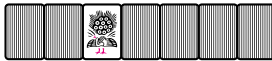
091
~
120



121
~
150

Q 063

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

I don't curl my hair or own any brand name bags, but I'm still a Nagoya girl.



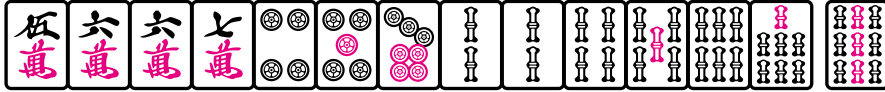
001
~
030

Q 064

East 1 West seat Turn 5



031
~
060



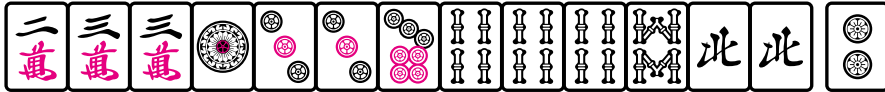
061
~
090

Q 065

East 1 East seat Turn 3



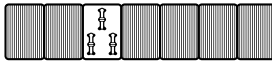
091
~
120



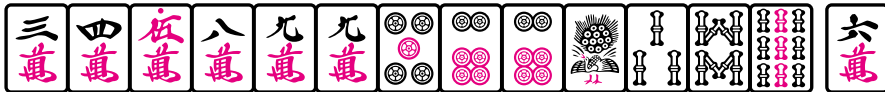
121
~
150

Q 066

East 1 West seat Turn 3



151
~
180



181
~
210

211
~
240

241
~
270

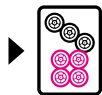
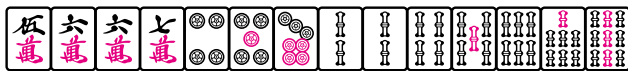
271
~
300

I like to put mayonnaise on
hiyashi chuka. I'm from Nagoya
after all.



[East 1 West seat Turn 5]

A 064



1 shanten [14,6,6,7 ×12 3 circles ×12 3 squares ×8]

It may also seem good to tsumogiri the dora, but 567 sanshoku is not guaranteed. We have enough blocks, so we should take the shape that lets us draw 14,6,6,7 into tenpai. Doing so still lets us aim for 456 sanshoku.

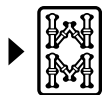
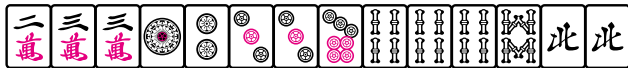
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 3]

A 065



2 shanten [14,3,3,3 ×56 1 dragon ×53 14,3,3,3 ×50 1 dragon ×50 14,3,3,3 ×50]

Discarding 14,3,3,3 is the best for acceptance, but we don't have enough blocks, so we should not rush to fix the dora ryanmen. There are many tiles that can improve the value of our hand like dora or 14,3,3,3, and discarding 14,3,3,3 loses the possibility of chiitai. Keeping 14,3,3,3 in this shape is thus the best for both speed and value.

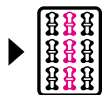
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 3]

A 066



2 shanten [14,4,6,6,8,9,9 ×24 14,4,6,6,8,9,9 ×20 3 circles ×20 14,4,6,6,8,9,9 ×20 14,4,6,6,8,9,9 ×20]

We have too many blocks. It is only turn 3, so we should drop the weak penchan instead of rushing to fix the ryanmen in pinzu. The 14,4,6,6,8,9,9 shape becomes especially strong upon drawing 3 circles or 3 squares. If we discard 3 circles here then all subsequent pinzu draws other than 3 circles are wasted.

181
~
210

211
~
240

241
~
270

271
~
300

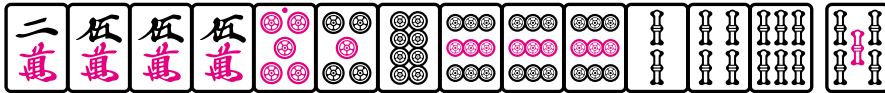
001
~
030

Q 067

East 1 East seat Turn 7



031
~
060



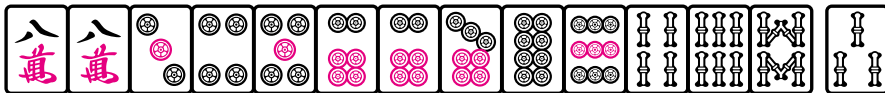
061
~
090

Q 068

East 1 West seat Turn 9



091
~
120



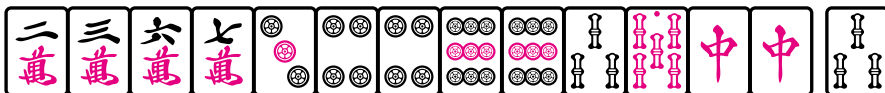
121
~
150

Q 069

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

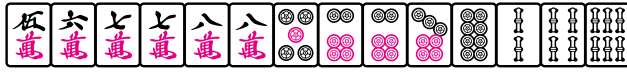
271
~
300

I like the unique texture of miso nikomi.



[East 1 East seat Turn 6]

A 070



1 shanten [7-man] × 15 [11-man] × 11 [11-man] × 11

Even if manzu seems like it will extend, drawing 7-man makes us lose tanyao. Here we should simply take the ryankan and confirm tanyao. Acts of ryanmen worship like discarding 11-man should be done away with.

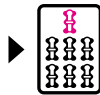
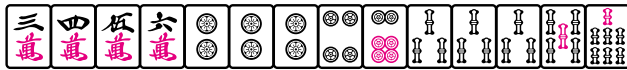
001
?
030

031
?
060

061
?
090

[East 1 West seat Turn 4]

A 071



1 shanten [6-man] × 28 [11-man] × 17 [11-man] × 17

Anticipating manzu extension and dora 3-man draw, we do not touch the manzu shape. 11-man and 11-man differ in whether tanyao is confirmed after the shape extends upward upon drawing 11-man or 11-man.

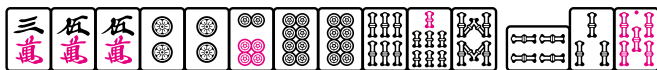
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 4]

A 072



1 shanten [4-man] × 12 [11-man] × 12 [3-man] × 10 [11-man] × 10

Cutting a tile from the 4-man or 11-man pair is the best for immediate acceptance, but breaking a pair that we can use to call pon from anyone to reach tenpai is not an option. Therefore the choice is between discarding 3-man and discarding 11-man. Let's compare the shapes that result when we draw something next to each. Drawing 11-man gives ryanmen that can accept 11-man, 11-man is useless as it is incompatible with tanyao. Drawing 11-man gives ryanmen that can accept 11-man, 11-man, which we can then keep by dropping a pair.

181
?
210

211
?
240

241
?
270

271
?
300

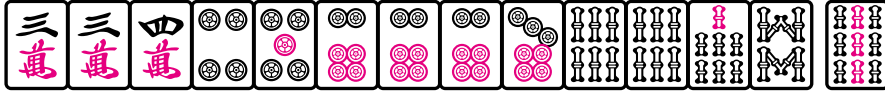
001
~
030

Q 073

East 1 East seat Turn 5



031
~
060



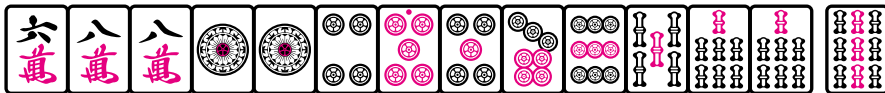
061
~
090

Q 074

East 1 East seat Turn 4



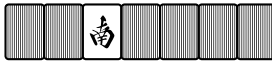
091
~
120



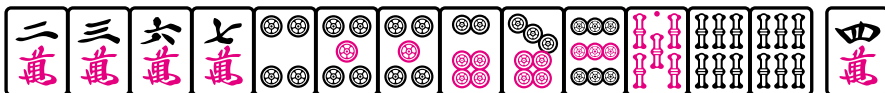
121
~
150

Q 075

East 1 West seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

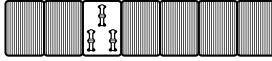
Nagoya is known for *ankake spaghetti*, but *teppan spaghetti* is also a Nagoya specialty.



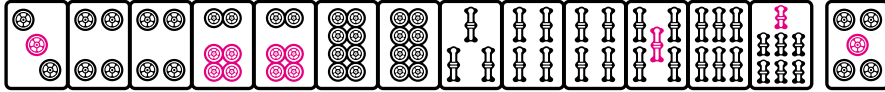
001
~
030

Q 076

East 1 West seat Turn 6



031
~
060



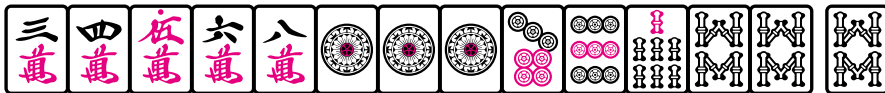
061
~
090

Q 077

East 1 East seat Turn 7



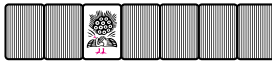
091
~
120



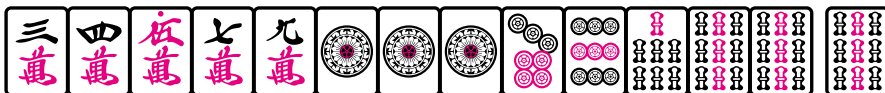
121
~
150

Q 078

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

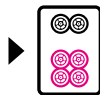
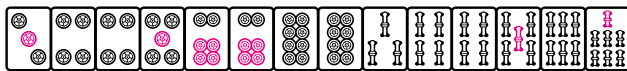
271
~
300

Stores in Nagoya use emergency lights to announce that they are open for business. This seems to be a practice unique to Nagoya.



[East 1 West seat Turn 6]

A 076

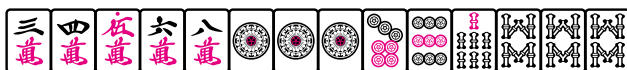


1 shanten [10 circles ×22 11 circles ×22 12 circles ×21 13 circles ×17 14 circles ×11]

This has the largest acceptance and lets us pon dora 11 circles into tenpai. If we draw pinzu into tenpai then we cut dora 13 circles and riichi on the 3 sided wait.

[East 1 East seat Turn 7]

A 077

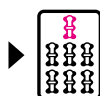
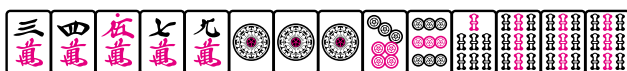


1 shanten [11 manzu ×23 8 manzu ×21 3 manzu ×18 6 manzu ×18 10 manzu ×18]

The souzu shape is good, so we want to use it to its fullest extent. The choice is then between discarding either 8 manzu or 10 manzu. The manzu shape is connected, so discarding 8 manzu is wider. 10 manzu kanchan is also a better final shape than 10 manzu kanchan is. It is easy to overlook that drawing 3 manzu 6 manzu results in tenpai, so take care to not.

[East 1 East seat Turn 7]

A 078



1 shanten [11 manzu ×20 7 manzu ×14 9 manzu ×14 10 manzu ×14 14 manzu ×14]

1 shanten with 2 bad shapes. If we want a good final shape then we may want to keep the 11 manzu 14 manzu irregular wait, but we would need to fill one of the kanchan in either pinzu or manzu first to use it. Here we discard 10 manzu to maximize our acceptance. If we draw any of 7 manzu 9 manzu 10 manzu into a pair first we get a kanchan wait, and if one of the kanchan fills first we can cut a tile from one of the ankou to choose a kanchan wait. 789 sanshoku is unrealistic as it is 3 tiles away.

001 ? 030
031 ? 060
061 ? 090
091 ? 120
121 ? 150
151 ? 180
181 ? 210
211 ? 240
241 ? 270
271 ? 300

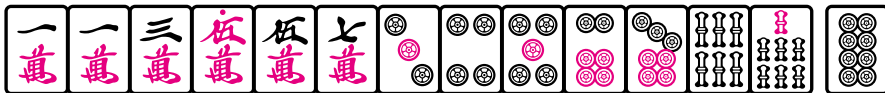
001
~
030

Q 079

East 1 West seat Turn 6



031
~
060



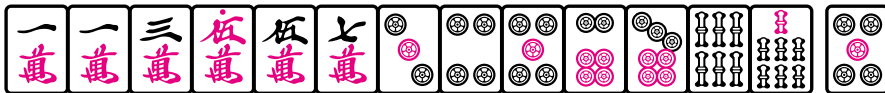
061
~
090

Q 080

East 1 West seat Turn 6



091
~
120



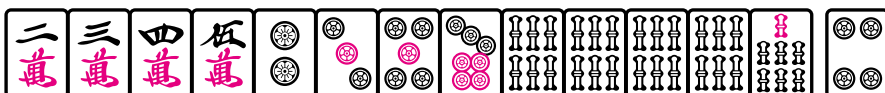
121
~
150

Q 081

East 1 West seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

It's hard to answer when someone asks "what's a store with good kishimen."



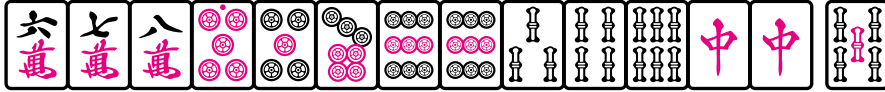
001
~
030

Q 082

East 1 East seat Turn 7



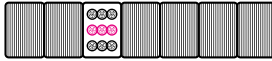
031
~
060



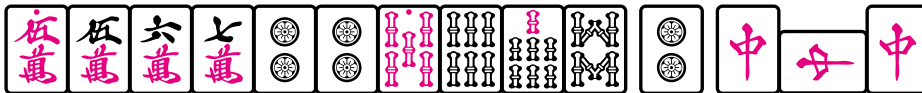
061
~
090

Q 083

East 1 East seat Turn 8



091
~
120



121
~
150

Q 084

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

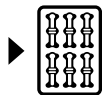
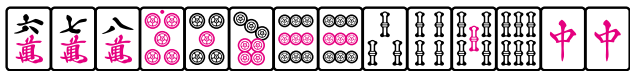
271
~
300

Speaking of miso katsu in Nagoya, I want a t-shirt of *Yokoa-mi Buta*, the mascot character of *Yabaton!*



[East 1 East seat Turn 7]

A 082



1 shanten [1S ×14 2S ×14 3S ×8 4S ×8 5S ×6]

Cutting pinzu significantly decreases acceptance. Shanpon 1C is a good enough wait, so we should maximize our acceptance and not obsess over the 4 tile connected shape with this hand. Discard 1S for dora acceptance.

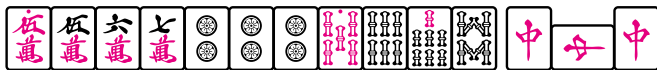
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 8]

A 083



Tenpai [5W ×6 1S ×6]

Discarding either 5W or 1S both give 6 winning tiles, but discarding 5W is correct since drawing 1S improves our wait to a 3 sided wait and winning by tsumo on 1S gives 40 fu.

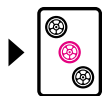
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 4]

A 084



1 shanten [1S ×15 2S ×15 3S ×14 4S ×12 5S ×11 6S ×11]

A choice between 1S and 2S. The difference in acceptance is one tile. Discarding 1S has fewer backfires, but results in bad shape tenpai half of the time. Discarding 2S results in pinfu more easily and guarantees at least a ryanmen wait. There are fewer tiles that we can chii into tenpai than if we had discarded 1S, but the number of tiles that we can pon into tenpai is the same.

181
?
210

211
?
240

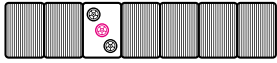
241
?
270

271
?
300

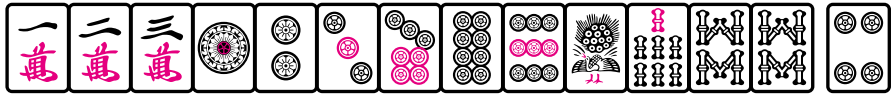
001
~
030

Q 088

East 1 East seat Turn 9



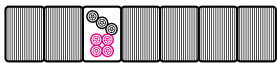
031
~
060



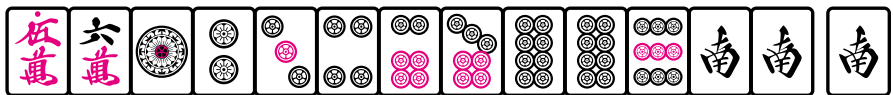
061
~
090

Q 089

East 1 East seat Turn 9



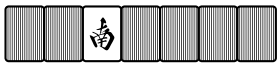
091
~
120



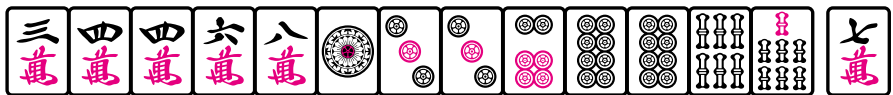
121
~
150

Q 090

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

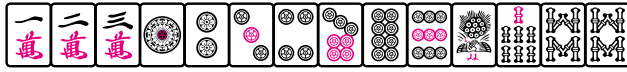
271
~
300

What exactly is "breakfast all day?"



[East 1 East seat Turn 9]

A 088



1 shanten [1-14 × 37 1-15 × 33 1-16 × 28 1-17 × 28 1-18 × 17]

Dora is 1-16, so dora head and ittsumi are both possible. Do not discard dora and confirm bad shape to go for sanshoku. Going for junchan is too inefficient.

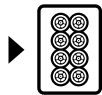
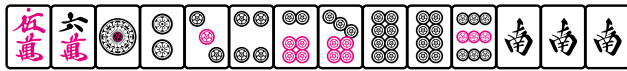
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 9]

A 089



1 shanten [1-14 × 30 1-15 × 29 1-16 × 29 1-17 × 20 1-18 × 18]

The bottleneck of this hand is the dora indicator 1-14. This hand will be very difficult to advance if we discard 1-15 or 1-16 and then draw a pair in manzu. Here we boldly discard dora. If we are lucky we can get ittsumi, and if we draw 1-17-18 we insta riichi.

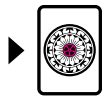
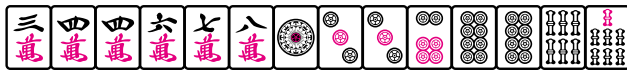
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 4]

A 090



2 shanten [1-14 × 28 1-15 × 28 1-16 × 28 1-17 × 26 1-18 × 26]

If we want tanyao the most then we discard 1-14. If we want pinfu the most then we discard 1-15. If we want sanshoku the most then we discard 1-16. If we want it all then we discard 1-17. Doing so also has the highest expected value. This should be easy to solve by imagining the 1 shanten that results after drawing 1-18 or 1-19. Those who are unable to solve this question should read carefully about **1 shanten peak theory**.

181
~
210


211
~
240

241
~
270


271
~
300

2 head theory part 1





▶ Build hands with 2 head candidates

The shape below is 1 shanten for pinfu, with the  pair as the head candidate.

[Shape A] 

From here, we draw  for the shape below, known as perfect 1 shanten.

[Shape B] 

Both  and  can be interpreted as head candidates in this shape, and this shape has 4 extra tiles of acceptance compared to [Shape A]. This shape is called having 2 heads and is an excellent shape where drawing either  or  results in tenpai.

Advancing with this kind of shape as the ideal final shape in mind is 2 head theory.

With 2 heads, drawing either into an ankou leaves the other as the head.

With 1 head, the need to make another head arises when drawing the head into an ankou.

In other words, **having 2 heads is strong**, and **advancing as to create good shape 1 shanten with 2 heads** is a trick to reaching tenpai quickly.



About WWYD Theory ③

2 head theory part 2

▶ Let's try solving a question with 2 head theory

[Example]

First, let's split the hand up into blocks.

+ + +

Manzu has 3 connected blocks in to , pinzu has 1 block, and souzu has 2 blocks. There are 6 blocks in total and the hand is said to have too many blocks. Drop the weakest block according to 5 block theory.

Manzu has a good shape with possible ittsumi so don't touch it. Choose from the pinzu kanchan and 2 souzu pairs.

is a strong joint that can be used as the head and has 2 types of ryanmen improvement in and . **Anticipating ryanmen improvement and ankou draw with , keep it together with the pair as a set.**

The remaining kanchan is a weak block with only 1 type for ryanmen improvement. Let's drop this. Which of or should we cut first? Considering possible ryanmen improvement next turn by drawing , the correct answer to this [Example] is .



Even pairs that look weak at first can be strong when thought of as coupled with another pair.

001
~
030

Q 091

East 1 East seat Turn 8



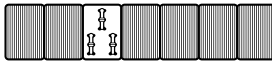
031
~
060



061
~
090

Q 092

East 1 West seat Turn 7



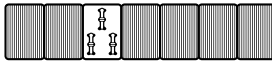
091
~
120



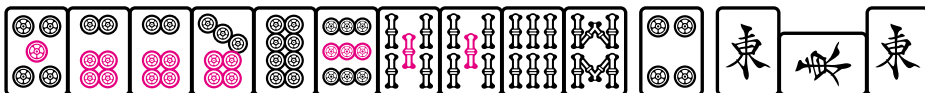
121
~
150

Q 093

East 1 East seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Instead of thinking about WWYDs with full table information, please solve many simplified WWYDs that omit such information. It's a shortcut to getting good!



[East 1 East seat Turn 8]

A 091



▶ 1 shanten [×19 ×19 ×18 ×18 ×18 ×17]

Cutting gives ryanmen kanchan, but if we want to go all the way for riichi tanyao pinfu then we should discard . The manzu shape is connected, so discarding and discarding actually have the same acceptance, but the answer is correct with just the previous reasoning.

001
~
030

031
~
060

061
~
090

091
~
120

[East 1 West seat Turn 7]

A 092



▶ 1 shanten [×25 ×22 ×22 ×19 ×19]

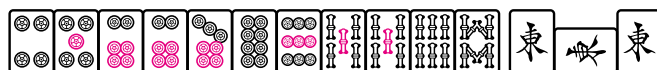
The bottleneck for ryanpeikou is the 2 remaining copies of the dora indicator . Discarding to begin with and going for pinfu and the 3 sided wait in manzu () is the more realistic.

121
~
150

151
~
180

[East 1 East seat Turn 8]

A 093



▶ Tenpai [×4 ×4] 1 shanten [×38]

Although it seems like that we can quickly get a good shape after breaking tenpai by cutting , there is no guarantee that we will get more value, so we simply accept tenpai. We can choose to discard either or , but cutting lets us chii with and drop . If we draw dora then we switch to tanki for the time being. Getting 1 extra han from here is a big increase in value, so don't forget to call or .

181
~
210

211
~
240

241
~
270

271
~
300

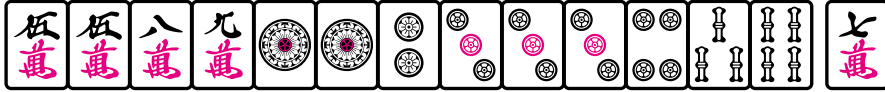
001
~
030

Q 094

East 1 East seat Turn 7



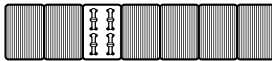
031
~
060



061
~
090

Q 095

East 1 West seat Turn 7



091
~
120



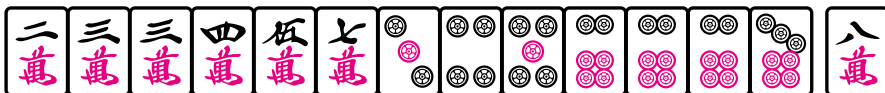
121
~
150

Q 096

East 1 West seat Turn 7



151
~
180



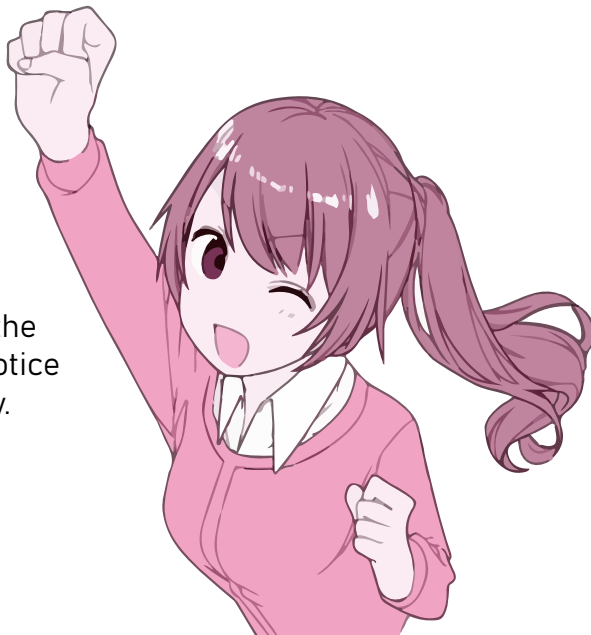
181
~
210

211
~
240

241
~
270

271
~
300

If you don't recognize the shapes then you can't notice them during live play.



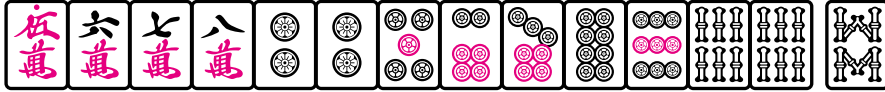
001
~
030

Q 097

East 1 East seat Turn 7



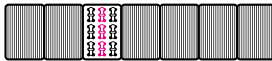
031
~
060



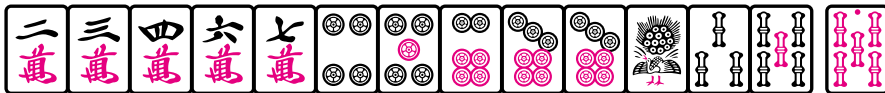
061
~
090

Q 098

East 1 East seat Turn 7



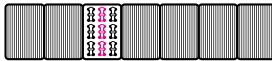
091
~
120



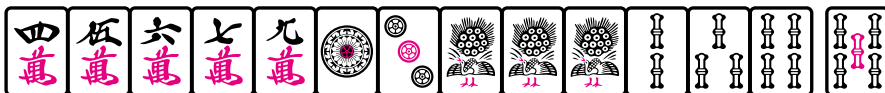
121
~
150

Q 099

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

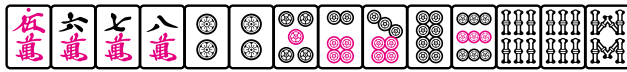
271
~
300

KANything is fine, just make it a habit to discard quickly.



