

# 【鳳南研究所】ASAPINさん 天鳳位の仕掛けの神髓を見よ (前編／面前からの発進基準、食い延ばし・食い替え)【天鳳 強者研究】

<https://mj-news.net/column/houunanlabo/2017112781962>

Looking at Tenhou-level ASAPIN's melding, Part I (Basic rules for when to open the hand, melding to elongate a shape, and melding to switch out a tile)

Looking at ASAPIN (@asakarapinpin)'s paifu, there are plenty of cases where he makes unexpected melds, from