[East 1 East seat Turn 7]

A 097



1 shanten [8000 × 15 2222 × 11 1111 × 11]

We are 1 shanten with aka as the dealer. Having come this far, we maximize our acceptance without seeking improvements.

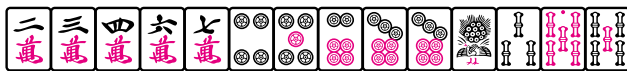
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 098



1 shanten [2000 × 16 2222 × 16 2222 × 12 2222 × 12]

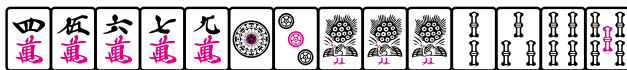
Discarding 2000 and discarding 2222 have the same acceptance, so we confirm tanyao and hope for the pinzu and souzu shapes to extend. **In aka ari, aka > dora.** Spend no time at all to toss this sort of dora.

091
~
120

121
~
150

[East 1 East seat Turn 7]

A 099



1 shanten [9000 × 23 2222 × 23 2222 × 23 2222 × 20]

We have dora 3, so we want to maximize our acceptance and declare head start riichi. The souzu shape makes for an excellent final wait, so we don't touch it. Therefore, discarding 9000 is correct. There are likely many who fail to notice that discarding 9000 and discarding 2222 differ in acceptance. The difference comes from being able to draw 4000 7000 into a pair after discarding 9000. Excessively focusing on ryanmen improvement blinds us to acceptance from pair draws. We should remember that such patterns exist.

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 100

East 1 West seat Turn 7



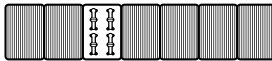
031
~
060



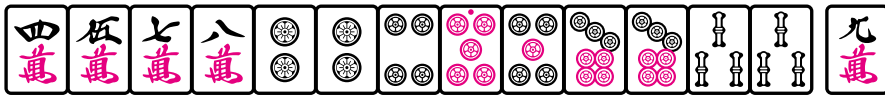
061
~
090

Q 101

East 1 East seat Turn 7



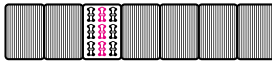
091
~
120



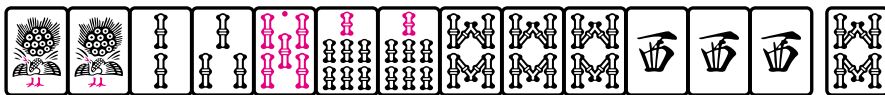
121
~
150

Q 102

East 1 West seat Turn 9



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Don't make fun of intuition, for it is also based upon knowledge and experience.

TN: the words for intuition (勘) and the kan call (観, commonly written in katakana as カン) have the same pronunciation. The original text makes a pun by writing "kan" in katakana, allowing for two possible readings of the sentence depending on which definition of "kan" is used. The translation above was made assuming that "kan" refers to intuition, but could also be read as "Don't make fun of calling kan, for it is also based upon knowledge and experience."



[East 1 West seat Turn 7]

A 100



▶ 1 shanten [× 16 × 12 × 12 × 12 × 12]

Aka 1 is enough; bad wait is fine if we can call head start riichi, so we maximize our acceptance. Completing 456 sanshoku is unrealistic as we need to draw 3 more tiles from here.

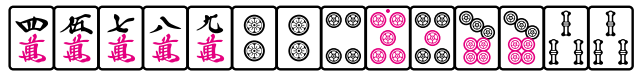
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 101



▶ 1 shanten [× 16 × 16 × 12]

Drawing gives tenpai, so we should maximize our acceptance. Discarding eliminates the possibility of perfect 1 shanten and iipeikou improvements.

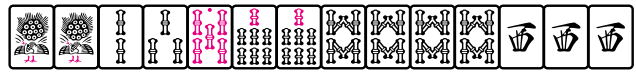
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 9]

A 102



▶ 1 shanten [× 25 × 22 kan × 21 × 20 × 17]

We have enough value, so we should prioritize the final shape. It is already turn 9, so we should consider our speed and possibly call. seems like the best wait, so the correct play is the one that lets us use it to its fullest extent. Cutting lets us use the wait no matter where we call from. We can chii pon , and pon if it comes out from someone other than kamicha. It might feel bad to cut , but we already have enough value and would like to increase our chances of winning as much as possible. Even if we cut aka, calling dora gets us haneman.

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 103

East 1 East seat Turn 5



031
~
060



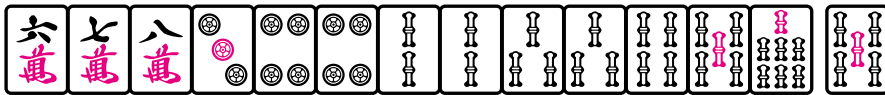
061
~
090

Q 104

East 1 West seat Turn 5



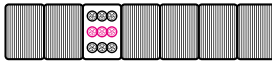
091
~
120



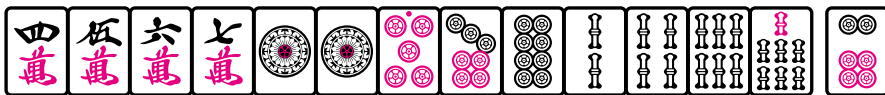
121
~
150

Q 105

East 1 East seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Chocolate!! Chocolate!! I can't solve this without chocolate!!



[East 1 East seat Turn 5]

A 103

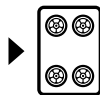
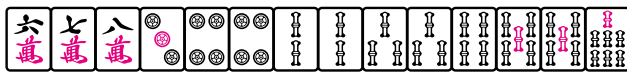


2 shanten [10000] × 20 [22500] × 20 [33500] × 20 [44500] × 18 [55500] × 18 [66500] × 18

Too many blocks. Drop the weakest block and keep 5 blocks. Discard one copy of 10000 for now.

[East 1 West seat Turn 5]

A 104

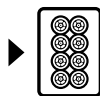
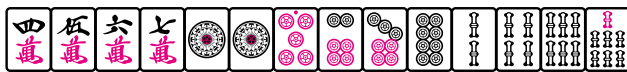


1 shanten [66500] × 21 [77500] × 19 [88500] × 17 [99500] × 16

This is a question about whether or not we can notice that drawing 66500 gets us tanyao pinfu. Discarding 66500 is better for acceptance (by 2 tiles), but both options have the same acceptance for a ry-anmen wait (drawing 66500 after discarding 66500 gives a kanchan wait). Discarding 22500 guarantees pinfu.

[East 1 East seat Turn 8]

A 105



1 shanten [44500] × 12 [55500] × 12 [66500] × 12

Discarding 66500 might seem good if only considering the shape, we return to 2 shanten. Although we have 2 4 tile connected shapes, returning to 2 shanten on turn 8 is rough. We have dora 3, mangan even if we call, so we should go straight for open sanshoku. Therefore, we should discard a tile from either the manzu or pinzu 4 tile connected shapes. Based on final shape quality, ease of sanshoku, and aka acceptance, cutting from pinzu is the best. Don't forget that we can replace 44500 if we draw 55500.

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

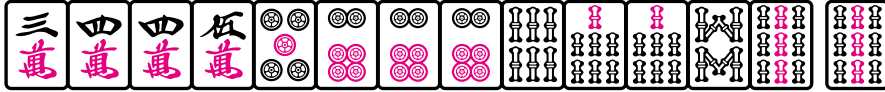
001
~
030

Q 106

East 1 West seat Turn 7



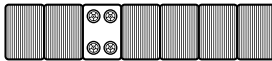
031
~
060



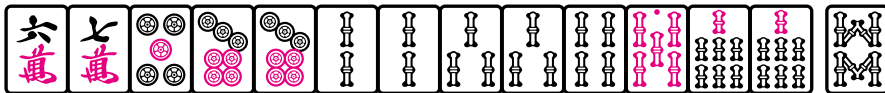
061
~
090

Q 107

East 1 West seat Turn 4



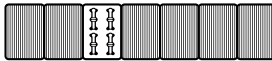
091
~
120



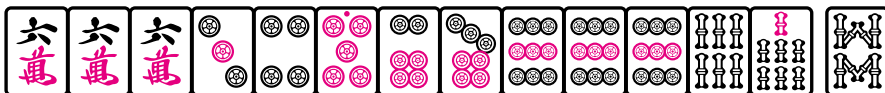
121
~
150

Q 108

East 1 West seat Turn 6



151
~
180



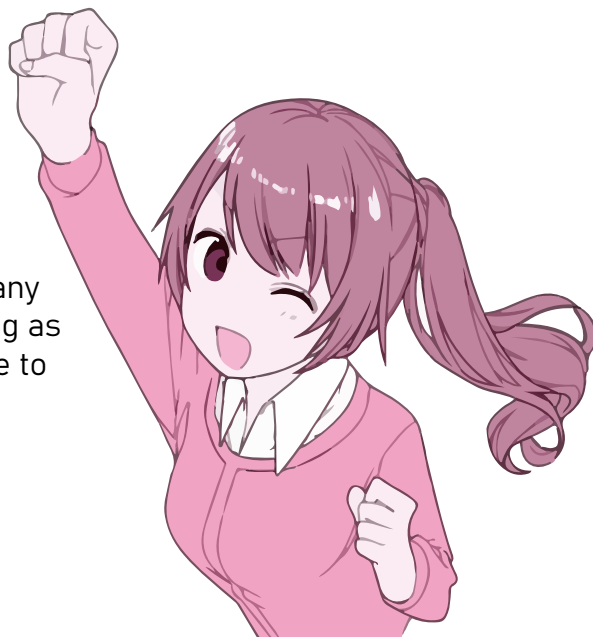
181
~
210

211
~
240

241
~
270

271
~
300

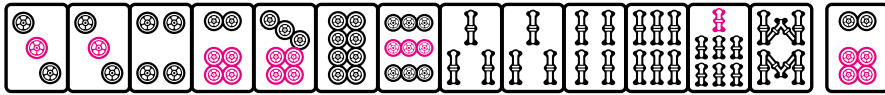
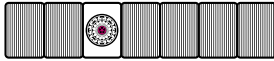
It doesn't matter how many mistakes you make as long as you don't lose the attitude to learn.



001
~
030

Q 109

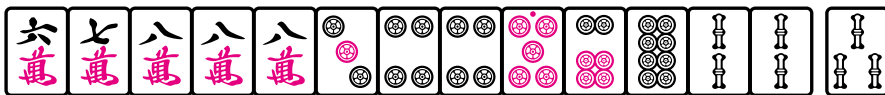
East 1 East seat Turn 7



031
~
060

Q 110

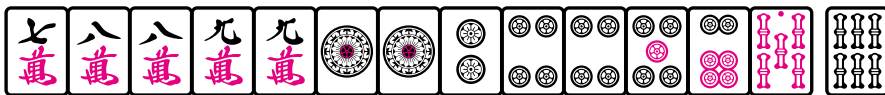
East 1 East seat Turn 6



091
~
120

Q 111

East 1 West seat Turn 4



121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

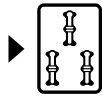
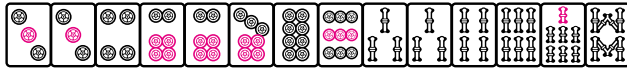
271
~
300

I want to eat akai kitsune udon
from Kansai, not akai kitsune
udon from Kanto!



[East 1 East seat Turn 7]

A 109

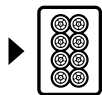
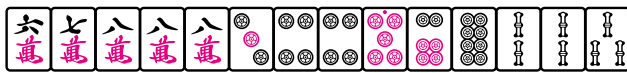


1 shanten [1 Wind (East) × 20 1 Wind (South) × 20 1 Wind (West) × 16]

Fix the ryanmen that can accept dora... or so it seems; this is a trick question. Discarding 1 Wind (East) gives tanyao upon drawing 1 Wind (East).

[East 1 East seat Turn 6]

A 110

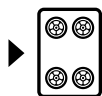
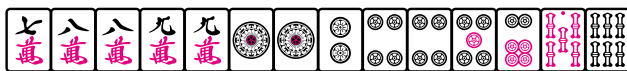


1 shanten [1 Wind (East) × 22 1 Wind (South) × 19 1 Wind (West) × 19 1 Wind (North) × 18]

The pinzu shape is ryanmen kanchan accepting 1 Wind (East). Discarding 1 Wind (East) seems good for pinfu acceptance, but the manzu shape is actually a connected head and group, so discarding 1 Wind (East) is the widest and also has the highest expected value, as drawing 1 Wind (East) also gives tenpai. Moreover, discarding 1 Wind (East) results in tanyao more easily than discarding 1 Wind (East).

[East 1 West seat Turn 4]

A 111



1 shanten [1 Wind (East) × 12 1 Wind (South) × 12 1 Wind (West) × 11 1 Wind (North) × 11]

It may seem tempting to discard 1 Wind (East) and hope for the pinzu shape to extend, but if we can draw 1 Wind (East) then we have a rock solid shape. Dora 1 Wind (East) is also likely to come out, so we should not touch the manzu shape until the very end. As such, we should break the 1 Wind (East) kanchan. As for what to discard first, discarding 1 Wind (East) and hoping to complete a group by drawing 1 Wind (East) is better than discarding 1 Wind (East) and hoping to draw 1 Wind (East) for ryanmen improvement.

001	030
031	060
061	090
091	120
121	150
151	180
181	210
211	240
241	270
271	300

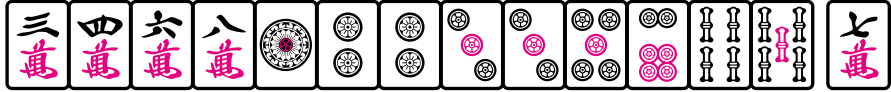
001
~
030

Q 112

[East 1 South seat Turn 6]



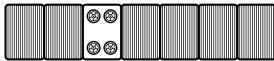
031
~
060



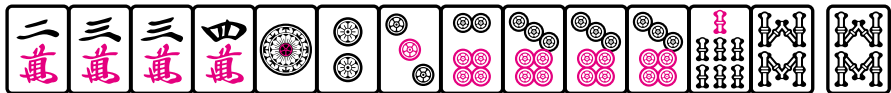
061
~
090

Q 113

[East 1 West seat Turn 7]



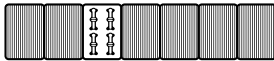
091
~
120



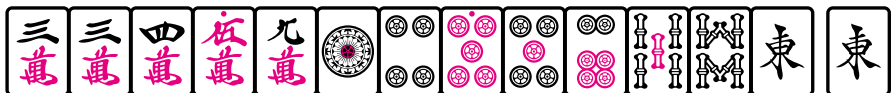
121
~
150

Q 114

[East 1 East seat Turn 1]



151
~
180



181
~
210

211
~
240

241
~
270

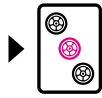
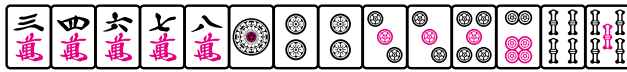
271
~
300

Just knowing is not
enough. Being able to
do is important.



[East 1 South seat Turn 6]

A 112



2 shanten [10000 ×44 10000 ×44 10000 ×42 30000 ×38 10000 ×38 10000 ×28]

Too many blocks. As for which joint to drop, prioritize tanyao and sanshoku over iipeikou and drop 10000 with the intention of making 10000 the head. If another head candidate forms then discard 10000 and fix the 10000 group.

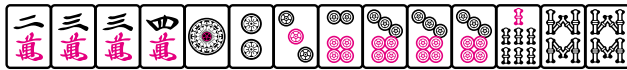
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 7]

A 113



1 shanten [10000 ×34 30000 ×33 10000 ×33 10000 ×21]

We currently have no dora. If the double dora 10000 is live, then we should maximize our chances at a 10000 wait. If we fix the group in manzu, then we reach tenpai waiting on 10000 not only if a group in souzu completes, but also if we draw the 4th copy of 10000.

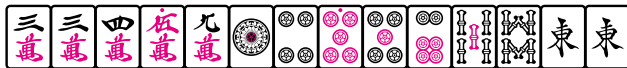
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 1]

A 114



3 shanten [10000 ×75 10000 ×75 70000 ×71 10000 ×71]

A choice between floating tiles. 10000 is dora suji but can form ryanmen, and dora head is also possible if it connects to form 10000. 10000 can become 10000 ryanmen kanchan upon drawing 10000. By elimination, 70000 is unnecessary.

181
~
210

211
~
240

241
~
270

271
~
300

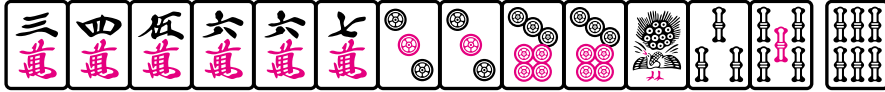
001
~
030

Q 115

East 1 West seat Turn 4



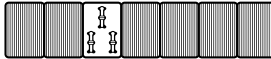
031
~
060



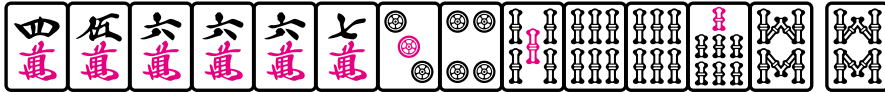
061
~
090

Q 116

East 1 East seat Turn 7



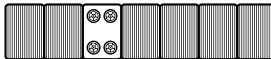
091
~
120



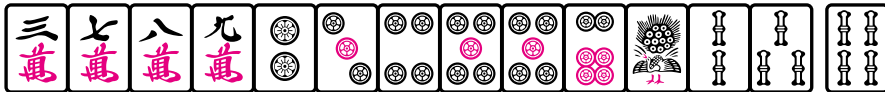
121
~
150

Q 117

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

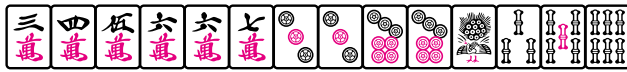
271
~
300

It's the end of the day! Time to sleep cozily in a warm futon! Is there be anything better?



East 1 West seat Turn 4

A 115

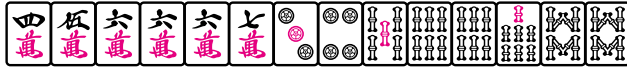


2 shanten [60000 × 27 2222 × 27 3333 × 27 4444 × 25]

Fixing the 3 sided wait by discarding 60000 makes drawing dora 30000 awkward. According to **5 block theory**, discard the weakest block and aim for tanyao.

East 1 East seat Turn 7

A 116

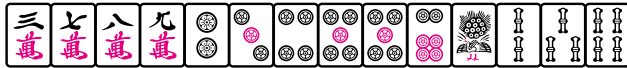


1 shanten [70000 × 22 3333 × 22 40000 × 18 60000 × 15 8888 × 15]

Rushing to discard 8888 because 10000 is dora makes 70000 a useless tile. Discarding 70000 has the largest acceptance and gives with 9999.

East 1 East seat Turn 7

A 117



1 shanten [30000 × 43 60000 × 42 3333 × 42 4444 × 41 5555 × 20]

30000 60000 50000 all have the same acceptance. We can judge this shape by the tenpai that follows from the sticky 1 shanten we get with dora 60000 head and discarding each of 30000 60000 50000. With sticky 1 shanten, connected shapes that include a terminal have fewer winning tiles when reaching tenpai than floating tiles do. Keeping the floating 30000 will result in 4 winning tiles in the worst case and also has the additional benefits of possible sanshoku and aka acceptance. Keeping 60000 lets us go for a multi sided wait and also lets us accept 2222. By elimination, 50000 is the least useful, so discarding 50000 is correct. There are likely many who would keep 60000 for souzu nobetan in the worst case, but cases where souzu nobetan is necessary are few.

001	>	030
031	>	060
061	>	090
091	>	120
121	>	150
151	>	180
181	>	210
211	>	240
241	>	270
271	>	300

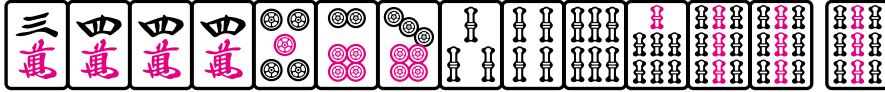
001
~
030

Q 118

East 1 East seat Turn 7



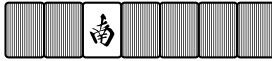
031
~
060



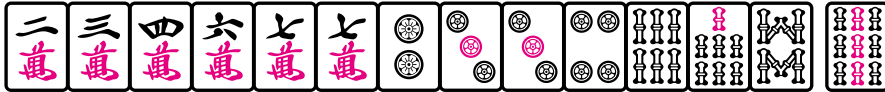
061
~
090

Q 119

East 1 East seat Turn 4



091
~
120



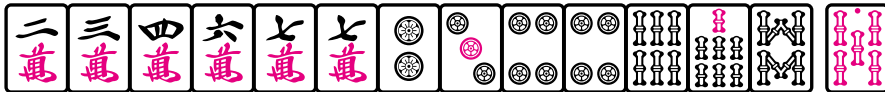
121
~
150

Q 120

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

I will try my best tomorrow.



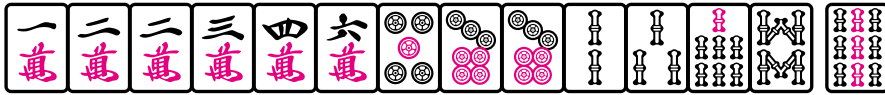
001
~
030

Q 121

East 1 East seat Turn 7



031
~
060



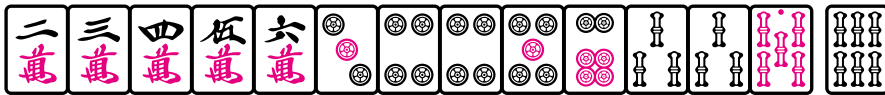
061
~
090

Q 122

East 1 East seat Turn 5



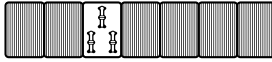
091
~
120



121
~
150

Q 123

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

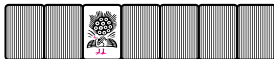
Probability was born out of gambling.



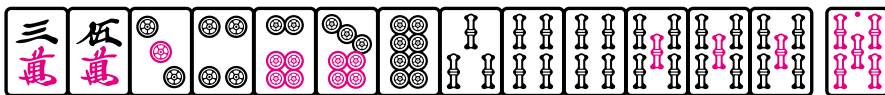
001
~
030

Q 124

East 1 East seat Turn 7



031
~
060



061
~
090

Q 125

East 1 East seat Turn 8



091
~
120



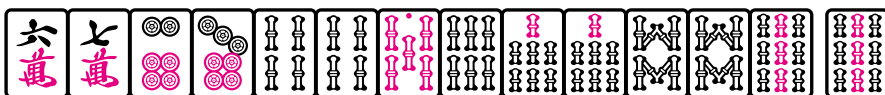
121
~
150

Q 126

East 1 East seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

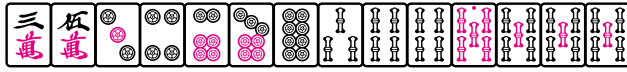
271
~
300

Probability was developed not from the theories of mathematicians, but rather from the experiences of gamblers.



[East 1 East seat Turn 7]

A 124



1 shanten [× 24 × 20 × 20]

Think of souzu as being split into and . Discarding has the widest acceptance, but discarding from manzu to prioritize a good final shape is better. We can draw , so discarding is correct.

001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 8]

A 125



1 shanten [× 32 × 26 × 19 × 19]

Discarding is the widest, but risks a tanki wait if manzu completes first. The correct play here is to discard for a wide shape that can use the dora as much as possible. Although it seems like a backfire at first glance, drawing is valuable as it gives sanshoku on takame.

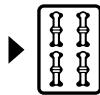
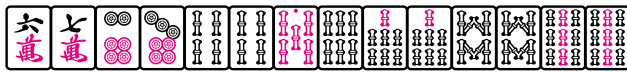
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 8]

A 126



1 shanten [× 28 × 16 × 16 × 16 × 15 × 15]

Confirmed iipeikou is better than unconfirmed sanshoku. We currently lack a head, but we have the confirmed yaku of iipeikou, so there is no problem even if we end up on a tanki wait later. Moreover, even with this shape, if we draw any of (4 types 12 tiles) into a pair we get ryanmen tenpai. By a first approximation, we have a 43% chance of getting riichi pinfu iipeikou aka 1.

211
?
240

241
?
270

271
?
300

001
~
030

Q 127

[East 1 West seat Turn 4]



031
~
060



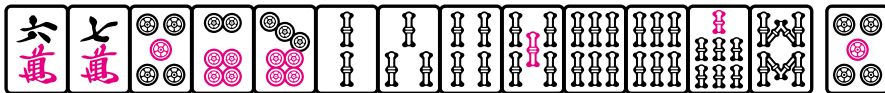
061
~
090

Q 128

[East 1 West seat Turn 7]



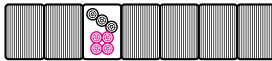
091
~
120



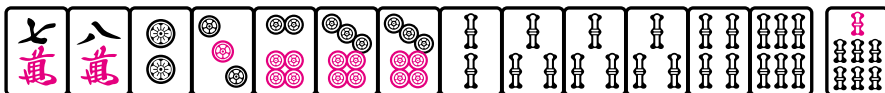
121
~
150

Q 129

[East 1 East seat Turn 4]



151
~
180



181
~
210

211
~
240

241
~
270

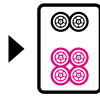
271
~
300

Galileo was one of the creators
of probability.



[East 1 West seat Turn 4]

A 127

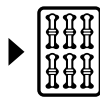
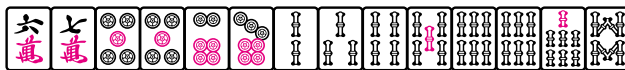


2 shanten [100000 × 49 10000 × 47 20000 × 47 100000 × 46 20000 × 45 100000 × 45]

2 shanten with possible pinfu. Take the shape that is easy to make a head from. Discarding 100000 gives a head not only upon drawing 20000 into a pair, but also upon drawing 10000 20000 100000 into a pair.

[East 1 West seat Turn 7]

A 128

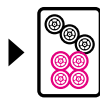
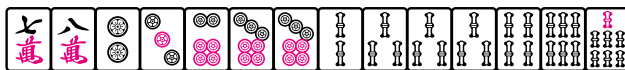


1 shanten [100000 × 42 100000 × 23 100000 × 23]

Discarding 100000 is the widest, but drawing 100000 results in a tanki wait and it is easy to lose tanyao. With sanshoku + tanyao + aka acceptance + guaranteed good shape, discarding 100000 has the highest expected value.

[East 1 East seat Turn 4]

A 129



2 shanten [100000 × 32 100000 × 31 100000 × 27 100000 × 27 100000 × 24 100000 × 24]

If we consider 100000 100000 as 2 blocks then we have 6 blocks, so dropping 100000 may seem like a common play, but 100000 and 100000 both only have one tile remaining (100000 is the dora indicator), so this hand has insufficient functionality as 5 blocks. Here we discard 1 copy of 100000 and fix the joint accepting dora. Our hand is faster if we deliberately keep 6 blocks and also seems strong in terms of value. The advantage of getting rid of the dangerous dora indicator tile early should also be noted.

- 001 > 030
- 031 > 060
- 061 > 090
- 091 > 120
- 121 > 150
- 151 > 180
- 181 > 210
- 211 > 240
- 241 > 270
- 271 > 300

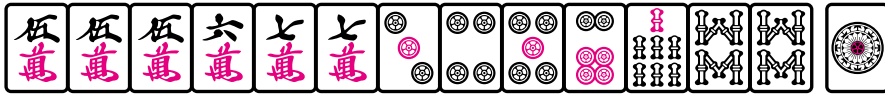
001
~
030

Q 130

East 1 East seat Turn 8



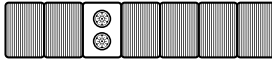
031
~
060



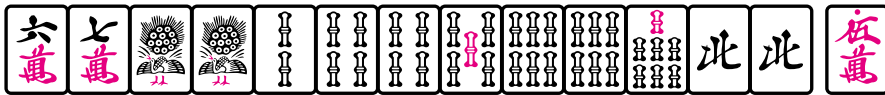
061
~
090

Q 131

East 1 East seat Turn 9



091
~
120



121
~
150

Q 132

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

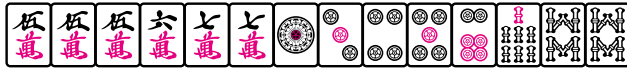
271
~
300

Expected value is the basis that allows for accurate calculation of losses and gains.



[East 1 East seat Turn 8]

A 130

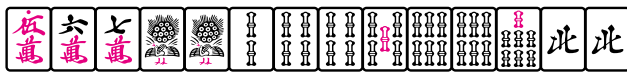


▶ 1 shanten [×19 ×16 ×16 ×12 ×7]

Discarding and simply maximizing acceptance is correct. Being the dealer, don't hesitate to insta riichi even with a kanchan wait.

[East 1 East seat Turn 9]

A 131



▶ 1 shanten [×15 ×15 ×13 ×11 ×10]

This has wide acceptance and gives pinfu upon drawing . shanpon wait is not bad either. At first glance, it seems discarding is wider (ryanmen kanchan) whereas discarding has more value (iipeikou), but actually pinfu is possible, so discarding is better for both acceptance and value.

[East 1 East seat Turn 7]

A 132



▶ Kan 1 shanten [×28 kan ×24 ×21 ×21]

This is commonly referred to as a *1 han up* hand. Terminal and honor ankan have about the same value as 1 han. We can expect to reach tenpai soon, needing . We are going to fight with this hand, so calling kan immediately is the more tactical choice. If we reach tenpai we insta riichi. There is also the style of discarding and then calling kan after drawing a useful tile, but doing has 3 fewer effective tiles compared to calling kan immediately.

001	>	030
031	>	060
061	>	090
091	>	120
121	>	150
151	>	180
181	>	210
211	>	240
241	>	270
271	>	300

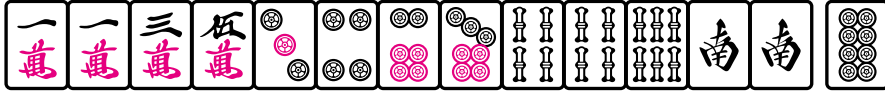
001
~
030

Q 133

East 1 South seat Turn 5



031
~
060



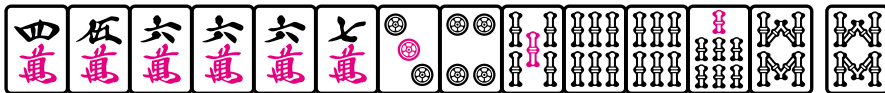
061
~
090

Q 134

East 1 East seat Turn 7



091
~
120



121
~
150

Q 135

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

The push/fold judgement of whether or not to bring an umbrella when there is a low chance of precipitation.



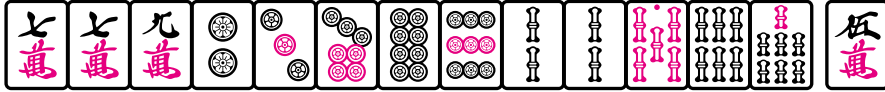
001
~
030

Q 136

East 1 West seat Turn 4



031
~
060



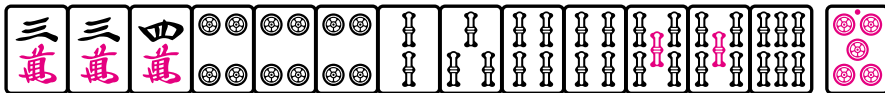
061
~
090

Q 137

East 1 East seat Turn 7



091
~
120



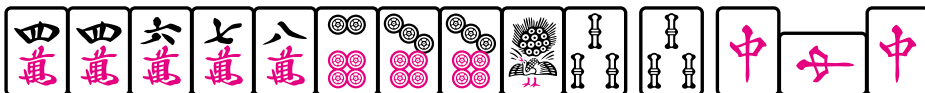
121
~
150

Q 138

East 1 South seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

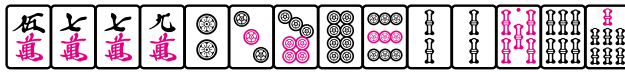
271
~
300

A "0% chance of precipitation" on TV means that there is a less than 5% chance of precipitation. It is not a guarantee that there is no chance of precipitation.



[East 1 West seat Turn 4]

A 136

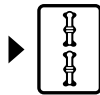
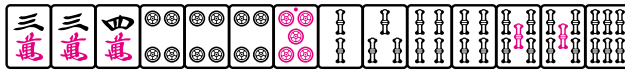


1 shanten [7-wan × 16 7-wan × 16 9-wan × 16]

This is a choice between 7-wan and 9-wan, but the only difference in ryanmen improvement if we discard 7-wan to keep 2 heads is 7-wan. Here it is easier to get pinfu if we keep the ryankan. If we draw 2-wan first, 8-wan kanchan is a strong wait with 7-wan → 8-wan in our discards.

[East 1 East seat Turn 7]

A 137

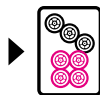
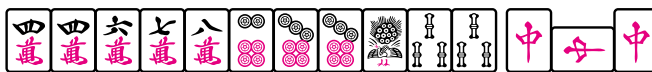


1 shanten [4-wan × 39 2-wan × 38 1-wan × 33 3-wan × 24]

Building a hand such that 2-wan doesn't get discarded is fundamental for aka ari mahjong. 345 sanshoku is visible, so thinking of how to wait on manzu if pinzu completes first and wait on pinzu if manzu completes first will lead to the correct answer of fixing souzu as 2 complete groups. Trying to be flexible by discarding 1-wan will only increase the acceptance for tiles that result in discarding 2-wan.

[East 1 South seat Turn 7]

A 138



1 shanten [2-wan × 16 1-wan × 24 3-wan × 14 4-wan × 10]

Here it is recommended to fix the ryanmen to try for a good final wait. Greeding for dora 4-wan shanpon will often fail. Even in the case where a mangan is absolutely necessary, keep in mind that there is the option of discarding 2-wan for the time being and passing souzu calls for as long as possible in hopes for aka.

001
?
030

031
?
060

061
?
090

091
?
120

121
?
150

151
?
180

181
?
210

211
?
240

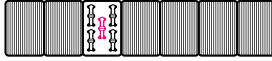
241
?
270

271
?
300

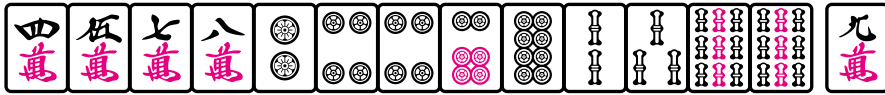
001
~
030

Q 139

East 1 East seat Turn 4



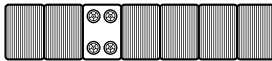
031
~
060



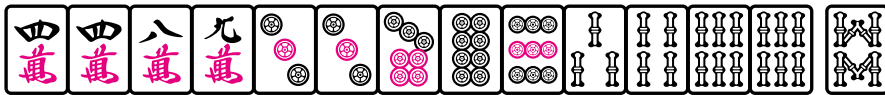
061
~
090

Q 140

East 1 West seat Turn 4



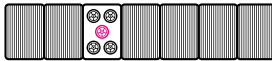
091
~
120



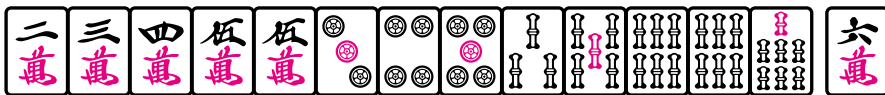
121
~
150

Q 141

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

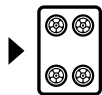
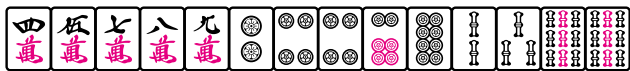
271
~
300

Go and shogi are *perfect information* games. Mahjong and poker are *imperfect information* games.



[East 1 West seat Turn 4]

A 139

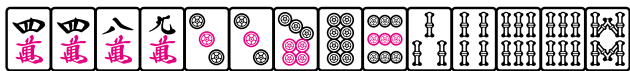


2 shanten [22222 × 28 33333 × 28 44444 × 28]

At first glance this choice seems contrary to **2 head theory**, no yaku no dora tenpai is likely when proceeding with 2 heads. There are also few improvements, so take the shape most likely to become pinfu. There is no difference in direct acceptance between discarding 22222 and discarding 33333.

[East 1 West seat Turn 4]

A 140

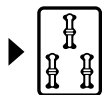
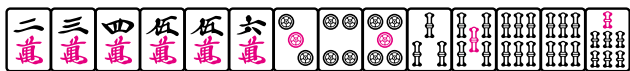


2 shanten [40000 × 20 22222 × 20 33333 × 20 44444 × 18 55555 × 18]

6 blocks—too many. According to **5 block theory**, look ahead and keep 5 strong blocks. Dropping the weak 80000 penchan here is correct. Drawing 66666 gives 40000 66666 80000 ryankan, so take care to start with 0. Cutting 40000 for sanshoku or suji trap is a foolish plan.

[East 1 East seat Turn 7]

A 141



1 shanten [22222 × 45 33333 × 39 44444 × 29 55555 × 20 66666 × 19]

345 sanshoku is visible, but here we give up on sanshoku with possible bad wait. Discarding 11111 has the highest acceptance, but considering the final wait we should discard 22222. Doing so makes tanyao pinfu highly likely. Drawing 22222 results in takame iipeikou, and drawing 33333 results in a nice 3 sided wait.

- 001
2
030
- 031
2
060
- 061
2
090
- 091
2
120
- 121
2
150
- 151
2
180
- 181
2
210
- 211
2
240
- 241
2
270
- 271
2
300

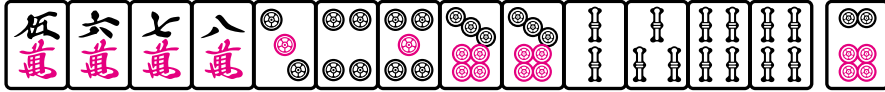
001
~
030

Q 142

East 1 West seat Turn 7



031
~
060



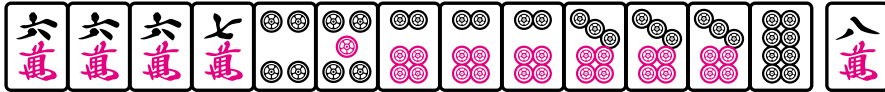
061
~
090

Q 143

East 1 East seat Turn 7



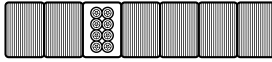
091
~
120



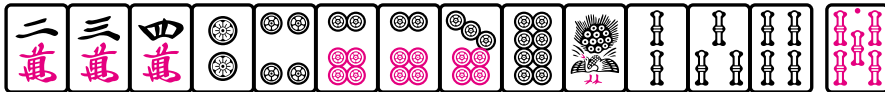
121
~
150

Q 144

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

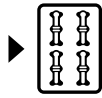
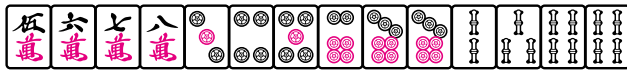
271
~
300

I recently saw someone who claimed to "hate gambling" spend 5000¥ on the lottery.



[East 1 West seat Turn 7]

A 142



1 shanten [×50 ×46 ×46 ×46 ×46 ×23]

Discarding is superior for both acceptance and value. **When unsure, cutting the aryanmen is generally correct.**

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

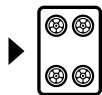
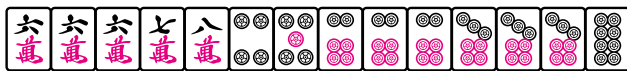
211
~
240

241
~
270

271
~
300

[East 1 East seat Turn 7]

A 143



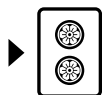
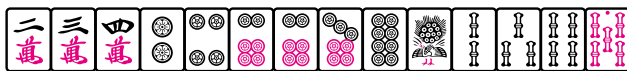
Riichi

Tenpai [×10 ×6 ×6 ×6]

Discarding results in an irregular 4 sided wait accepting , but winning on is riichi nomi. Here the play is to discard for confirmed dealer mangan riichi. Doing so gives confirmed iipeikou regardless of whether we win on or .

[East 1 East seat Turn 7]

A 144



1 shanten [×32 ×29 ×23]

A shape where 234 sanshoku is visible. Discarding loses dora acceptance. Discarding for 234 sanshoku will lose unless it becomes the head. In aka ari mahjong, 234 and 678 sanshoku are lost upon drawing aka. This hand is one such scenario. is hard to use if we are to make 234 sanshoku. Here simply going for pinfu and discarding for the widest acceptance is correct. Especially if playing with shuugi, when we have aka, we want to make a final shape that we can tsumo with.

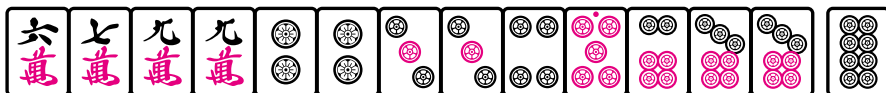
001
~
030

Q 145

East 1 East seat Turn 9



031
~
060



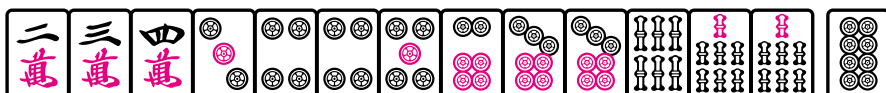
061
~
090

Q 146

East 1 East seat Turn 7



091
~
120



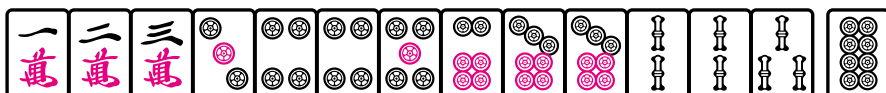
121
~
150

Q 147

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

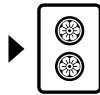
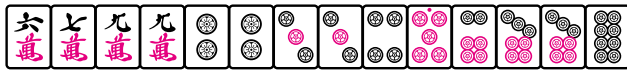
271
~
300

Speaking of which, there are no strategy books that apply *game theory* to mahjong.



[East 1 East seat Turn 9]

A 145



1 shanten [×22 ×19 ×19 ×15 ×14]

Cutting makes the pinzu shape a symmetric **winged 9 tile shape** accepting . Including the manzu ryanmen, this shape can accept a total of 6 types 22 tiles and so is the widest. All tiles can give pinfu tenpai.

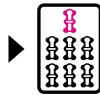
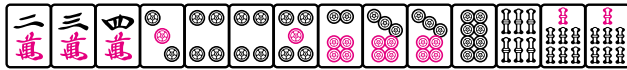
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 7]

A 146



1 shanten [×36 ×36 ×26 ×26 ×19 ×19]

Pinzu is a **winged 8 tile shape**. Discarding results in *super perfect 1 shanten*. We can use both dora and aka in the unlikely event that we draw them.

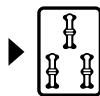
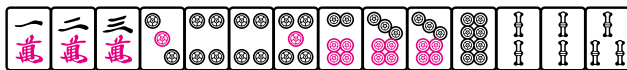
091
?
120

121
?
150

151
?
180

[1 East seat Turn 7]

A 147



1 shanten [×36 ×36 ×26 ×26 ×19 ×19]

Pinzu is a **winged 8 tile shape**. Counting the number of tiles that give us at least ryanmen tenpai shows that discarding both give 26 tiles and are superior. Discarding gives a shape referred to in the manga *Uchihime Obakamiiko* (Katayama Masayuki, Takeshobo) as *super perfect 1 shanten* which is an excellent shape that confirms pinfu, but discarding and then drawing gives iipeikou on takame, making the expected value even higher. This is a super perfect 1 shanten that surpasses super perfect 1 shanten... maybe it should be called *super perfect 1 shanten 2*.

181
?
210

211
?
240

241
?
270

271
?
300

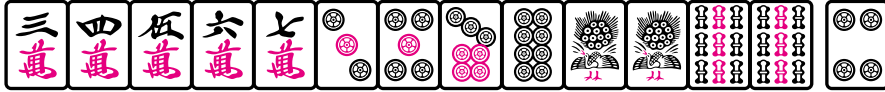
001
~
030

Q 148

East 1 East seat Turn 7



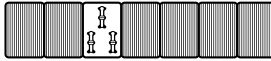
031
~
060



061
~
090

Q 149

East 1 East seat Turn 4



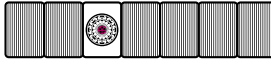
091
~
120



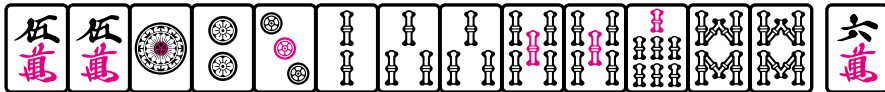
121
~
150

Q 150

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

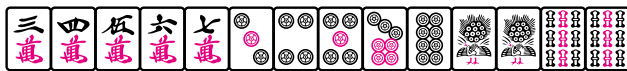
271
~
300

Hindsight based analysis isn't bad either. Results are important after all.



[East 1 East seat Turn 7]

A 148



1 shanten [×19 ×19 ×15 ×15]

We have enough blocks, so drop a pair to aim for pinfu. Dropping either or look to be the same, but we know the location of 2 copies of so discarding is better, albeit slightly, due to the higher expected number of ura dora during riichi.

[East 1 East seat Turn 4]

A 149

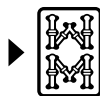
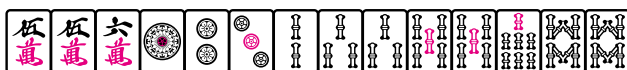


2 shanten [×31 ×31 ×27 ×23]

There is a high chance that dora will get discarded, so abandon ittssuu. The choice is between and , but discarding and then drawing gives an 1 shanten that can use dora.

[East 1 East seat Turn 7]

A 150



2 shanten [×43 ×39 ×39 ×30 ×30 ×30]

We have 4 heads, but we currently have a good shape with 5 blocks, so without any table information, we should fix a ryanmen. Aiming to draw and wait on a tile closer to the outside, we should choose to discard either or . Comparing the result after drawing the inside tile for each of joints reveals a slight but definite difference between the choices. If we keep , we can choose between discarding or upon drawing for 1 shanten. In many cases, tiles that are grouped together have more ways to form good shapes later. In this example, keeping the that is close to the pair is good.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

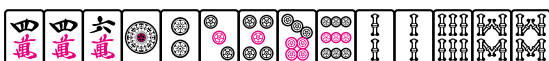
241
~
270

271
~
300


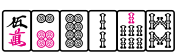

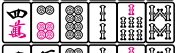

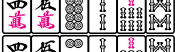

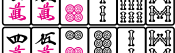

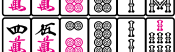

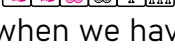
3 heads is the weakest part 1



► The 3rd head candidate is a waste









An extension of the theory that 2 heads is strong is the theory that 3 heads is weak. Here we use the technique of breaking a pair; we discard one tile from a pair and use the remaining tile in our hand. **With 3 heads, breaking 1 and keeping 2 heads results in acceptance 2 tiles higher than that of maintaining 3 heads.**

[Example] 

This hand is currently 2 shanten. Let's look at the acceptance in detail.

Discard 		20 tiles (breaking a pair)
Discard 		18 tiles
Discard 		18 tiles
Discard 		18 tiles
Discard 		18 tiles
Discard 		20 tiles (breaking a pair)

As we can see, when we have 3 pairs, breaking a pair like with  or  in the example above maximizes acceptance. This **2 tile difference in acceptance** arises from the fact that the acceptance for shanpon shapes in our hand overlaps. This 2 tile difference is easy to understand when viewed from the perspective of backfires.

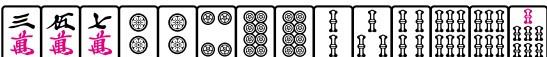
The backfire for discarding  is 2 tiles of , and the backfire for discarding  is 4 tiles of , a difference of 2 tiles. As for which pair to break, in general we decide based on the number of improvements. Discarding  gives 2 types for ryanmen improvement in  and . Breaking a pair in manzu leaves 2 pairs. As discussed in the section on 2 head theory, in the strong state of having 2 heads, drawing either pair into an ankou lets us make the remaining pair the head. ** is the correct answer for this [Example].**






2 heads is strong. 3 heads is weak. 4 heads enables the new option of chiitai so it can't be called weak.

With these 3 points, we conclude that **3 heads is the weakest.**

3 heads is the weakest part 2

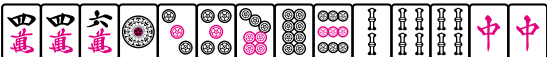
▶ Let's try solving a question


[Example] 

This is a very basic question; even beginners can instantly answer with . However, we deepen our understanding if we apply the theory that 3 heads is the weakest and firmly grasp the difference in acceptance. We have 3 heads, so we should break a pair. The difference in acceptance between discarding  and discarding  is **2 tiles**, and the difference in acceptance between discarding  and discarding  is **2 tiles**. Ryanmen is a strong joint so let's fix it and leave supporting tiles for the weak parts.

▶ Points to note

The shapes where it is directly correct to apply the theory that 3 heads is the weakest are actually quite limited.

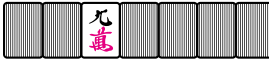
[Example] 

For example, in a hand with yakuhai like the hand above, we would proceed with calling in mind right? In a shape like this, **even with 3 heads it is better to keep them all and discard** . The instantaneous acceptance is worse than that of breaking a pair, but being able to call makes 3 heads strong. Moreover, even in a closed hand, there are cases where having broken a pair while 2 shanten, **the next draw causes us to have an unsteady shape at 1 shanten, or causes the acceptance situation to reverse**, so caution is needed. Memorizing all of the conditions and exceptions is a lot of work, so remembering that **breaking a pair from 3 heads has 2 extra tiles of acceptance** and **3 heads is the weakest only when closed** is sufficient.



001
~
030


Q 151

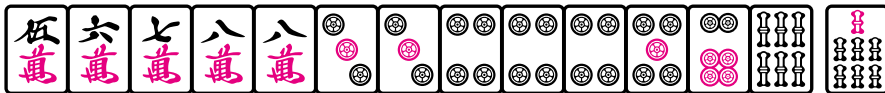
[South 4 South seat Turn 7] 1st on any win 



031
~
060


Q 152

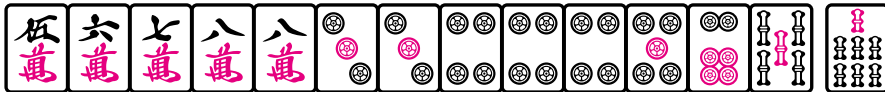
[South 4 South seat Turn 5] 1st on any win 



061
~
090

Q 153

[South 4 South seat Turn 5] 1st on any win 



091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

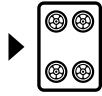
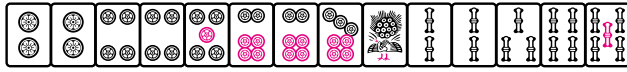
271
~
300

Did you know? In online mah-jong tiles get discarded before you can notice.



[South 4 South seat Turn 7] 1st on any win

A 151



1 shanten [1000 × 18 100 × 18 10 × 17 1 × 17]

This has the largest acceptance, keeps the pinfu shape, and also lets us call pon into tenpai. If we draw 100 we can discard 1000000 to upgrade to an even better 1 shanten.

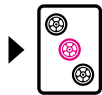
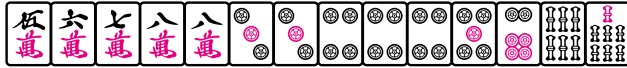
001
~
030

031
~
060

061
~
090

[South 4 South seat Turn 5] 1st on any win

A 152



1 shanten [1000000 × 22 100000 × 20 10000 × 19 1000 × 16 100 × 16]

Discarding 1000000 has the largest acceptance. We can pon not only 100000, but also 10000.

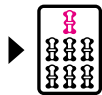
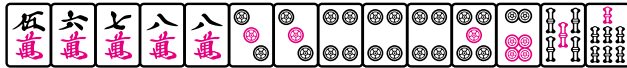
091
~
120

121
~
150

151
~
180

[South 4 South seat Turn 5] 1st on any win

A 153



1 shanten [1000000 × 18 100000 × 16 10000 × 16 1000 × 16 100 × 15]

Winning any hand secures 1st, so instead of choosing based on acceptance, choose based on prioritizing calling efficiency. With this choice, we can pon 100000 and chii 100000. We call pon with 100000 instead of chii. 100000 is more likely to come out due to 100000 kabe, and drawing 100000 gives a 3 sided wait.

181
~
210

211
~
240

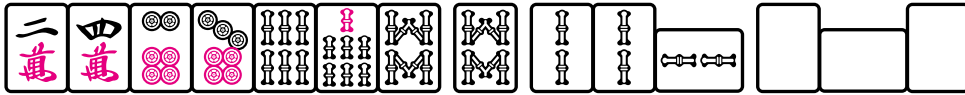
241
~
270

271
~
300

001
~
030

Q 154

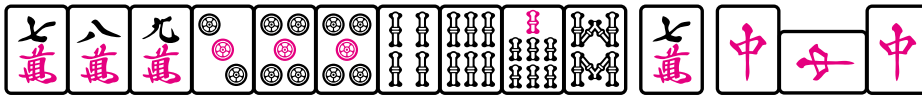
[South 4 East seat Turn 7] 1st on any win



031
~
060

Q 155

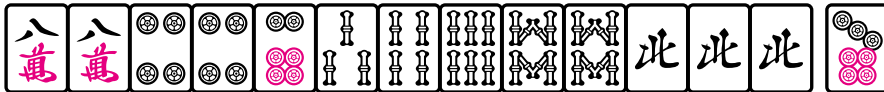
[South 4 South seat Turn 7] 1st on any win



061
~
090

Q 156

[South 4 South seat Turn 4] 1st on any win



091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

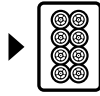
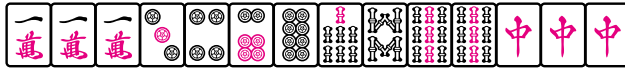
271
~
300

It seems like Tenhou rules were devised to reduce the frequency of disconnections that inevitably occur in online mahjong.



[South 4 South seat Turn 7] 1st on any win

A 157



1 shanten [444] × 24 [222] × 20 [333] × 20 [555] × 17

Discarding [444] has the highest acceptance, but taking into consideration speed and win rate with calling, we should break the weak kanchan. Take care not to discard from the inside with [333] since doing so loses the option to draw [222] into tenpai.

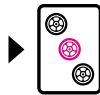
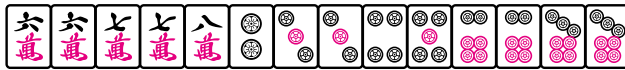
001
2
030

031
2
060

061
2
090

[South 4 South seat Turn 9] 1st on any win

A 158



1 shanten [999] × 33 [777] × 26 [888] × 25 [101010] × 23

Normally we would want to aim for ryanpeikou, but winning any hand secures 1st. Discard [999] for a shape that has the largest acceptance and lets us pon [666] [777] for tenpai.

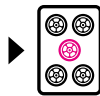
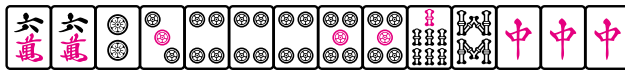
091
2
120

121
2
150

151
2
180

[South 4 South seat Turn 7] 1st on any win

A 159



1 shanten [222] × 22 [333] × 20 [444] × 19 [555] × 16 [101010] × 16 [666] × 15

Winning any hand secures 1st, so iipeikou and sanankou are unnecessary. Keep a shape that can chii the easy to call [222] into tenpai. Discarding [222] has the highest acceptance and lets us chii [222] [333] and pon [666]. This is a minor point, but if [333] comes from kamicha is better to pon than to chii since we can switch in [333] and defend with [333] kabe.

181
2
210

211
2
240

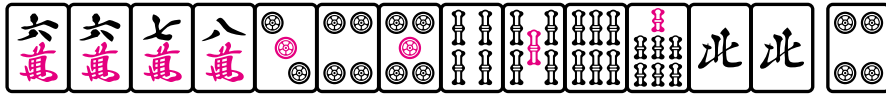
241
2
270

271
2
300

001
~
030

Q 160

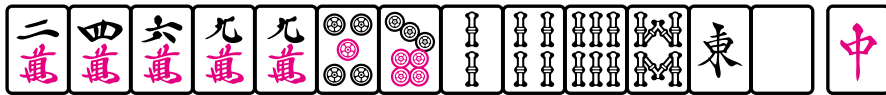
[South 4 West seat Turn 7] 1st on any win



031
~
060

Q 161

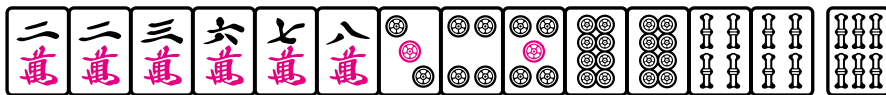
[South 4 East seat Turn 1] 1st on any win



121
~
150

Q 162

[East 1 West seat Turn 7]



151
~
180

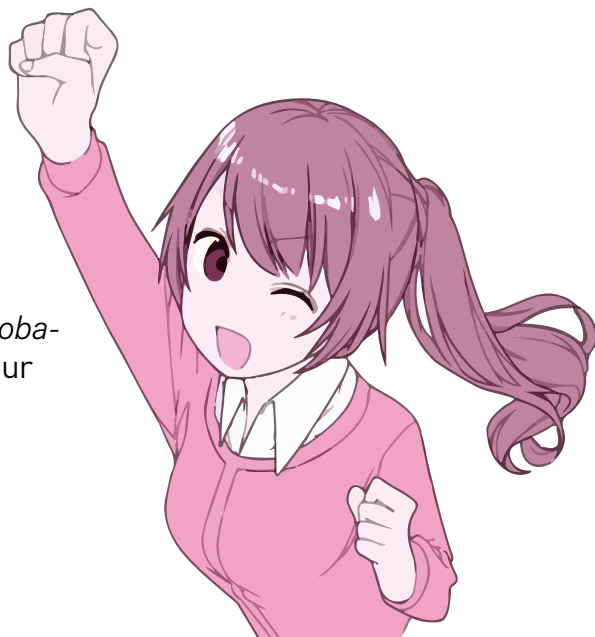
181
~
210

211
~
240

241
~
270

271
~
300

PF is an abbreviation for *probability fluctuation*—when your luck keeps being good.



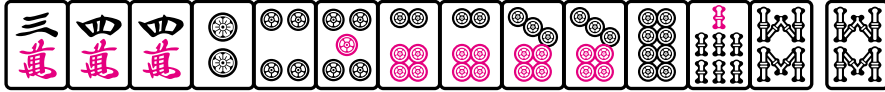
001
~
030

Q 163

East 1 West seat Turn 5



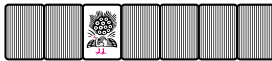
031
~
060



061
~
090

Q 164

East 1 East seat Turn 6



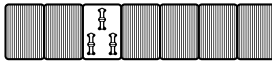
091
~
120



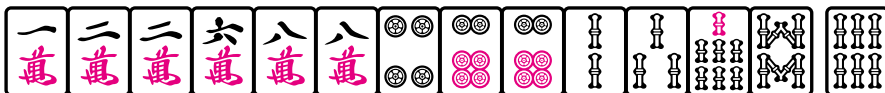
121
~
150

Q 165

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

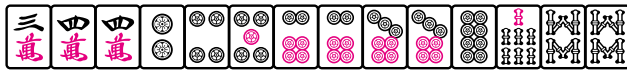
271
~
300

I have heard that it is important to review your game logs, but if I have the time to do that I would rather play more games.



[East 1 West seat Turn 5]

A 163



1 shanten [× 16 × 16 × 12 × 12]

Drawing kanchan gives pinfu. Take care of the dora indicator that might become scary later and fix dora acceptance. Hope for improvement with the pinzu or souzu shape.

[East 1 East seat Turn 6]

A 164

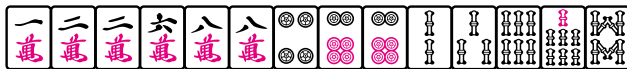


1 shanten [× 21 × 19 × 16 × 16]

Discarding is the widest, but discarding gives a **ryanmen kanchan variant** (). Drawing gives pinfu sanshoku on takame, and iipeikou isn't an option anyway since we have .

[East 1 East seat Turn 5]

A 165



2 shanten [× 24 × 24 × 24 × 22 × 22 × 22]

This hand has 3 heads. According to the theory that **3 heads is the weakest**, maintaining 3 heads loses 2 tiles in instantaneous acceptance. However, maximizing acceptance by breaking a pair (with say) results in excess tiles upon reaching an 1 shanten that loses the 2 head shape, so the acceptance situation reverses easily. This shape seems like it will take some time to complete closed, so move towards the inside for now and consider open tanyao.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

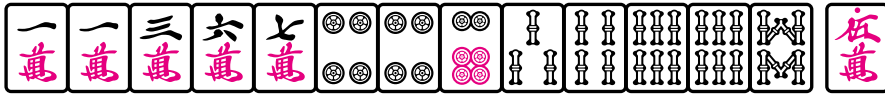
001
~
030

Q 166

East 1 East seat Turn 5



031
~
060



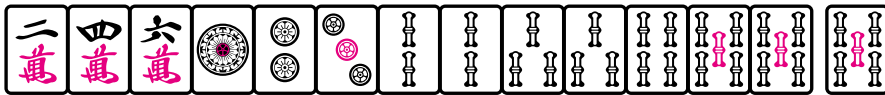
061
~
090

Q 167

East 1 West seat Turn 6



091
~
120



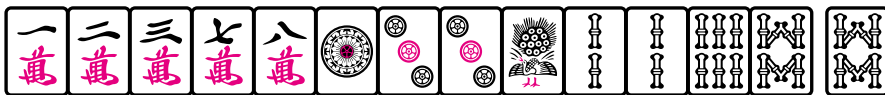
121
~
150

Q 168

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

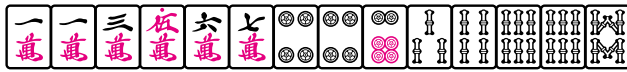
271
~
300

In online mahjong, there are always people who suspect that "something is wrong with the system" or "the tiles are rigged."



[East 1 East seat Turn 5]

A 166



2 shanten [10000 ×24 22222 ×24 22222 ×24 30000 ×22 22222 ×22 22222 ×22]

Move towards the inside for now from 3 heads. Doing so has the widest instantaneous acceptance and can smoothly move towards tanyao. Chii is also possible in the unlikely event that kamicha drops aka.

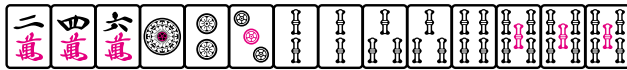
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 6]

A 167



1 shanten [22222 ×23 20000 ×22 60000 ×22 22222 ×17 22222 ×15]

Discarding 22222 has the widest acceptance. Anyone who can recognize this at a single glance is amazing! If we discard 22222 we get the largest acceptance and can aim for 234 sanshoku. However, if we discard 20000, the expected value is higher overall with the possibility of iipeikou, dora, and 20000 for ryanmen improvement.

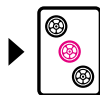
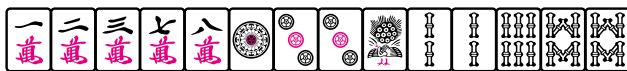
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 4]

A 168



2 shanten [22222 ×24 22222 ×24 22222 ×24 22222 ×22 22222 ×22 22222 ×22]

If we want to commit to sanshoku then discarding 22222 is correct. If we want to aim for sanshoku and also leave behind strong shapes for later then discarding 22222 seems good, but all of these “strong shapes” will cause us to lose sanshoku. In addition to giving the largest instantaneous acceptance, discarding 22222 also lets us use not only 22222 and 22222, but also 22222. Additionally, kanchan 22222 is strong if it becomes our final shape. Note that discarding 22222 is strictly worse than discarding 22222, and discarding 22222 is strictly worse than discarding 22222.

181
~
210

211
~
240

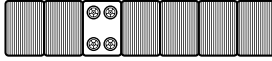
241
~
270

271
~
300

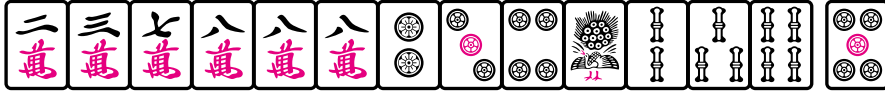
001
~
030

Q 169

East 1 East seat Turn 7



031
~
060



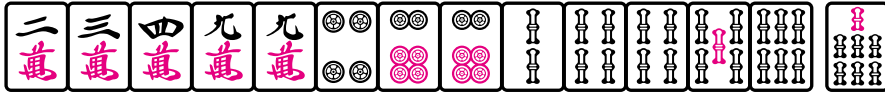
061
~
090

Q 170

East 1 West seat Turn 7



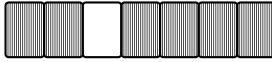
091
~
120



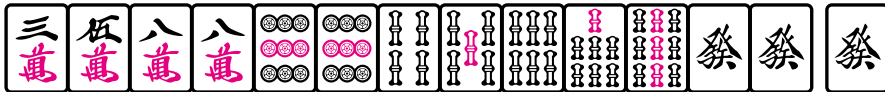
121
~
150

Q 171

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

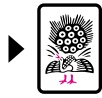
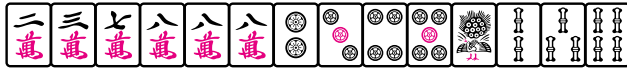
271
~
300

"If you see someone with a high rank, suspect that they are a NEET." Whose words were these again?



[East 1 East seat Turn 7]

A 169

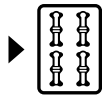
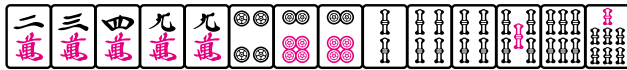


1 shanten [2S × 25 3S × 25 4S × 25 5S × 25 7W × 20]

In the past, discarding 7W from this hand to keep both 123 and 234 sanshoku possible was considered correct. However, in aka ari mahjong, we simply discard 7W and maximize our acceptance. Doing so keeps the possibility of 234 sanshoku.

[East 1 West seat Turn 7]

A 170

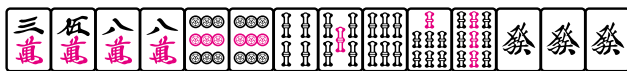


1 shanten [2S × 12 3S × 12 4S × 12 5S × 10 6S × 10]

The dora is 9W, so assume that this hand will advance closed. According to the theory that **3 heads is the weakest**, breaking a pair here has the largest instantaneous acceptance. Pinzu has 2 types of tiles for ryanmen improvement and souzu has 3 types, so cut from souzu.

[East 1 East seat Turn 5]

A 171



1 shanten [3W × 8 4W × 8 8W × 8 2S × 8 3S × 8]

We have 3 heads, but we have dora yakuhai ankou, so we should keep the pairs aiming to call pon into tenpai. As such, the choice is then between dropping either 3W 4W or 2S 3S. If we keep the connected souzu shape as is, we get a strong shape not only with ryanmen improvement, but also if we draw any of 2S 3S into a pair. If we only consider the number of tiles for ryanmen improvement at this moment then we would drop 2S 3S, but if we draw 8W then we end up with kanchan 4W tenpai with few future improvements. We should cut 4W from 3W 4W and hope for ryanmen improvement towards the outside.

001
?
030

031
?
060

061
?
090

091
?
120

121
?
150

151
?
180

181
?
210

211
?
240

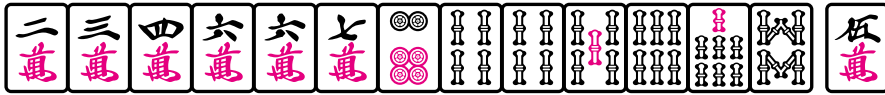
241
?
270

271
?
300

001
~
030

Q 172

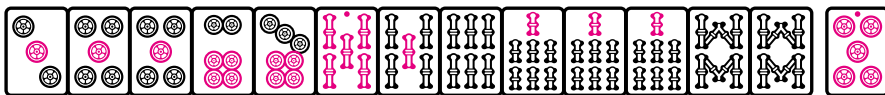
East 1 East seat Turn 9



061
~
090

Q 173

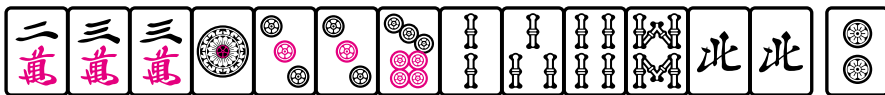
East 1 South seat Turn 7



121
~
150

Q 174

East 1 East seat Turn 3



181
~
210

211
~
240

241
~
270

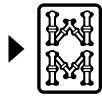
271
~
300

I read a Tenhou strategy book and was shocked to find that "repeating a year is a part of training" written in it.



[East 1 East seat Turn 9]

A 172



1 shanten [6 bamboo ×41 8 bamboo ×41 9 bamboo ×40 10 bamboo ×40 11 bamboo ×16]

A head is needed to use the 3 sided wait in souzu, but discarding 10 bamboo makes it hard to make a head from the remaining shapes. Here simply fix 11 bamboo as the head and take sticky 1 shanten aiming for san-shoku including the dora. Doing so can also use all the aka.

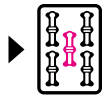
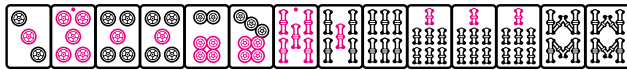
001
~
030

031
~
060

061
~
090

[East 1 South seat Turn 7]

A 173



1 shanten [1 bamboo ×23 2 bamboo ×21 3 bamboo ×20 4 bamboo ×20]

Cutting dora 2 bamboo gives us the best shape, but if we can use it then we get mangan even if we call. There is a big difference between 3900 points and 8000 points, so we would like to try our best to use it. Discarding 10 bamboo possibly leaves us with bad shapes, but the acceptance is actually the largest and lets us aim for an expensive hand. This way it also won't be awkward if we draw dora 2 bamboo.

091
~
120

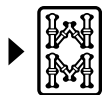
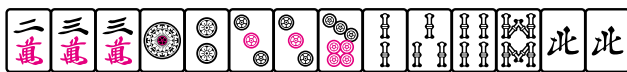
121
~
150

151
~
180

181
~
210

[East 1 East seat Turn 3]

A 174



2 shanten [3 bamboo ×56 2 bamboo ×53 1 bamboo ×50 4 bamboo ×50 5 bamboo ×50]

Discarding 3 bamboo is better if we only consider acceptance, but we don't have enough blocks, so we don't rush to fix the dora joint. There are many improvements for an expensive hand such as drawing dora or drawing 4 bamboo. In many cases we will end up cutting 3 bamboo, but the returns are great if we can use both copies.

211
~
240

241
~
270

271
~
300

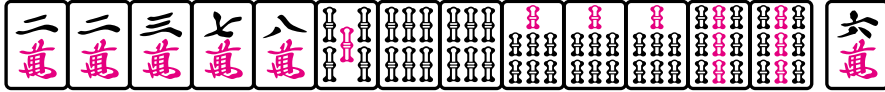
001
~
030

Q 175

East 1 East seat Turn 6



031
~
060



061
~
090

Q 176

East 1 West seat Turn 7



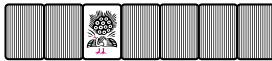
091
~
120



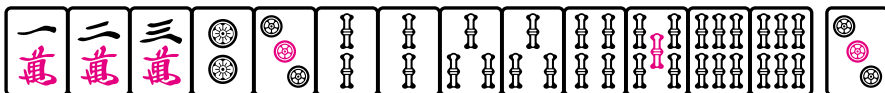
121
~
150

Q 177

East 1 West seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

"Everything is easy if all I have to do is not get last." There was a time when I thought that way too.



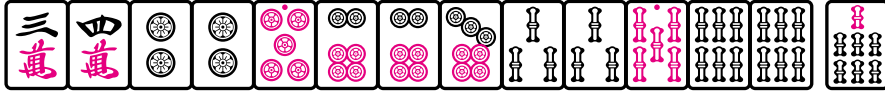
001
~
030

Q 178

East 1 West seat Turn 9



031
~
060



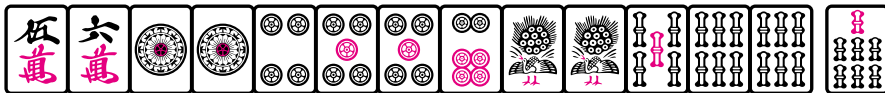
061
~
090

Q 179

East 1 West seat Turn 3



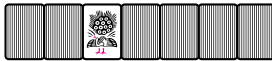
091
~
120



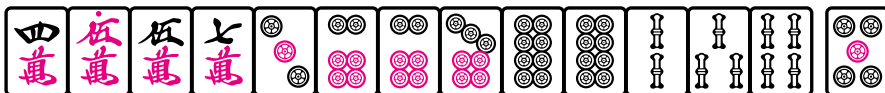
121
~
150

Q 180

East 1 West seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

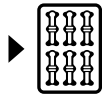
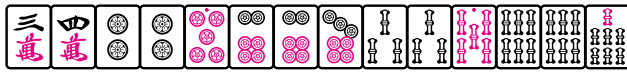
271
~
300

This person plays all day. When does he sleep?



[East 1 West seat Turn 9]

A 178



1 shanten [×12 ×12] 2 shanten [×53 ×53]

It is already turn 9, so dropping a pair to return to 2 shanten is slow. Discard either or to maximize acceptance. Cutting either seems the same, but if we discard we can draw or to get a connected shape, making it easier to complete a group.

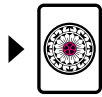
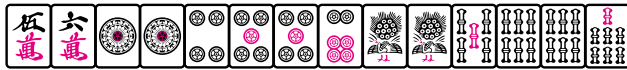
001
?
030

031
?
060

061
?
090

[East 1 West seat Turn 3]

A 179



1 shanten [×12 ×12] 2 shanten [×49 ×53]

This is tile efficiency concerning improvements one step ahead, i.e. **two step tile efficiency**. It is still early, so drop a pair aiming for pinfu sanshoku. Dropping either pair seems the same, but discarding gives ryanmen kanchan upon drawing .

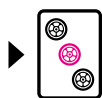
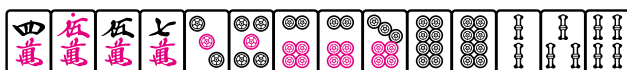
091
?
120

121
?
150

151
?
180

[East 1 West seat Turn 5]

A 180



1 shanten [×8 ×8 ×7 ×7]

This is a choice between and , but the difference is clear if we compare the resulting shape when drawing the inside tile for each. Discarding gives a kanchan wait if we draw afterwards, whereas discarding gives a ryanmen wait if we draw afterwards. Although discarding from is common knowledge, learning the exception above will make us even stronger.

181
?
210

211
?
240

241
?
270

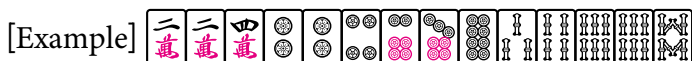
271
?
300

1 shanten peak theory part 1

▶ 1 shanten is the most crucial point of a hand

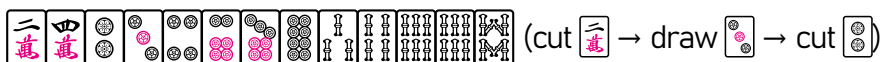
The number of effective tiles decreases as a hand progresses from 3 shanten → 2 shanten → 1 shanten. The number of effective tiles is the lowest at tenpai, but we are saved by the fact that we can win off other players' discards when tenpai.

Thus, we should **maximize our acceptance at 1 shanten, the most difficult point in a hand**. This is 1 shanten peak theory.

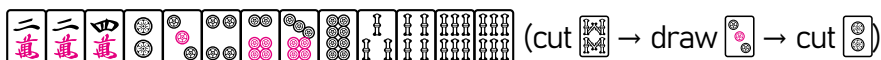


This hand is currently 2 shanten with 3 heads. Tanyao is confirmed and 234 sanshoku is visible. Given this opportunity, we should aim for sanshoku with full force. According to the theory that 3 heads is the weakest, breaking one of the pairs gives the widest instantaneous acceptance. However, for the sake of reaching 1 shanten for sanshoku without any excess tiles, we **discard at this stage**. This is a shape where we can easily understand the 2 points discussed in the section about 3 tile weak head theory: that the next draw might cause us to have an unsteady shape at 1 shanten, or might cause the acceptance situation to reverse.

For example, suppose that we break the pair from here. At this instant we have maximal acceptance. However, when we next complete a group with say , becomes a useless excess tile.



By discarding from the shape in the [Example], drawing the same and completing a joint gives the shape below. Every tile is useful and we have no excess tiles.



Comparing the two shapes, we see that discarding produces excess tiles, has no supporting tiles at 1 shanten, and has its acceptance situation reverse. In other words, **it is important to be aware in advance of shapes that give no excess tiles at 1 shanten**.

1 shanten peak theory part 2

▶ What is the best shape at 1 shanten?

[Example]

The hand above is 2 shanten. Cutting 1 tile from here as to make the best shape at 1 shanten is correct.

However, what is the best shape? What should we aim for and how should we build our hand? Here's a question: what yaku do you want the most?

Please choose from the 3 options below and make the corresponding play.

[Choice A] Tanyao → discard

[Choice B] Pinfu → discard

[Choice C] Sanshoku → discard

Let's compare the resulting shape when drawing after each play.

[Shape A]

[Shape B]

[Shape C]

Please compare the 3 resulting shapes. Each shape should offer the best chance of completing the corresponding yaku chosen earlier. Look over the 3 shapes and carefully understand how to build a hand at 2 shanten.

The answer to this [Example] will change depending on your choices. In the absence of special reasons like the point situation, using the concepts of balance and expected value gives as the correct answer.

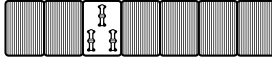


You must only see the final shape.

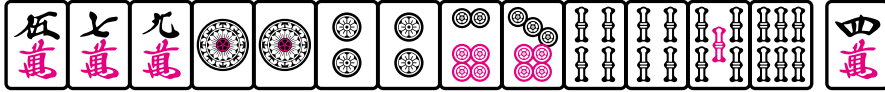
001
~
030

Q 181

East 1 West seat Turn 3



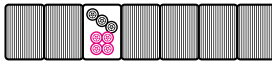
031
~
060



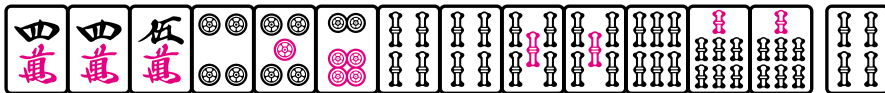
061
~
090

Q 182

East 1 East seat Turn 4



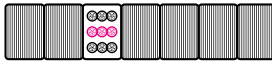
091
~
120



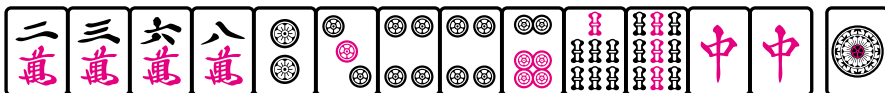
121
~
150

Q 183

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

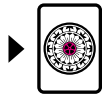
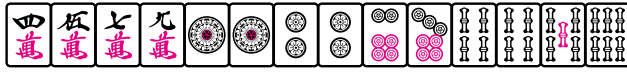
271
~
300

Step out and pon! Look and chii!
If we have all 4 then kan!



[East 1 West seat Turn 3]

A 181

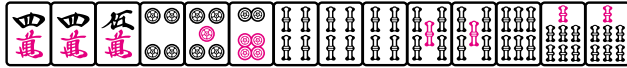


2 shanten [×24 ×20 ×20 ×20 ×20 ×20 ×20]

With 6 blocks here we want to move towards open tanyao. We are likely to cut the kanchan, but if we draw then we are 1 shanten for riichi pinfu, so start discarding from .

[East 1 East seat Turn 4]

A 182

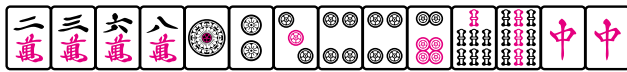


Tenpai [×3] 1 shanten [×34 ×30 ×21]

This shape was featured in the manga *Manchou! Tsumo Kuratesu* (Katayama Masayuki, Takeshobo). We are the dealer, but there are many improvements for good shape, and sanshoku is possible, so we want to break tenpai. The three choices are discarding for acceptance, for sanshoku, and for iipeikou. Discarding seems good for a balance between acceptance and value.

[East 1 East seat Turn 4]

A 183



2 shanten [×20 ×20 ×20 ×20 ×20]

6 blocks with yakuhai. According to **5 block theory**, here we should prune our hand to 5 strong blocks (we don't discard just because we want to call). The choice is between discarding or but we are likely to insta riichi if this hand completes closed, so keep the one that gives a final shape that is easier to win on.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 184

East 1 East seat Turn 7



031
~
060



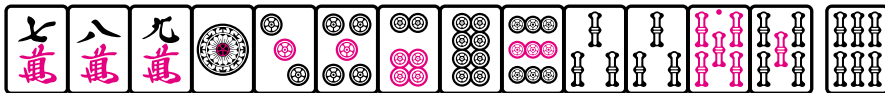
061
~
090

Q 185

East 1 East seat Turn 3



091
~
120



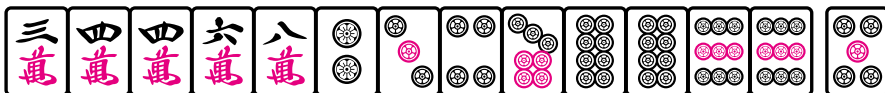
121
~
150

Q 186

East 1 West seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

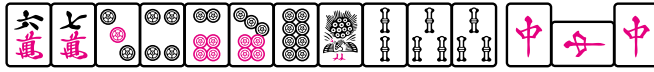
271
~
300

It seems like I'm not supposed to ask "is today a day off?" to customers that come during the daytime on a weekday.



[East 1 East seat Turn 7]

A 184



1 shanten [$\begin{matrix} \square & \square & \square \\ \square & \square & \square \end{matrix} \times 28 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 16 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 16 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 13 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 13]$

An open hand with a ryanmen + ryanmen shape. If we fix the group with $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ then we end up with a tanki wait if we chii. Thinking of calling chii into tenpai as 2 times faster, we generally commit to the ryanmen + ryanmen shape here.

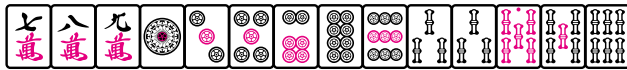
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 3]

A 185



2 shanten [$\begin{matrix} \square & \square & \square \\ \square & \square & \square \end{matrix} \times 24 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 24 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 20 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 20 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 20]$

This is a choice between $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ or $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$. Discarding $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ lets pinzu accept $\begin{matrix} \square & \square & \square \\ \square & \square & \square \end{matrix}$. Drawing $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ results in **long ryankan** which can accept $\begin{matrix} \square & \square & \square \\ \square & \square & \square \end{matrix}$ and drawing $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ results in ryankan which can accept $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$. This is a common shape, so let's memorize it.

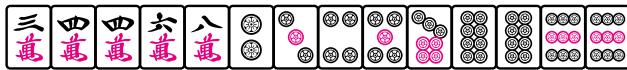
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 6]

A 186



1 shanten [$\begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 7 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 7 \quad \begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 7] \quad 2 \text{ shanten } [\begin{matrix} \square & \square \\ \square & \square \end{matrix} \times 52]$

If we want to maintain 1 shanten then we discard $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$, but a closed hand left with bad shapes is difficult. Here we give up on iipeikou and aim for ittsumo or open tanyao. If we only consider the shape then we may want to discard $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$, but most pinzu draws result in us discarding $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ anyway. If so, then discarding $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ first seems good (drawing $\begin{matrix} \square & \square \\ \square & \square \end{matrix}$ in particular results in a strong shape).

181
~
210

211
~
240

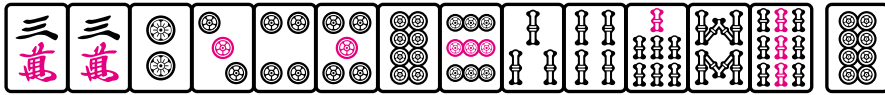
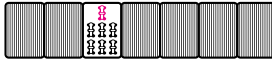
241
~
270

271
~
300

001
~
030

Q 187

East 1 West seat Turn 8

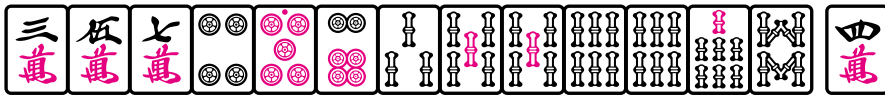
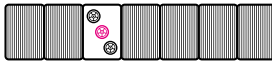


031
~
060

061
~
090

Q 188

East 1 West seat Turn 7

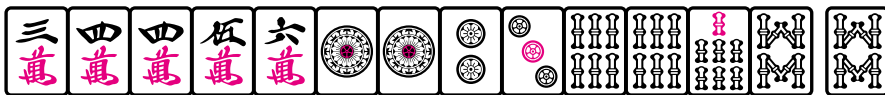
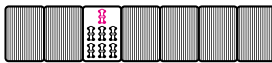


091
~
120

121
~
150

Q 189

East 1 West seat Turn 7



151
~
180

181
~
210

211
~
240

241
~
270

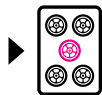
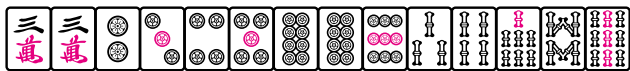
271
~
300

It always feels like a waste when the dora indicator is aka.



[East 1 West seat Turn 8]

A 187



1 shanten [2000 × 16 2000 × 16 2000 × 12 2000 × 12]

We maximize our acceptance at 1 shanten. Discard 2000 to set a trap in case we end up with a shanpon wait.

001
?
030

031
?
060

061
?
090

091
?
120

121
?
150

151
?
180

181
?
210

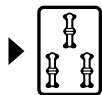
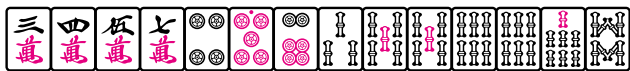
211
?
240

241
?
270

271
?
300

[East 1 West seat Turn 7]

A 188

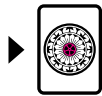
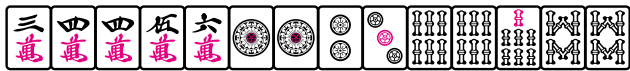


1 shanten [2000 × 42 2000 × 40 2000 × 29 2000 × 19 2000 × 15]

Discarding 2000 gives the largest acceptance, but considering the final shape discarding 2000 is better. There is a large difference in the acceptance when discarding 2000 and 2000 versus the other choices since 2000 and 2000 are suji and overlap.

[East 1 West seat Turn 7]

A 189



1 shanten [2000 × 34 2000 × 19 2000 × 16]

2000 is the dora indicator so this is an unpleasant shape, but even then the difference in acceptance makes it better to cut 2000 than to cut from souzu. However, since the wait is likely to be dora indicator kanchan 2000, although there being large difference in the probability of getting to tenpai between the choices, there is not that big of a difference in the probability of actually winning the hand.

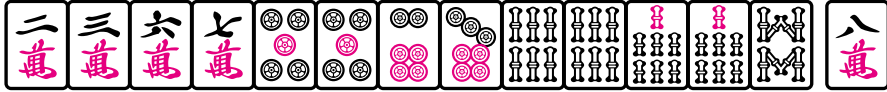
001
~
030

Q 190

East 1 East seat Turn 7



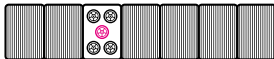
031
~
060



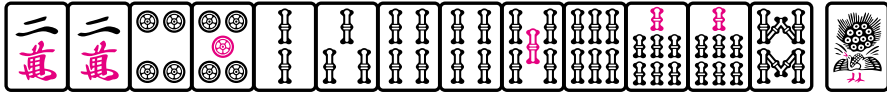
061
~
090

Q 191

East 1 West seat Turn 7



091
~
120



121
~
150

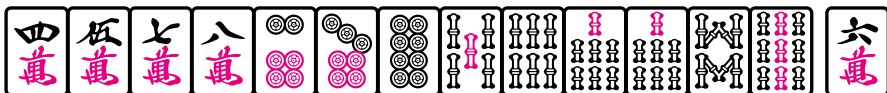
Q 192

East 1 West seat Turn 5



151
~
180

181
~
210



211
~
240

241
~
270

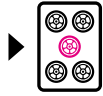
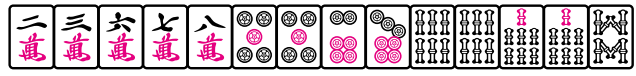
271
~
300

"It is a given that mahjong pros know tile efficiency." That's a lie right?



[East 1 East seat Turn 7]

A 190

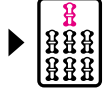
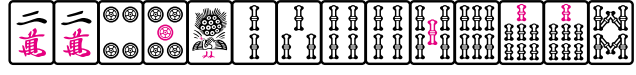


1 shanten [22222 × 29 33333 × 20 20000 × 16 30000 × 16 44444 × 16]

We lose sanshoku, but the difference in the number of effective tiles compared to the other options is just too big. No matter what we draw we get tenpai with dora 20000 and yaku so this is enough. If we draw 33333 we can also aim for sanshoku.

[East 1 West seat Turn 7]

A 191

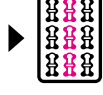
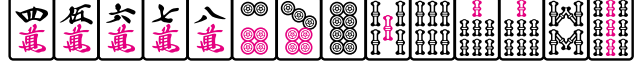


1 shanten [44444 × 22 55555 × 22 66666 × 22]

Cutting any of 44444 will result in the same 1 shanten, but discarding 44444 eliminates ittsumi. The choice is then between 55555 and 66666, but discarding 55555 and then drawing 66666 loses tanyao. The correct choice is 66666, which is compatible with both tanyao and ittsumi.

[East 1 West seat Turn 5]

A 192



Tenpai [40000 × 6 80000 × 6] 1 shanten [22222 × 42 33333 × 42]

We have many improvements and can aim for an expensive hand with tanyao, pinfu, and sanshoku, so breaking tenpai is recommended. If we break tenpai then the choice is between 22222 and 33333. Comparing the conditions, we find that the acceptance is the same. Discarding 33333 only results in 1 more tile that gives sanshoku. However, there is a large difference in the ease of making tanyao. If we discard 33333 and then draw 22222 for tenpai with sanshoku, we can choose between damaten for takame mangan or riichi aiming for haneman.

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

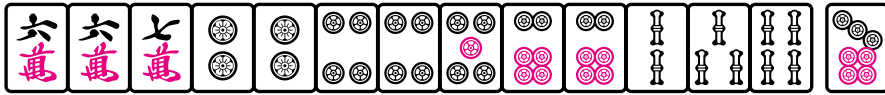
001
~
030

Q 193

East 1 West seat Turn 7



031
~
060



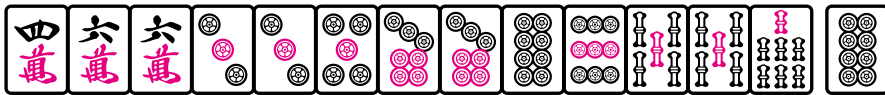
061
~
090

Q 194

East 1 East seat Turn 7



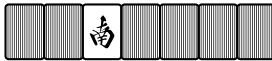
091
~
120



121
~
150

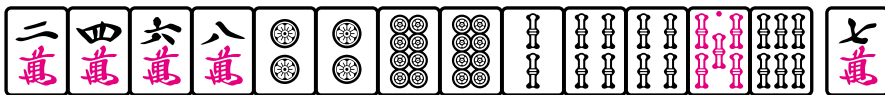
Q 195

East 1 West seat Turn 4



151
~
180

181
~
210



211
~
240

241
~
270

271
~
300

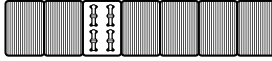
"It is a given that mahjong pros know tile efficiency." That's a lie right? (Why say it twice?)



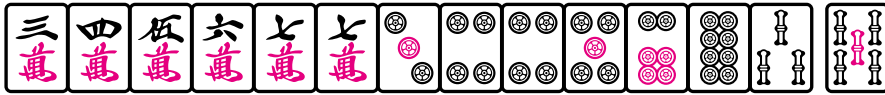
001
~
030

Q 196

East 1 East seat Turn 6



031
~
060



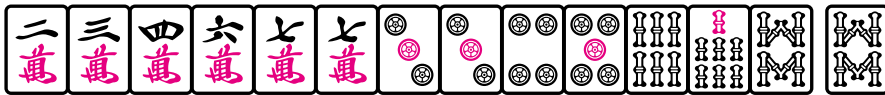
061
~
090

Q 197

East 1 East seat Turn 4



091
~
120



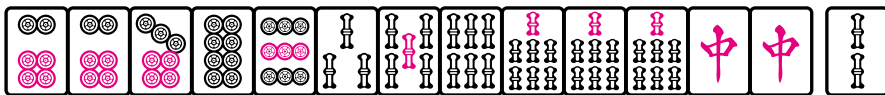
121
~
150

Q 198

East 1 East seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

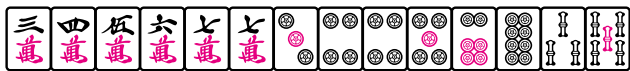
271
~
300

I was taught to "work on" breaking ippatsu. Do people who do nothing but break ippatsu get promoted to ippatsu breaking tradesmen or something?



[East 1 East seat Turn 6]

A 196



1 shanten [×15 ×15 ×11 ×8]

Try not to overlook the fact that in addition to drawing , drawing also gives sanshoku.

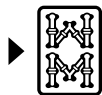
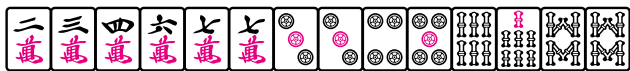
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 4]

A 197



1 shanten [×40 ×38 ×36 ×20]

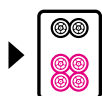
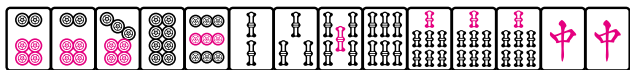
Discarding gives the highest chance of good shape tenpai, win rate, and expected value. We have dora 1, so kanchan riichi is also acceptable if we draw .

091
~
120

121
~
150

[East 1 East seat Turn 8]

A 198



1 shanten [×12 ×12 ×12 ×11 ×11 ×11]

We have too many blocks, so the basic idea here is to keep 5 strong blocks. If we can call dora then it seems like we will win no matter what we discard, but it is already turn 8, so it may be good idea to also consider the case where we can't call. The souzu shape is strong both for acceptance and as final shape, so we don't touch it. If we can't see yet then we should keep the group from , i.e. cut either or , but considering safety we should start from .

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

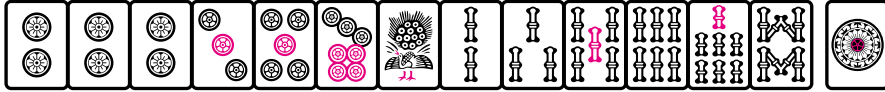
001
~
030

Q 199

East 1 West seat Turn 6



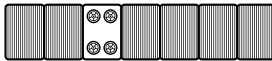
031
~
060



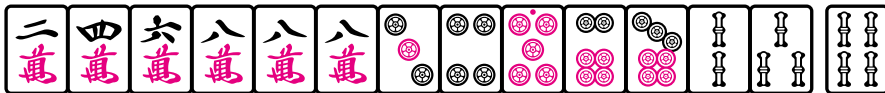
061
~
090

Q 200

East 1 East seat Turn 7



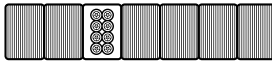
091
~
120



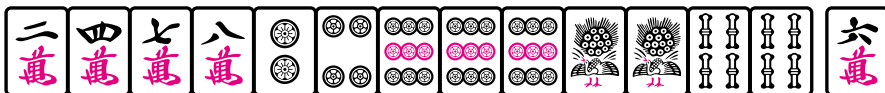
121
~
150

Q 201

East 1 East seat Turn 3



151
~
180



181
~
210

211
~
240

241
~
270

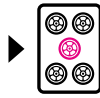
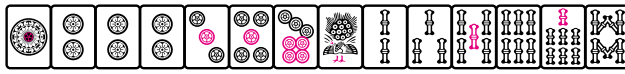
271
~
300

Is there an organization that forbids breaking ippatsu?



[East 1 West seat Turn 6]

A 199



Tenpai [10000 ×4 10000 ×4] 1 shanten [10000 ×43]

Break tenpai here with many improvements. Discarding 10000 accepts both ittsumu and dora. Kanchan insta riichi without dora is a one way ticket to hell. Let's avoid doing so.

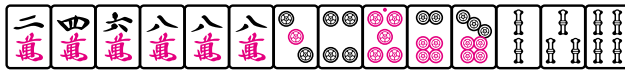
001
?
030

031
?
060

061
?
090

[East 1 East seat Turn 7]

A 200



1 shanten [10000 ×37 10000 ×33 10000 ×24 10000 ×19]

It is turn 7 and we have at least tanyao dora 2 as the dealer, so we should prioritize acceptance and final shape over sanshoku when choosing what to discard. Moreover, since the pinzu shape is good, sanshoku is unlikely to complete. Thus, we want to keep the 10000 10000 10000 irregular 2 sided wait in manzu.

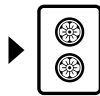
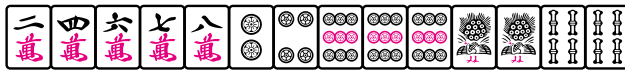
091
?
120

121
?
150

151
?
180

[East 1 East seat Turn 3]

A 201



1 shanten [10000 ×8 10000 ×8 10000 ×8 10000 ×8 10000 ×8 10000 ×8]

Too many blocks. According to **5 block theory** we should drop the weakest block. The 10000 pair is a good block that has two types of tiles for ryanmen improvement. 10000 is necessary as the head when 10000 improves to ryanmen so we keep it with 10000 together as a set (**2 head theory**). The choice is between the remaining 10000 and 10000 blocks, but 10000 is strong since drawing 10000 upgrades it to a 3 sided wait. Therefore, dropping the weakest block 10000 starting from the outside with 10000 is correct.

181
?
210

211
?
240

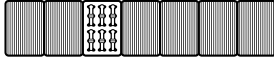
241
?
270

271
?
300

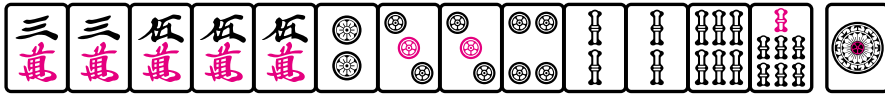
001
~
030

Q 202

East 1 East seat Turn 7



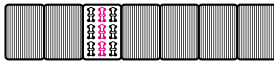
031
~
060



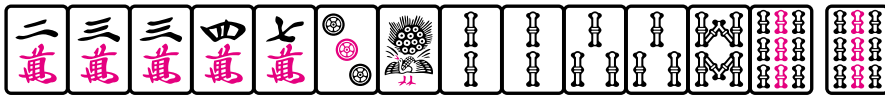
061
~
090

Q 203

East 1 East seat Turn 3



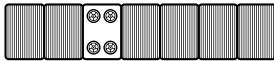
091
~
120



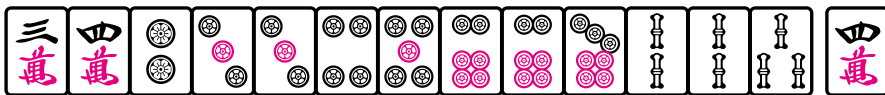
121
~
150

Q 204

East 1 West seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

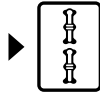
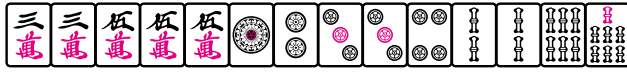
271
~
300

The topic "who is the strongest?" comes up a lot at the parlor, but the conversation always ends with "the entry fee is the strongest."



[East 1 East seat Turn 7]

A 202



1 shanten [3-3 × 15 1-1 × 15 2-2 × 12 3-3 × 12 4-4 × 12]

“What’s this? We have found seeds with which to grow some value!”
The choice is between 3-3 and 1-1, but drawing 4-4 after discarding 1-1 gets us pinfu.

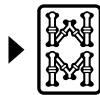
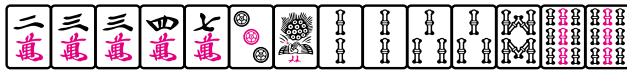
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 3]

A 203



2 shanten [2-2 × 59 3-3 × 58 4-4 × 55 5-5 × 51]

We have secured 3 joints and have a head. This is a basic question about where we should seek to draw the remaining joint. Aiming to draw 3-3 4-4 into a joint is correct.

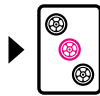
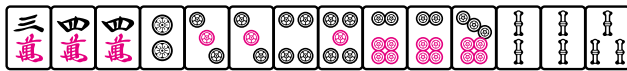
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 5]

A 204



2 shanten [1-1 × 57 2-2 × 57 3-3 × 49 4-4 × 49 5-5 × 47 6-6 × 43]

We can aim for 234 sanshoku with this shape. The dora is 6-6, so discarding 1-1 leaves sanshoku possible while also accepting dora, maximizing both acceptance and expected value. Discarding 3-3 is also a flexible play, but in the case that we draw 4-4 and lose sanshoku the resulting shape is worse than if we had discarded 1-1 (drawing 4-4 after discarding 1-1 lets us discard 1-1 for an excellent 1 shanten). This is a rather difficult question, but there are tricks to solving it. We would like to maintain 2 heads to aim for perfect 1 shanten. To use dora 6-6, it is important to consider how to use the surrounding tiles. If we consider 6-6 6-6 6-6 6-6 as a nakabukure shape, 1-1, which is suji to 6-6, comes up as a choice. All that’s left afterwards is to confirm whether that is correct or not.

181
~
210

211
~
240

241
~
270

271
~
300

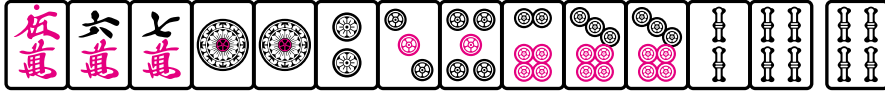
001
~
030

Q 205

East 1 East seat Turn 7



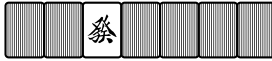
031
~
060



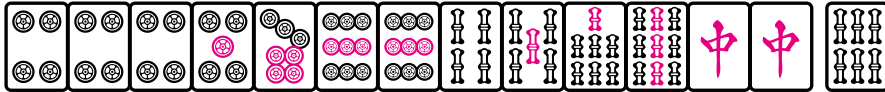
061
~
090

Q 206

East 1 East seat Turn 7



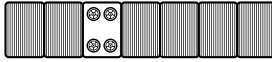
091
~
120



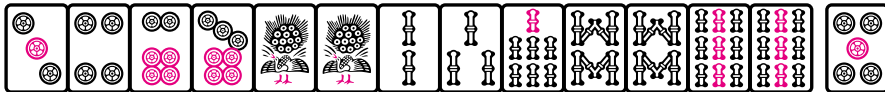
121
~
150

Q 207

East 1 West seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

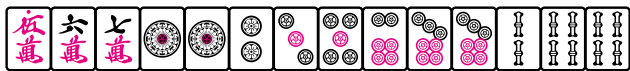
271
~
300

Ahh! If this was a real match I would have won long ago!



[East 1 East seat Turn 7]

A 205



1 shanten [×33 ×30 ×25 ×12]

Acceptance for overlaps, so discarding gives the highest acceptance. Ignore kanchan or penchan iipeikou.

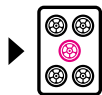
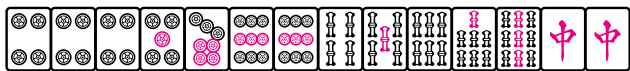
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 206



1 shanten [×12 ×12 ×8 ×8 ×8 ×8]

At first glance the pinzu shape seems complicated, but the answer should be immediately clear if we consider the shape assuming that we have called . If the pinzu shape fills first insta riichi on kanchan is strategically sound. Both **2 head theory** and **3 tile weak block theory** point to discarding in this question.

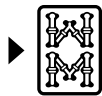
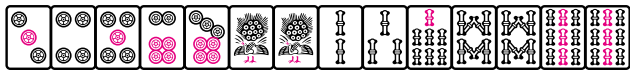
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 5]

A 207



1 shanten [×34 ×23 ×19]

Usually there is no problem with breaking the aryanmen by discarding in a shape like this where the head is not well defined, but the situation here is slightly different. Pinzu is a 3 sided wait with dora right in the center, so we would like to make full use of this shape. Discarding confirms pinfu and makes it likely for the final shape to be a 3 sided wait. In terms of acceptance discarding is better, but discarding has the largest win rate. Our value also changes, so the expected value is also the largest.

181
~
210

211
~
240

241
~
270

271
~
300

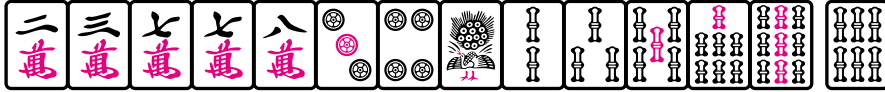
001
~
030

Q 208

East 1 East seat Turn 5



031
~
060



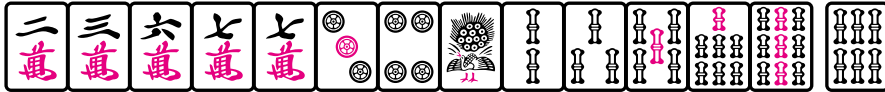
061
~
090

Q 209

East 1 East seat Turn 5



091
~
120



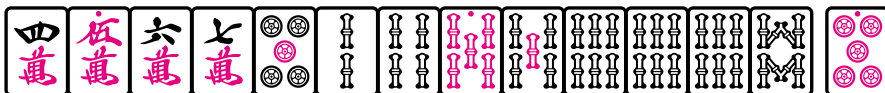
121
~
150

Q 210

East 1 South seat Turn 3



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

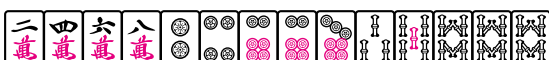
I often get asked "are you going out with the boss," but that's not true (haha).






3 tile weak block theory part 1

▶ Keep 3 tiles in block candidates

This is the theory that **keeping 3 tiles in a single block candidate makes it harder to end up with excess tiles when advancing.**

[Example] 

Fixing the head with  has the largest instantaneous acceptance, but making the manzu joint 3 tiles is more flexible.

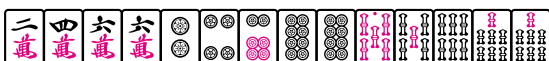
If we discard , the only backfire is drawing . This shape won't have excess tiles no matter what we draw next.




This applies not only to the  shape above, but also to shapes like . Cutting  or  and keeping 3 tiles is more flexible.

Moreover, this theory that "3 tile blocks are good" **generalizes as "it is good to gather tiles of a single suit in odd numbered groups like 5 or 7."**

▶ Let's try solving a question


Let's try thinking about the [Example] below.

[Example] 

Discarding  and discarding  both have maximal acceptance. Either one seems fine to discard, but differences arise after calling pon or drawing .

In this shape, **manzu has an even number of tiles (4) and pinzu has an even number of tiles (5).** Does this make things clear?

Discarding 1 tile from manzu and keeping an odd number of tiles gives us a shape that does not result in excess tiles no matter what we draw next.

Discard  to maintain 2 heads and keep an odd number of tiles in manzu.

This is only about weak blocks. It's okay to keep strong blocks as 2 tile blocks.

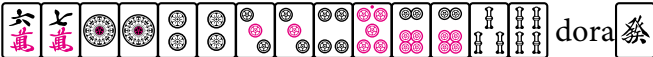




Dora tanki is OK

▶ Is it OK to wait on dora tanki?


Dora increases our value just by using it. They are convenient, but are also dangerous considering that they are also used by other players.

This is a playstyle that considers whether it is acceptable for our final shape to be dora tanki.

[Example]  dora 

For example, suppose that dora  is live and that it is the mid game or late game. This is a hand that is more than worth fighting with, but the fact that no dora are visible yet is unsettling. In times like these, **we must be aware of shapes that do not cause us trouble even if we draw the dora later.**

If we can confirm iipeikou here, we are OK even if the final wait becomes tanki. Even if we draw the dora, we can wait on it as tanki.

If we can make a head and call ryanmen riichi then good job. Even if the wait ends up being tanki, we are fine whenever we draw dora. **Discard  here and maximize acceptance. We lose our head for now, but confirming yaku is important. Being OK with dora tanki is a playstyle applicable for both offense and defense.** In similar shapes where 1 han cannot be confirmed, it is better to fix a head somewhere.

With preparation there is no need to worry.



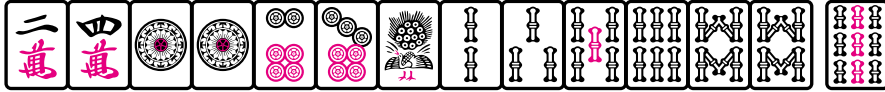
001
~
030

Q 211

East 1 East seat Turn 5



031
~
060



061
~
090

Q 212

East 1 West seat Turn 4



091
~
120



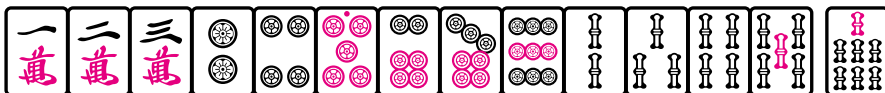
121
~
150

Q 213

East 1 East seat Turn 5



151
~
180



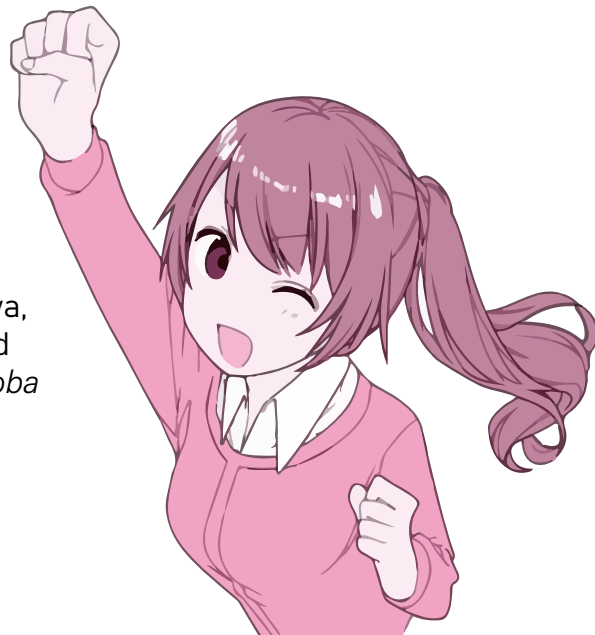
181
~
210

211
~
240

241
~
270

271
~
300

Speaking of ramen in Nagoya, there are *Taiwan ramen* and *Kouraikei*, but *Taiwan fusion soba* is gaining influence.



[East 1 East seat Turn 5]

A 211



2 shanten [× 24 × 20 × 20 × 20 × 20]

Currently 2 shanten with too many blocks. According to **1 shanten peak theory**, aim for a strong 1 shanten with possible itsuu.

[East 1 West seat Turn 4]

A 212

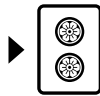
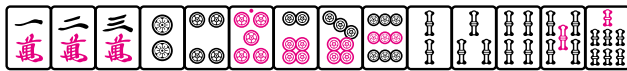


1 shanten [× 20 × 13 × 9 × 9 × 9]

If we can recognize the irregular 2 sided wait then we can answer this instantly. Even if we cut here we can still use and . If we directly fill the souzu kanchan we discard and insta riichi.

[East 1 East seat Turn 5]

A 213



1 shanten [× 26 × 26 × 20]

1 shanten with dora 2. We are the dealer, so even with bad shape tenpai we want to suppress others with head start riichi. It may feel like there is no problem with moving inward while keeping our eyes on sanshoku by discarding , but reaching tenpai first seems more likely. Considering the case when the final shape is in pinzu, discarding is correct.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 214

East 1 West seat Turn 7



031
~
060



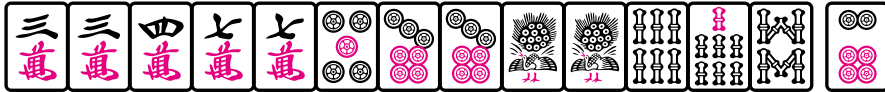
061
~
090

Q 215

East 1 East seat Turn 9



091
~
120



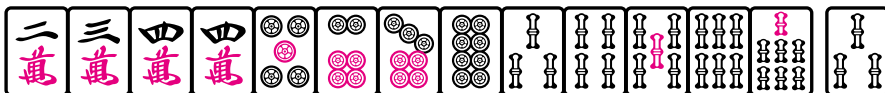
121
~
150

Q 216

East 1 West seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

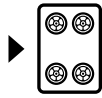
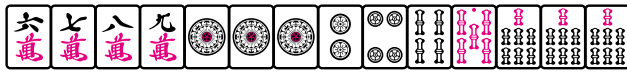
271
~
300

Don't you think it's a crime to have "thank you very much" written on the bottom of a bowl? I end up finishing all the soup without noticing.



[East 1 West seat Turn 7]

A 214



1 shanten [6W ×24 9W ×24 2C ×21 3C ×17 4C ×17]

Discarding 9W is best for acceptance, but 2C kanchan the final shape is rough. Discarding 2C guarantees good shape tenpai.

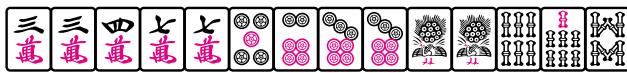
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 9]

A 215



1 shanten [2C ×14 3C ×12 4C ×6]

We would like to drop the 2C pair and go for tanyao, but it is already turn 9. Fix the ryanmen for a good final shape and maintain 1 shanten. If we draw 3C into a joint then we drop the 2C pair. We of course pon dora 7W, and we also chii 3C if possible.

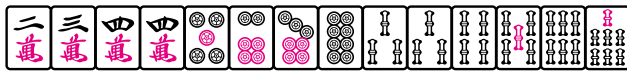
091
~
120

121
~
150

151
~
180

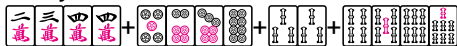
[East 1 West seat Turn 7]

A 216



1 shanten [4W ×50 2C ×46 3C ×46 4C ×46 5C ×46 6C ×46 7C ×23]

Splitting the hand into the following blocks makes this question easy to understand.



The souzu portion is a convenient shape that can be used either as a head + group or 2 groups. If it extends then using it as a head + 2 groups is also possible. 4 tile connected shapes are stronger than a ryanmen. When a hand contains convenient shapes like this, **cutting the aryanmen is likely to be correct.**

181
~
210

211
~
240

241
~
270

271
~
300

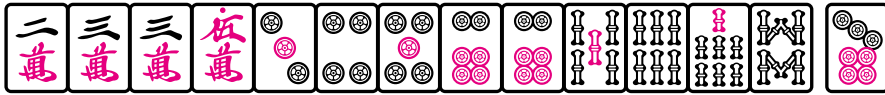
001
~
030

Q 217

East 1 West seat Turn 5



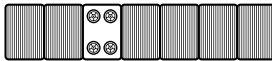
031
~
060



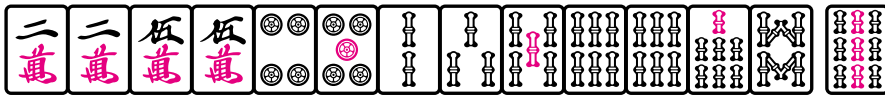
061
~
090

Q 218

East 1 East seat Turn 5



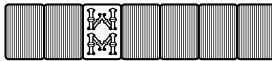
091
~
120



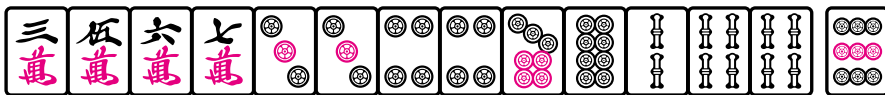
121
~
150

Q 219

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Haven't there been more restaurants that use ticket systems recently? I don't like those since there are people behind me and I can't take the time to choose carefully.



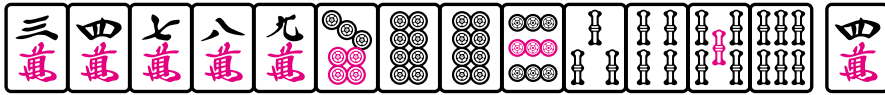
001
~
030

Q 220

East 1 East seat Turn 8



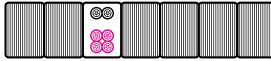
031
~
060



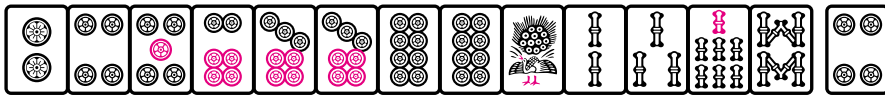
061
~
090

Q 221

East 1 East seat Turn 6



091
~
120



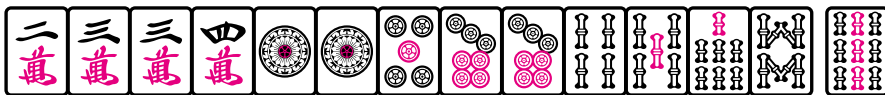
121
~
150

Q 222

East 1 West seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Maybe noodles should be no firmer than *katame*. *Harigane* and *konaotoshi* seem unhealthy...

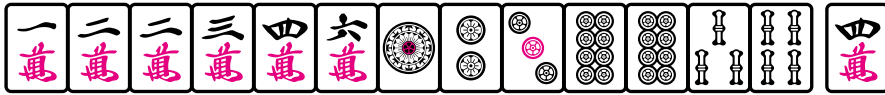
TN: *katame* (カタメ), *harigane* (ハリガネ), and *konaotoshi* (粉落とし) refer to various levels of firmness to which noodles, typically ramen, can be cooked. *Katame* is roughly equivalent to al dente pasta, having been cooked just until center of the noodles is no longer white, and is the softest of the three. *Harigane* is one step firmer and leaves quite a bit of the center of the noodles uncooked. *Konaotoshi*, literally translated as "flour shedding," is the firmest of the three, and involves no more than passing the noodles through boiling water to remove the flour on the surface.



001
~
030

Q 226

East 1 East seat Turn 6

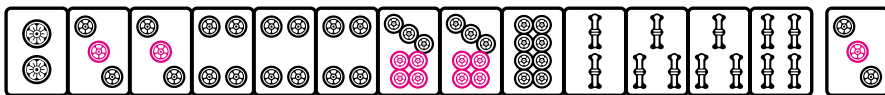


031
~
060

061
~
090

Q 227

East 1 East seat Turn 7

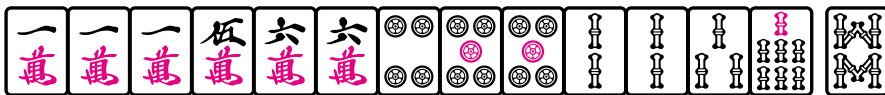


091
~
120

121
~
150

Q 228

East 1 West seat Turn 4



151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

People who say that the level of ramen in Nagoya is low have probably only eaten ramen at places around Nagoya station right?



[East 1 East seat Turn 6]

A 226

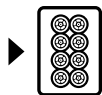
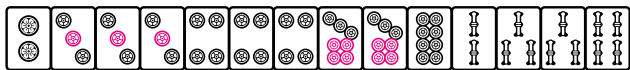


1 shanten [2 Wan ×16 1 Wan ×15 4 Wan ×15 6 Wan ×15]

Discarding 2 Wan is the widest, but the difference in acceptance when discard 1 Wan is only 1 tile. Considering value, choose the shape that includes possible iipeikou. Drawing 8 Wan also makes 234 sanshoku possible.

[East 1 East seat Turn 7]

A 227

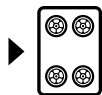
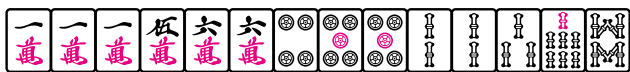


1 shanten [10 Wan ×31 8 Wan ×29 11 Wan ×26 12 Wan ×19]

If we think of 10 Wan not as triplets but instead as sequences then the answer is clear. We get tanyao pinfu iipeikou upon drawing 10 Wan. Drawing souzu for tenpai also always lets us call ryanmen riichi. This play also has the largest acceptance and moreover is the least likely to lose tanyao—a play that we can't complain about.

[East 1 West seat Turn 4]

A 228



2 shanten [4 Wan ×42 10 Wan ×42 11 Wan ×42 6 Wan ×36 8 Wan ×36 12 Wan ×36]

At first glance it seems like we should fix a ryanmen, but we actually have 4 heads, so fixing a head has the largest acceptance as chiitai is possible. Although rare, sanankou is also possible. Fixing a head is actually better for both speed and value. The choice is between 4 Wan, but considering aka and final shape, 10 Wan is correct.

- 001
2
030
- 031
2
060
- 061
2
090
- 091
2
120
- 121
2
150
- 151
2
180
- 181
2
210
- 211
2
240
- 241
2
270
- 271
2
300

001
~
030

Q 229

East 1 East seat Turn 4



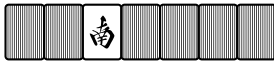
031
~
060



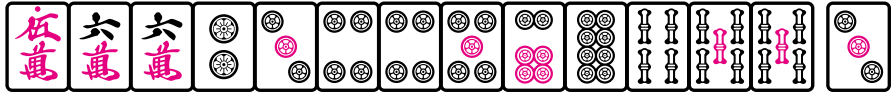
061
~
090

Q 230

East 1 East seat Turn 8



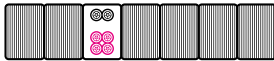
091
~
120



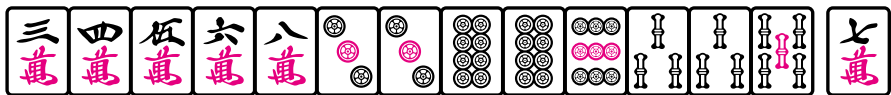
121
~
150

Q 231

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

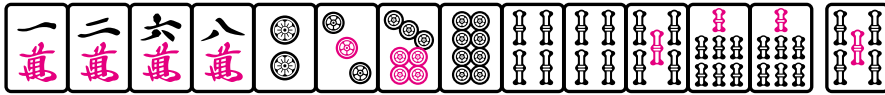
Umm... I like garlic. Sorry if it smells.



001
~
030

Q 232

East 1 East seat Turn 3



031
~
060

061
~
090

Q 233

East 1 East seat Turn 7

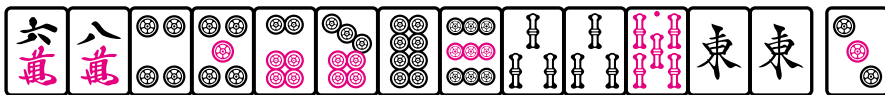


091
~
120

121
~
150

Q 234

East 1 West seat Turn 6



151
~
180

181
~
210

211
~
240

241
~
270

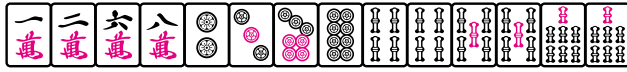
271
~
300

Sugakiya's spoons are praised for their design, but they are hard to use right? Right?



[East 1 East seat Turn 3]

A 232



3 shanten [10000 ×55 20000 ×55 22222 ×51 22222 ×51 22222 ×36 22222 ×36]

Too many blocks. Drop the weak penchan. Although the souzu shape has overlapping acceptance, don't cut 22222 or 22222.

[East 1 East seat Turn 7]

A 233

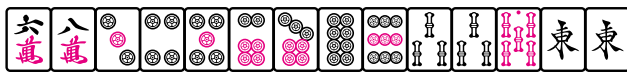


1 shanten [20000 ×22 20000 ×20 22222 ×20 22222 ×16 22222 ×12]

Discarding 22222 lets manzu accept 20000 50000 80000 and guarantees pinfu. Discarding 80000 results in a kanchan wait upon drawing 22222, but the rest of the effective tiles all result in pinfu. Either choice is good, but due to drawing 22222 giving a 3 sided wait and 22222 acceptance, discarding 80000 has the largest expected value.

[East 1 West seat Turn 6]

A 234



1 shanten [22222 ×12 22222 ×8 22222 ×8] 2 shanten [22222 ×75]

We return to 2 shanten, but keep a strong shape. Since we have a yakuhai pair, cutting from pinzu for 1 shanten is likely to result in us discarding 22222. Haste makes waste here. If we think of 22222 22222 as a group in pinzu, then we can think of 22222 22222 as a 4 tile connected shape. Even if we return to 2 shanten, it seems like we can quickly make a ryanmen. Drawing 22222 into a pair also results in a fairly strong shape.

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

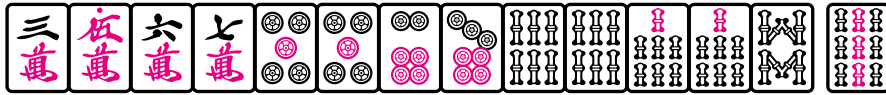
001
~
030

Q 235

East 1 West seat Turn 7



031
~
060



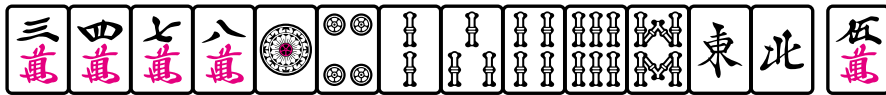
061
~
090

Q 236

East 1 South seat Turn 1



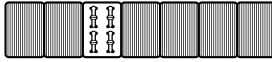
091
~
120



121
~
150

Q 237

East 1 South seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Sugakiya's *Suu-chan's* dad's name is *Raa-papa*.
Her mom's name is *men-mama*, younger brother's name is *puu-chan*, dog's name is *uu*, and her cat's name is *myaa*.



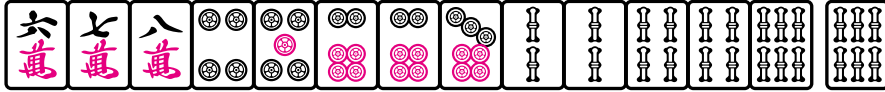
001
~
030

Q 238

East 1 East seat Turn 5



031
~
060



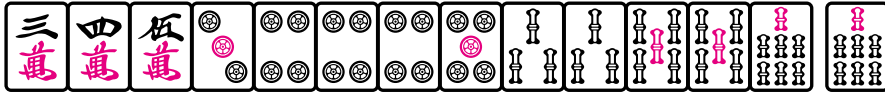
061
~
090

Q 239

East 1 West seat Turn 6



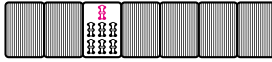
091
~
120



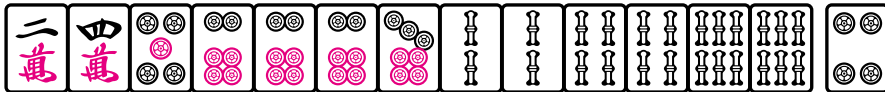
121
~
150

Q 240

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

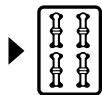
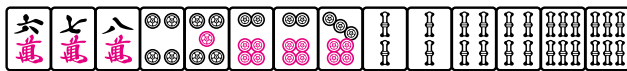
271
~
300

Raa-men-suu-puu-uu-myaa



[East 1 East seat Turn 5]

A 238

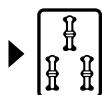
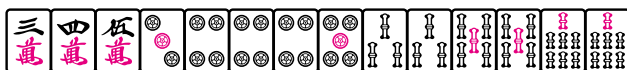


1 shanten [× 19 × 15 × 15 × 14 × 14]

The shape is called *flying pairs*. Cutting the center tile lets us draw any of to complete a head + a group. **Cut flying pairs from the center.**

[East 1 West seat Turn 6]

A 239

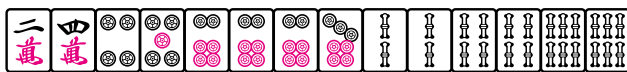


1 shanten [× 14 × 14 × 14 × 13 × 13 × 13]

Do not follow the theory to **cut flying pairs from the center** and carelessly discard . This is a fairly rare exception. Discarding also gives sanshoku upon drawing for confirmed 5200 point dama. If the pinzu shape improves then we lose at most 4 tiles of acceptance compared to discarding , but the tiles responsible for the difference cause us to lose sanshoku. There is also the advantage of being able to pon .

[East 1 West seat Turn 4]

A 240



2 shanten [× 37 × 35 × 35 × 28 × 28]

We can aim for sanankou, chiitai, and iipeikou. Discarding from the flying pairs shape is flexible, but discarding gives stronger shapes after the hand advances a step. We can still discard after the hand advances a step, and with both choices being kanchan, the possibility of iipeikou makes keeping better. Those who discard from souzu likely do not see that we can draw a pair in pinzu for chiitai.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

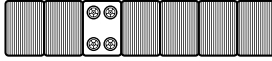
241
~
270

271
~
300

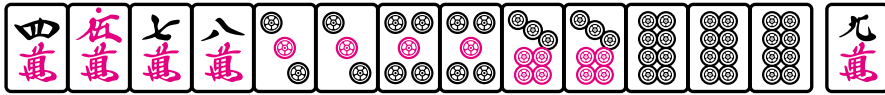
001
~
030

Q 241

East 1 East seat Turn 5



031
~
060



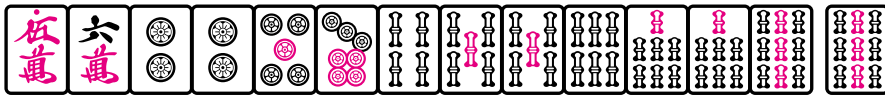
061
~
090

Q 242

East 1 West seat Turn 4



091
~
120



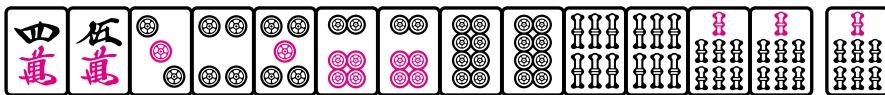
121
~
150

Q 243

East 1 West seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

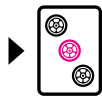
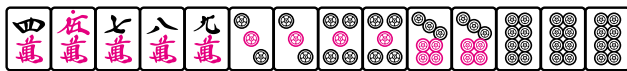
The new refrigerator has the positions of the freezer and vegetable storage component reversed compared to the old refrigerator. I regularly mistake them for each other.



271
~
300

[East 1 East seat Turn 5]

A 241



1 shanten [10000 × 20 10000 × 16 10000 × 16]

Cutting dora 10000 is the widest, but it is possible that we end up dropping the dora pair. Discarding 10000 makes us miss tenpai with 10000 draw and discarding 10000 makes us miss tenpai with 10000 draw, but discarding 10000 and then drawing 10000 backfire or 10000 lets us go for iipeikou.

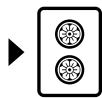
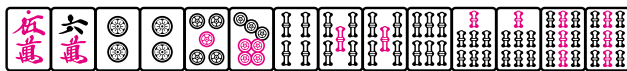
001
~
030

031
~
060

061
~
090

[East 1 West seat Turn 4]

A 242



2 shanten [10000 × 37 10000 × 35 10000 × 33 10000 × 27 10000 × 27 10000 × 23]

10000 is dora, so although open sanshoku is an option, open tanyao is not. We have too many blocks, so according to **5 block theory**, drop the weakest block. At first glance, it may seem good to discard 10000 for 567 sanshoku, but if we draw 10000 next then we would drop the 10000 pair. If so, then discarding 10000 now will let us keep strong shapes later. The only direct backfire if we do this is 10000.

091
~
120

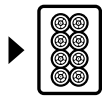
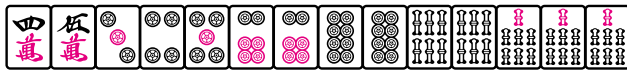
121
~
150

151
~
180

181
~
210

[East 1 West seat Turn 6]

A 243



1 shanten [10000 × 16 10000 × 16 10000 × 16]

The correct play is to discard 10000, which lets us draw 10000 for strong shapes. Discarding 10000 also seems like a common play and has the advantage that 10000 comes out more easily if we draw 10000 for shanpon wait riichi. However, in addition to ippatsu and tsumo, the possibilities of a 3 sided wait, iipeikou, and perfect 1 shanten make discarding 10000 incomparably better.

211
~
240

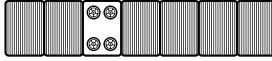
241
~
270

271
~
300

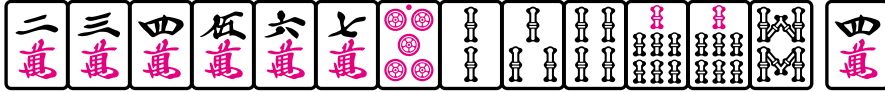
001
~
030

Q 244

East 1 East seat Turn 6



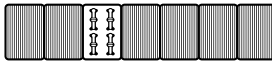
031
~
060



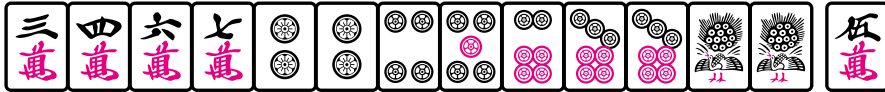
061
~
090

Q 245

East 1 East seat Turn 7



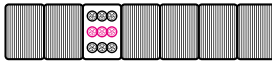
091
~
120



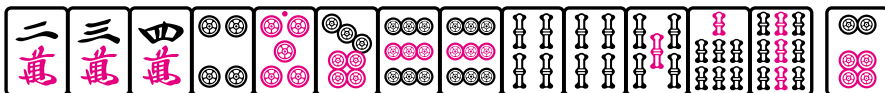
121
~
150

Q 246

East 1 East seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

It's not good to freeze konjac jelly.



001
~
030

Q 247

East 1 West seat Turn 7



031
~
060



061
~
090

Q 248

East 1 West seat Turn 7



091
~
120



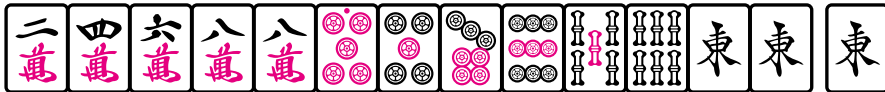
121
~
150

Q 249

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

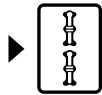
271
~
300

Aren't refrigerators that can open to either side hard to use?



[East 1 West seat Turn 7]

A 247

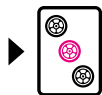
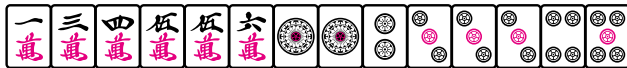


1 shanten [10S] × 17 [2W] × 15 [5W] × 15 [5S] × 15 [7W] × 11 [3W] × 10]

We might want to discard [2W] to confirm [5W], but discarding [10S] here is correct. In addition to having the largest acceptance, drawing [6S] results in tanyao pinfu iipeikou on takame and so is also superior in terms of value. This is also easier to call with.

[East 1 West seat Turn 7]

A 248

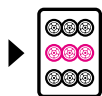
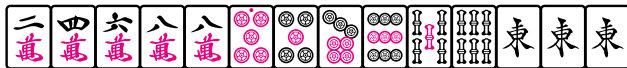


1 shanten [10D] × 32 [5W] × 26 [1D] × 21 [3D] × 21 [5D] × 18]

The widest choice is of course to cut dora [1W], but the bottleneck is the [3D] kanchan that is likely to become the final shape. By cutting [10D] and keeping the dora, drawing dora [1W] and [2W] results in tenpai, and pinfu tenpai is basically confirmed.

[East 1 West seat Turn 4]

A 249



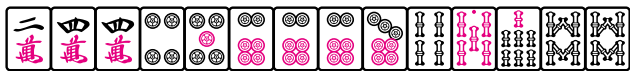
2 shanten [2S] × 28 [6S] × 28 [8W] × 24 [8W] × 24 [2S] × 24]

Discarding [2S] and discarding [6S] both maximize acceptance. Either one seems fine to discard, but there is a big difference in whether we get excess tiles or not when we pon. If we discard [6S] and then pon [2S], discarding [2S] puts us in an great position. If we discard [2S] and then pon [8W], we would have to choose between either [4W 6W] kanchan or [2S 4S] kanchan to discard as excess tiles. This question can be understood easily by applying **3 tile weak block theory**; note that in this hand, manzu has 5 tiles (odd number) and pinzu has 4 tiles (even number).

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

[East 1 South seat Turn 7]

A 250



2 shanten [4W ×30 2M ×30 2W ×28 2C ×28 2C ×27 2C ×25]

Here we cut 2W for 2C hand that is good for both staying closed and calling. The only backfire is 2W. At first glance, we might want to discard 2C since acceptance for 2C overlaps, but ryanmen is still strong despite overlapping acceptance.

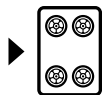
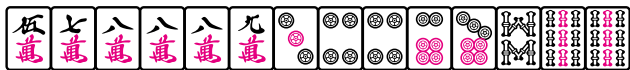
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 9]

A 251



2 shanten [9W ×24 2C ×23 2C ×23 4W ×21 2C ×21 2M ×21]

This is a shape that gives backfires no matter what we discard. Discarding 2C here minimizes the damage if we draw the backfire. The pinzu shape has overlapping acceptance, but ryanmen is still strong. When in doubt, **fix the ryanmen for the time being**. Doing so lets us avoid most A level mistakes.

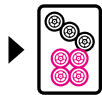
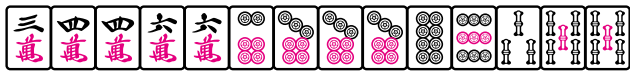
091
~
120

121
~
150

151
~
180

[East 1 East seat Turn 9]

A 252



2 shanten [2C ×37 3W ×31 2C ×31 2C ×31 4W ×24 2C ×24]

A hand with 4 heads. We may want to go for open tanyao with this, but doing so is difficult if pinzu doesn't extend downward. For value there is suankou, only one copy of the dora indicator 4W remains, and we would like to use the manzu joint since it can accept dora 4W. Discarding 2C is flexible as it not only lets us go for a normal hand, but also keeps the possibility of chiitai.

181
~
210

211
~
240

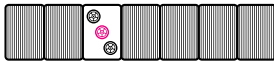
241
~
270

271
~
300

001
~
030

Q 253

East 1 East seat Turn 5



031
~
060



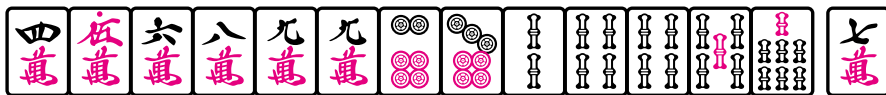
061
~
090

Q 254

East 1 East seat Turn 3



091
~
120



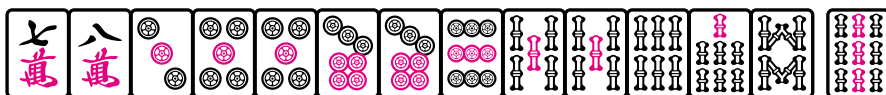
121
~
150

Q 255

East 1 East seat Turn 5



151
~
180



181
~
210

211
~
240

241
~
270

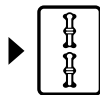
271
~
300

I want to contribute a recipe to Cookpad, but it's kind of hard to find the courage to do so.



[East 1 East seat Turn 5]

A 253

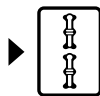


1 shanten [4 × 16 3 × 15 10 × 15 10 × 15]

Too many blocks. Here discarding 10 is correct. If we draw 10 then we can go for 567 sanshoku. However, if we get a strong shape by say drawing pinzu into a pair before we can draw 10, we give up on sanshoku and simply keep the strong shapes. Although discarding 4 is the widest, it is a loss to not be able to draw 10 for ryanmen tenpai.

[East 1 East seat Turn 3]

A 254

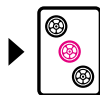
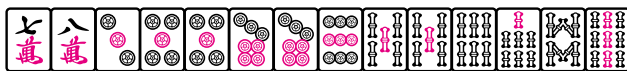


1 shanten [9 × 12 10 × 12]

If we discard 10 and keep 9, drawing 3, 4, 9 lets us discard 10 for perfect 1 shanten. Discarding 9 lets us draw 10 for a strong shape, but 3, 4, 9 is slightly wider than 10.

[East 1 East seat Turn 5]

A 255



2 shanten [10 × 31 10 × 31 10 × 29 10 × 29 10 × 27]

Aim for 789 sanshoku. According to **1 shanten peak theory**, keeping the shapes that most readily give sanshoku at 1 shanten is correct. Those who chose 10 or 10 should consider what happens upon drawing 10. Neither choice forms 2 heads easily at 1 shanten.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

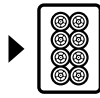
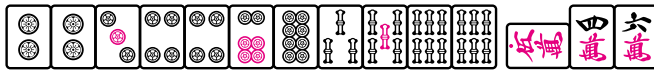
211
~
240

241
~
270

271
~
300

[East 1 West seat Turn 6]

A 256

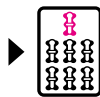
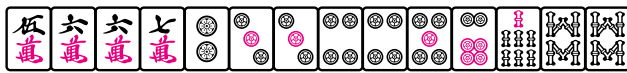


1 shanten [1 East 1 ×12 1 East 2 ×11 1 East 3 ×8 1 East 4 ×7]

Here it is recommended to discard 1 East 1. The only direct backfire is 1 East 2. Compared to discarding 1 East 2 there is 1 less tile of acceptance, but we keep a more mobile shape.

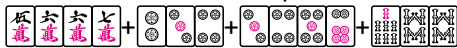
[East 1 East seat Turn 7]

A 257



1 shanten [1 East 1 ×43 1 East 2 ×42 1 East 3 ×33 1 East 4 ×33 1 East 5 ×15]

At first glance this looks complicated, but if we separate the shape like below then the problem is as good as solved



Fix 1 East 1 as the head and aim to draw manzu or pinzu into a joint.

[East 1 South seat Turn 3]

A 258



2 shanten [1 East 1 ×28 1 East 2 ×27 1 East 3 ×25 1 East 4 ×24 1 East 5 ×24 1 East 6 ×23]

We have dora 3 and too many blocks. Assuming that we can and will call 1 East 1, we should keep the strong shapes. To solve this question concerning a hand involving yakuhai, we should consider the easy to pon joints that we will definitely call, and the joints that seem likely to complete even without calling. Here, our seat wind 1 East 1 is easy to pon and we will always definitely call it, and 1 East 2 is a strong joint that is likely to complete even without calling; in live play, these two will often complete first. Keeping this in mind naturally leads to discarding 1 East 1 as the answer.

001
>
030
031
>
060
061
>
090
091
>
120
121
>
150
151
>
180
181
>
210
211
>
240
241
>
270
271
>
300

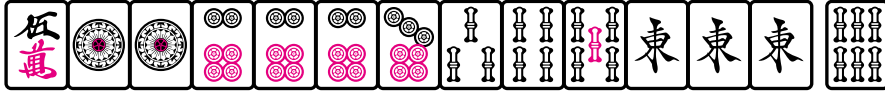
001
~
030

Q 259

East 1 West seat Turn 4



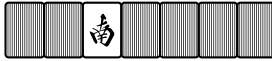
031
~
060



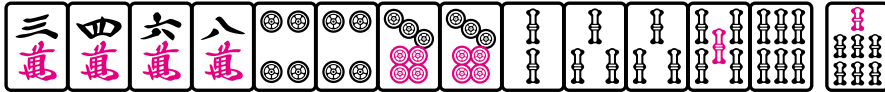
061
~
090

Q 260

East 1 East seat Turn 4



091
~
120



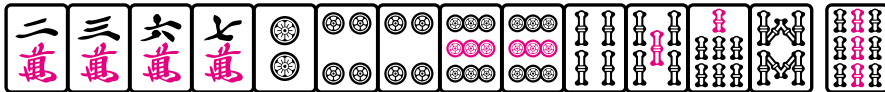
121
~
150

Q 261

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

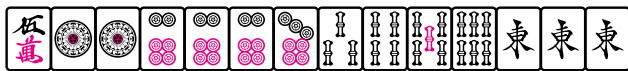
271
~
300

How interesting exactly is
"plain interesting?"



[East 1 West seat Turn 6]

A 259

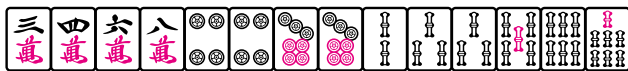


1 shanten [×49 ×46 ×37 ×37]

Cutting tiles adjacent to ankou if aiming to draw a joint for tenpai is accepted theory. However, in this case we have yakuhai dora 3, so pon is strong. Discarding only has 3 fewer tiles of acceptance than discarding . Considering the final shape, discarding is correct.

[East 1 East seat Turn 4]

A 260

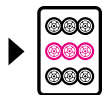
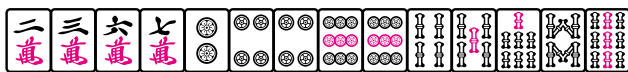


2 shanten [×24 ×24 ×24 ×22]

Too many blocks. With 3 heads, dropping a pair results in higher acceptance, but this is an archetypal shape where the acceptance situation reverses later. The pinzu pairs are suji, but maintain 3 pairs regardless. Imagining the perfect 1 shanten that results after extend gives the answer in no time.

[East 1 West seat Turn 4]

A 261



2 shanten [×28 ×28 ×24 ×24 ×24 ×24]

In the past discarding from this shape was correct for ease of pinfu. If we consider only the ease of making pinfu then we discard , but we have too many blocks, so when we draw a tile into one of the strong shapes we have to deal with . Assuming that we will complete one of the strong shapes first, committing to 5 blocks here and dropping the weak pair is stronger later.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

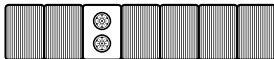
241
~
270

271
~
300

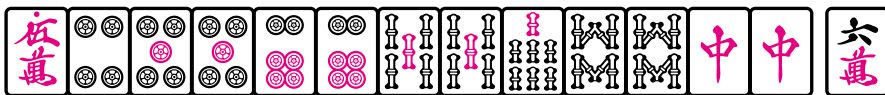
001
~
030

Q 265

East 1 West seat Turn 6



031
~
060



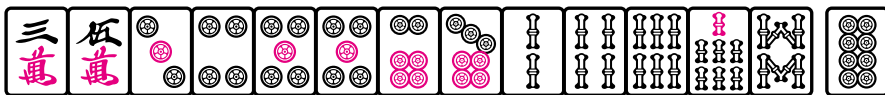
061
~
090

Q 266

East 1 East seat Turn 5



091
~
120



121
~
150

Q 267

East 1 East seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

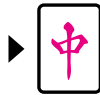
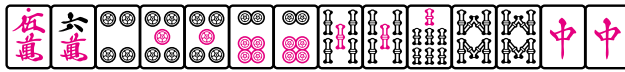
271
~
300

Searching for *Sazae janken* on Google gave me a maniac's site



[East 1 West seat Turn 6]

A 265

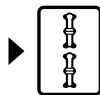
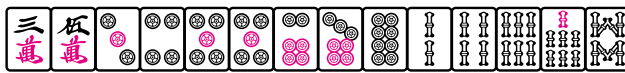


1 shanten [1-1 × 9 1-2 × 9] 2 shanten [1-1 × 39 1-1 × 39]

Give up on chiitoi that can't use 1-1 easily. Sort out 5 blocks and go for tanyao pinfu.

[East 1 East seat Turn 5]

A 266



1 shanten [1-1 × 20 1-2 × 20 3-3 × 16 4-3 × 16 1-1 × 16 1-2 × 16]

Discarding 1-1 or 1-2 is the widest, but considering the final shape we should drop either the 3-3 kanchan or 4-3 kanchan. 3-3 has 2 types for ryanmen improvement, and 4-3 has 1 type for ryanmen improvement. Drawing 1-1 for a 3 sided wait is attractive, but generally we prioritize the number of tiles for improvement. Cut from the outside with 1-1 to prepare for drawing 1-2.

[East 1 East seat Turn 6]

A 267



1 shanten [2-2 × 12 6-2 × 12 8-2 × 12 1-1 × 15]

According to **2 head theory**, keep 2 pairs. There is also the opinion we should drop a pair since kanchan 8-2 has the same acceptance as 2-2 shanpon and comes with the bonus of possible pinfu, but supposing that we insta riichi if pinzu completes first, 2-2 shanpon is slightly better than 8-2 kanchan. Do not cut 1 copy of 1-1 to keep the other copy as a floating tile. Perfect 1 shanten is better than dropping 6-2 kanchan after drawing 6-2 into 6-2.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

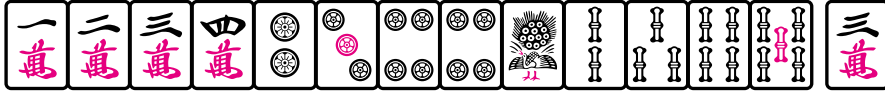
001
~
030

Q 268

[East 1 West seat Turn 5]



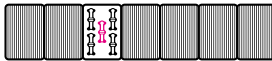
031
~
060



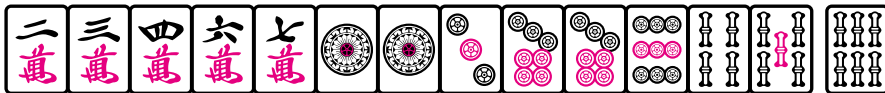
061
~
090

Q 269

[East 1 East seat Turn 7]



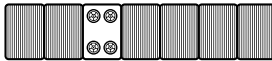
091
~
120



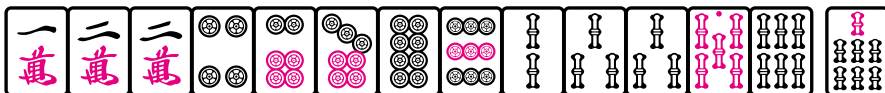
121
~
150

Q 270

[East 1 East seat Turn 5]



151
~
180



181
~
210

211
~
240

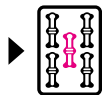
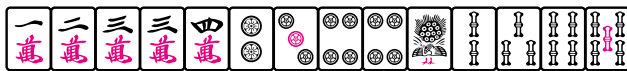
241
~
270

According to the official books,
Sazae-san is 24 years old,
Masuo-san is 28 years old,
Namihei-san is 54 years old,
Fune-san is 50 years old, and
Norisuke-san is 24-26 years
old... why is his age not clearly
specified (haha)?



[East 1 West seat Turn 5]

A 268

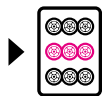
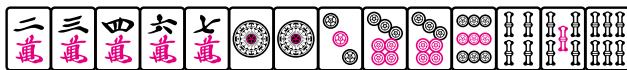


1 shanten [× 34 × 19 × 19 × 19]

Discarding keeps 123 and 234 sanshoku both possible. Discarding has the largest acceptance, but the possibility of riichi nomi remains so here we try to aim for sanshoku. This also guarantees pinfu. In the past, WWYDs were filled with these kinds of questions that would go for sanshoku, and forcing sanshoku was a common play, but this is one example that is still in common use today.

[East 1 East seat Turn 7]

A 269

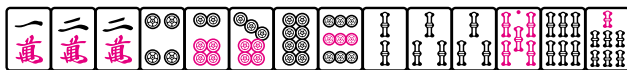


1 shanten [× 16 × 16 × 12 × 12]

We discard either or to keep 2 heads. The difference between the two choices arises upon drawing the inside tiles. Discarding and then drawing is improvement to perfect 1 shanten, and drawing allows us to move toward tanyao. Discarding does not let us move toward tanyao.

[East 1 East seat Turn 5]

A 270



1 shanten [× 16 × 12 × 12 × 8]

The point of this question is whether or not to insta riichi kanchan . Since there is also the double dora there is no problem with insta riichi. Having committed to doing so, keep the fastest shape. Half heartedly discarding decreases acceptance by 4 tiles. This is a high risk high reward play, so preferences are divided. The play for those who are averse to dora wait kanchan insta riichi is to discard here and then replace the shape later.

001
2
030

031
2
060

061
2
090

091
2
120

121
2
150

151
2
180

181
2
210

211
2
240

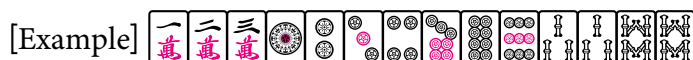
241
2
270

271
2
300

Breaking pairs for floating tiles

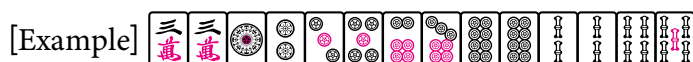
▶ When to break a pair for a floating tile

We primarily break a pair to keep a floating tile when we are aiming for yaku like pinfu or sanshoku.

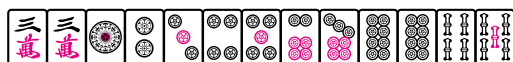


The example above can be considered the archetypal case where we break a pair for a floating tile. Discarding gives us tenpai, **but discarding here and returning to 1 shanten** for possible ittsum and sanshoku is good. Breaking pairs for floating tiles was considered a high level technique when keeping a slim hand was considered skillful, but keeping strong shapes like with perfect 1 shanten has now become mainstream. There are only limited cases where breaking pairs for floating tiles is applicable. In this book, outside of classical use cases like the [Example], it is generally not recommended to break pairs for floating tiles. It is difficult to use and often fails. In this book, **when we choose to break a pair, we assume that we will discard the 2 tiles in the pair consecutively.**

▶ When not to break a pair for a floating tile



The hand above is an example for when not to break a pair for a floating tile. we do not fixate on ittsum and discard . If we draw improvements elsewhere (with say), we will have to discard the second copy of . In general, we assume that we will discard the 2 tiles in a pair consecutively. Here we aim for perfect 1 shanten and keep 2 pairs that are strong for improvements. In other words, **cutting the pair with few improvements is correct. Discard .**



Even with an 1 shanten like above where drawing ankou loses ittsum, we can call riichi with tanyao. Until you have a good understanding of efficiency, it is fine to only do this to break tenpai.

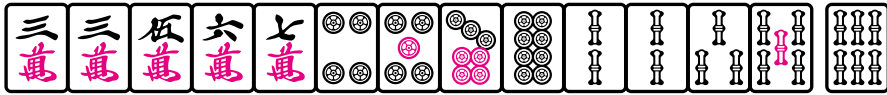
001
~
030

Q 271

East 1 East seat Turn 7



031
~
060



061
~
090

Q 272

East 1 West seat Turn 6



091
~
120



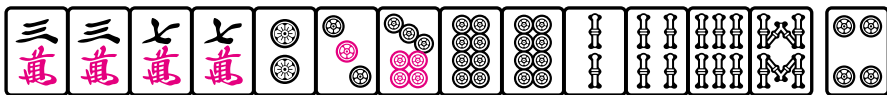
121
~
150

Q 273

East 1 West seat Turn 4



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Hit the basics until your responses become reflex!



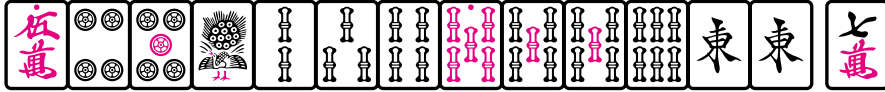
001
~
030

Q 274

East 1 East seat Turn 4



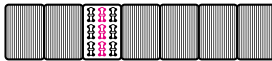
031
~
060



061
~
090

Q 275

East 1 East seat Turn 5



091
~
120



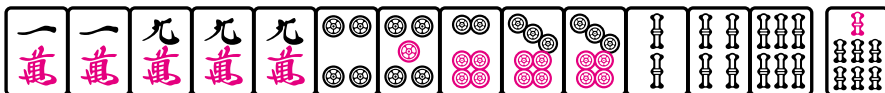
121
~
150

Q 276

East 1 East seat Turn 7



151
~
180



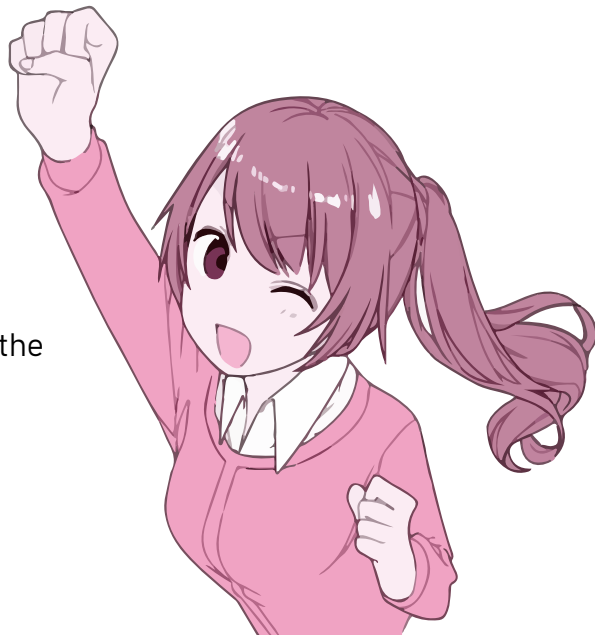
181
~
210

211
~
240

241
~
270

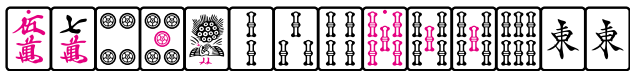
271
~
300

Just a little bit more until the goal! Do your best!



[East 1 East seat Turn 4]

A 274



1 shanten [6m × 12 2p × 12 3p × 12 4p × 12 5p × 11]

6m kanchan is the bottleneck. We would like to assume that we have a callable yaku in either double 4p or open tanyao. Here we discard 6m. Double 4p we of course pon, but in the case that we can't call, we can move towards tanyao.

[East 1 East seat Turn 5]

A 275



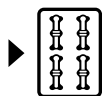
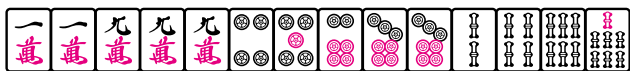
1 shanten [6m × 15 8m × 15 9m × 15 10m × 14]

This is a play made taking into consideration how to use the backfire. If we draw the 4m backfire and then discard 3m, we upgrade to the 1 shanten below, which is more than twice as wide as before.



[East 1 East seat Turn 7]

A 276



1 shanten [1m × 12 2m × 12 3m × 12 4m × 12 5m × 12]

In the past, WWYDs would say that discarding 1m and breaking the pair is correct, but in this book recommends dropping the kanchan. Doing so lets us draw 2m 3m for iipeikou, and even if we draw other pinzu we get stronger shapes. There is not a big difference between cutting either 1m or 2m, but this hand is likely to be riichi nomi no matter how it advances, so here it's recommended to prioritize safety and cut from the inside.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

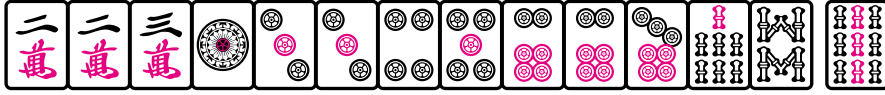
001
~
030

Q 277

East 1 West seat Turn 6



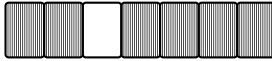
031
~
060



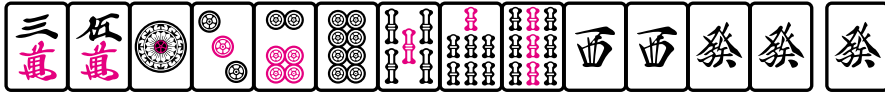
061
~
090

Q 278

East 1 South seat Turn 4



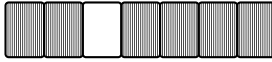
091
~
120



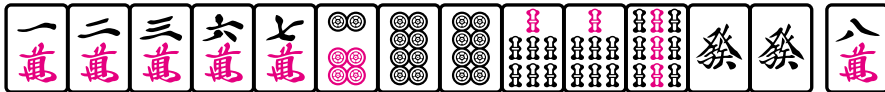
121
~
150

Q 279

East 1 North seat Turn 9



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

After reading this book, I realized just how little I understood tile efficiency.



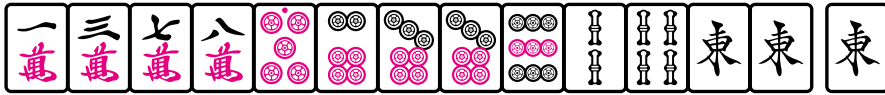
001
~
030

Q 280

East 1 East seat Turn 3



031
~
060



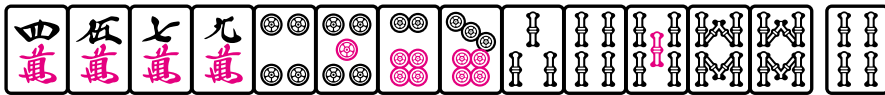
061
~
090

Q 281

East 1 South seat Turn 5



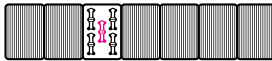
091
~
120



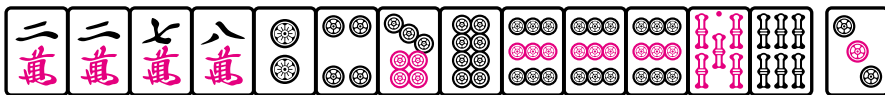
121
~
150

Q 282

East 1 East seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

Please use this book as a foundation upon which to find your own playstyle.



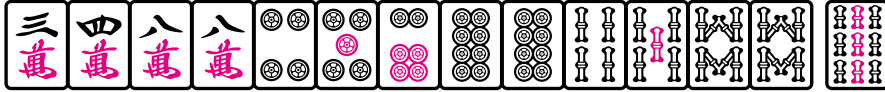
001
~
030

Q 283

East 1 East seat Turn 7



031
~
060



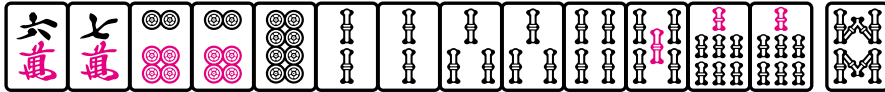
061
~
090

Q 284

East 1 West seat Turn 4



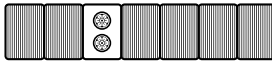
091
~
120



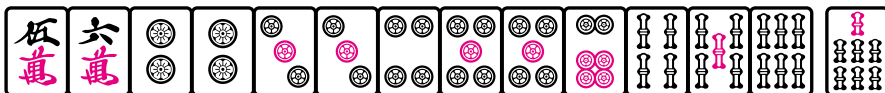
121
~
150

Q 285

East 1 East seat Turn 7



151
~
180



181
~
210

211
~
240

241
~
270

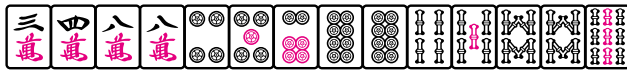
271
~
300

WWYDs are simple, but it feels like they are definitely linked to results?



[East 1 East seat Turn 7]

A 283

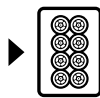
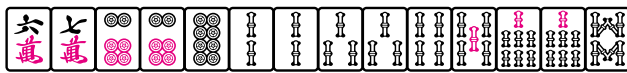


2 shanten [×24 ×24 ×24 ×22]

To determine which pair to drop, compare the resulting shape after drawing the tile on the inside for each. Drawing souzu completes 1 group, and drawing pinzu gives a 3 sided wait. Manzu is the weakest. Take care not to make half hearted plays like cutting 1 copy of and keeping the other as a floating tile.

[East 1 West seat Turn 4]

A 284

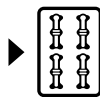
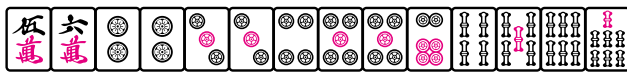


2 shanten [×43 ×41 ×41 ×31 ×31 ×31]

We are currently 2 shanten. Without including chiitai, the number of effective tiles for each choice is ×31, ×31, ×31, ×31, ×29, and ×29. This is a shape with 3 heads, so breaking a pair gives the widest acceptance, but the situation reverses upon reaching 1 shanten. Discarding gives us strong shapes without excess tiles no matter what we draw next and has the highest expected value.

[East 1 East seat Turn 7]

A 285



1 shanten [×23 ×23 ×15 ×15 ×12]

We have 2 dora, so don't try to chase both 456 and 567 sanshoku and instead fix a group for the largest acceptance. The choice is between and , but the important point is that if we draw we will lose sanshoku to take the takame iipeikou. In other words, the difference arises only when drawing . Thus, comparing the 3 tiles of and the 4 tiles of leads to the answer. 567 sanshoku is better for both value and acceptance.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

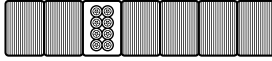
241
~
270

271
~
300

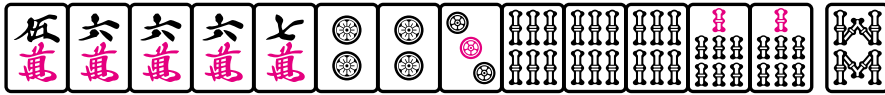
001
~
030

Q 286

East 1 West seat Turn 5



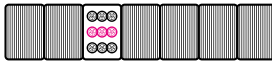
031
~
060



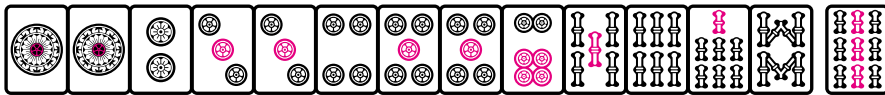
061
~
090

Q 287

East 1 West seat Turn 6



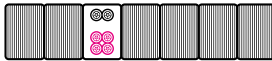
091
~
120



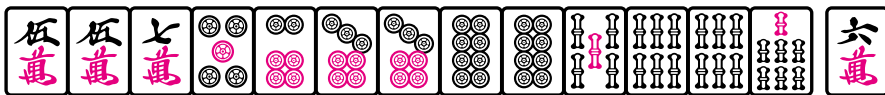
121
~
150

Q 288

East 1 West seat Turn 8



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

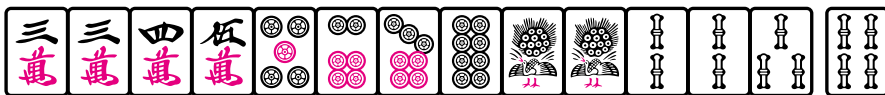
I'm truly glad to have encountered these WWYDs.



001
~
030

Q 289

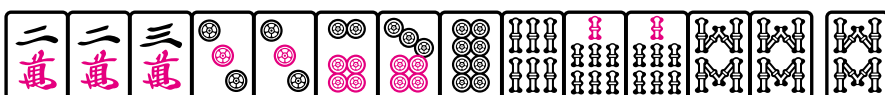
East 1 East seat Turn 7



031
~
060

Q 290

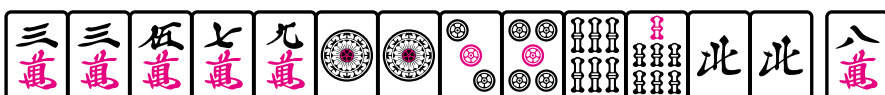
East 1 East seat Turn 7



121
~
150

Q 291

East 1 West seat Turn 4



181
~
210

211
~
240

241
~
270

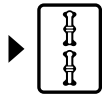
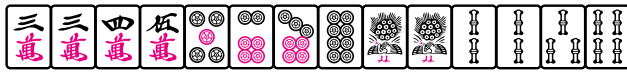
271
~
300

Your level should be rising without you noticing, since the WWYDs you are solving are more difficult than those found in other books.



[East 1 East seat Turn 7]

A 289

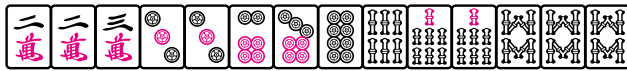


1 shanten [1 red] × 46 [3 ten thousand] × 38 [2 red] × 34 [2 red] × 34 [2 red] × 15 [2 red] × 15 [2 red]

This question is easy if we notice that it's about sticky 1 shanten. Simply take the largest acceptance. Here fixing the 2 red head by discarding 1 red is correct.

[East 1 East seat Turn 7]

A 290

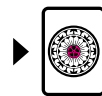
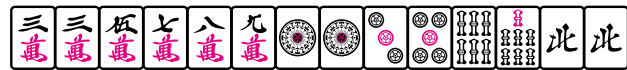


1 shanten [2 ten thousand] × 24 [2 red] × 19 [3 ten thousand] × 18 [2 red] × 17 [2 red]

Discarding 2 ten thousand has the largest acceptance. The souzu shape is an excellent shape that results in tenpai upon drawing anything from 2 red ~ 2 red, so keep it as it is. **It is usually correct to keep messy shapes and fix ryanmen.**

[East 1 West seat Turn 4]

A 291



2 shanten [3 ten thousand] × 24 [1 ten thousand] × 24 [1 ten thousand] × 22 [1 ten thousand] × 22 [1 ten thousand]

We have 3 heads and are 2 shanten with a that hand we assume will stay closed. According to the theory that **3 heads is the weakest**, breaking a head from 3 heads to keep 2 heads gains us 2 tiles of acceptance. Discarding 1 ten thousand is correct as it has wide acceptance and will not result in excess tiles when reaching 1 shanten. This question can also be solved using **5 block theory**. Splitting pinzu into 1 ten thousand and 1 ten thousand gives 6 blocks. The choice is then between 1 ten thousand or 1 ten thousand, and choosing by acceptance leads to 1 ten thousand as the answer.

001
~
030

031
~
060

061
~
090

091
~
120

121
~
150

151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

001
~
030

Q 292

East 1 East seat Turn 7



031
~
060



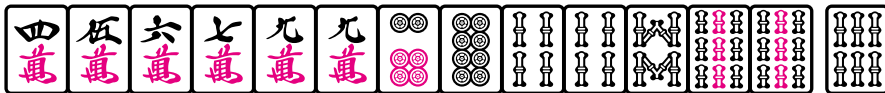
061
~
090

Q 293

East 1 West seat Turn 3



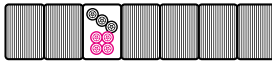
091
~
120



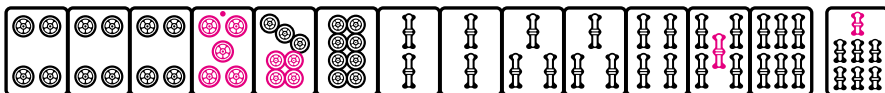
121
~
150

Q 294

East 1 West seat Turn 6



151
~
180



181
~
210

211
~
240

241
~
270

271
~
300

I have definitely improved!



001
~
030

Q 295

East 1 East seat Turn 7

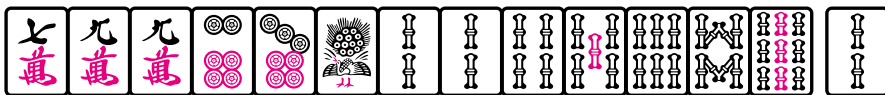


031
~
060

061
~
090

Q 296

East 1 North seat Turn 5

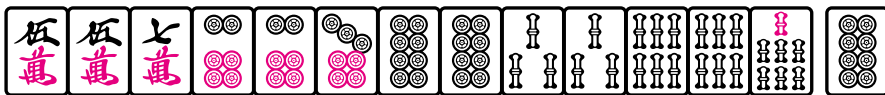


091
~
120

121
~
150

Q 297

East 1 West seat Turn 5



151
~
180

181
~
210

211
~
240

241
~
270

271
~
300

Good work! Come visit us again! Why not try changing the dora next time?



[East 1 East seat Turn 7]

A 295



2 shanten [111 × 28 2233 × 27 4455 × 27 6677 × 23 7777 × 19]

Too many blocks. Discarding 111 gives the largest acceptance. Doing so keeps 2233 acceptance and is also makes it easier to get tanyao. Take the time to appreciate how this play differs from the Showa style 6 block play of discarding 111.

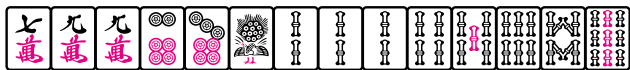
001
2
030

031
2
060

061
2
090

[East 1 North seat Turn 5]

A 296



1 shanten [777 × 12 888 × 12]

The plays that maintain 1 shanten are discarding 777 and discarding 888. Discarding 777 keeps the possibility of ittsumi, but in addition to ittsumi being uncertain, drawing 888 does not give us ittsumi as we would insta riichi upon doing so. Instead, it seems better to prioritize drawing dora 888 or completing a group by drawing 888.

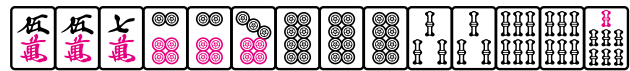
091
2
120

121
2
150

151
2
180

[East 1 West seat Turn 5]

A 297



1 shanten [444 × 9 777 × 6 888 × 6 999 × 6]

1 shanten for chiitai. Tsumogiri is the best if we simply consider the acceptance, but distant sanshoku and suankou are visible. This is a shape that has backfires no matter what we discard, so what should we cut and aim for? If we think that missing yakuman suankou here is the most painful, then it seems good to build our hand maintaining chiitai 1 shanten while also allowing for us to move towards a toitai type hand.

181
2
210

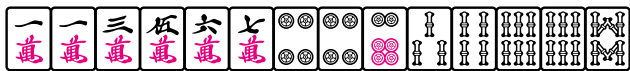
211
2
240

241
2
270

271
2
300

[East 1 West seat Turn 7]

A 298



2 shanten [1 Wan] × 24 [2 East] × 24 [2 South] × 24 [2 West] × 24 [2 North] × 22 [2 East] × 22 [2 South] × 22 [2 West] × 22 [2 North]

It may seem tempting to apply the theory that **3 heads is the weakest**, but we fix the dora pair instead. We have 2 fewer tiles of acceptance than we do if we had broken a pair, but the acceptance situation reverses if this shape advances.

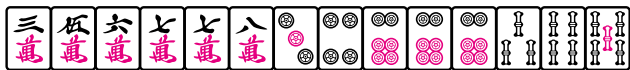
001
~
030

031
~
060

061
~
090

[East 1 East seat Turn 7]

A 299



1 shanten [3 Wan] × 33 [7 Wan] × 27 [2 East] × 23 [2 South] × 19 [2 West] × 19 [2 North]

Cutting dora is the widest, but in the worst case a hand that had a very good chance of being dealer mangan ends up becoming riichi nomi. Here discarding 7 Wan is correct. In the best case we get tanyao pinfu sanshoku, and if we draw the dora into a pair we get tenpai for tanyao dora 2. Discarding 2 East has significantly less acceptance.

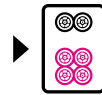
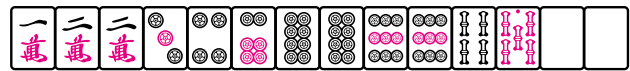
091
~
120

121
~
150

151
~
180

[East 1 West seat Turn 4]

A 300



2 shanten [1 Wan] × 15 [2 East] × 15 [2 South] × 15 [2 West] × 15 [2 North]

2 shanten for chittoi with 4 pairs. If we interpret this as a regular hand then we are 3 shanten with too many blocks. Here it is correct to prune the hand to 5 strong blocks. First confirm the strong joints [2 East], [2 South], and [2 West] as group candidates. Then make 2 blocks from the remaining [1 Wan] and [2 Wan] and [2 East], [2 South], [2 West], [2 North]. Here discarding [2 East] is correct. Keep the adjacent pairs shape [2 East], [2 South], [2 West], [2 North] for now, and barring any special circumstances afterwards, cut one copy of [2 East] to keep 3 tiles in [2 East], [2 South], [2 West].

181
~
210

211
~
240

241
~
270

271
~
300

Are there correct answers to WWYDs?

Are there correct answers to WWYDs? If there are people who say “yes,” then there are also people who say “no.” Excluding cases where the author deliberately wrote a question to which there is no correct answer, this mainly comes down to a difference in playstyle. There will of course be differences between the plays of players who think “I want to win a hand even if it is 1000 points” and players who think “a 1000 point hand is uncool.”

This book uses the concept of expected value as a standard for answers. As such, there are many cases where aiming for perfect 1 shanten is correct. However, in live play, there are also cases where it is better to keep a safe tile. **From that perspective, WWYDs are merely basic training for pushing with good efficiency or practice runs.**

The speed at which we play is also important. Ideally we would be able to always make the 100% theoretically correct play, but we have our limits as we are not machines. What’s important is to not make big mistakes. **It is more important consistently make 80% correct plays quickly than it is to spend a long time demanding 100% correct plays.** It is often said that “tile efficiency doesn’t reflect differences in skill all that much,” but if we can quickly give good answers to questions about tile efficiency, we can divert our energy to other aspects of the game, ultimately reflecting differences in skill due to tile efficiency.

Are there correct answers to WWYDs? My answer to this question is that **“if there are questions to which there are correct answers, then there are also questions to which there are not.”** That is, we should prepare for the various situations that might be encountered in a game. There is no need strictly play according to the theoretical answer. If you have your own criteria for plays then those take priority. If you don’t have your own criteria then you should make some.

Lastly, I would like to thank Nemata-san and Takeo-jyan who helped me check any problems that came up when writing this book, Yotsuba-san for illustrating, Fukuchi-san for editing, Umeda-san from Sansai Books, the blogs that precede this book, and everyone who responded to WWYDs on Twitter. My mind is currently filled with countless indescribable emotions after having finished my first book.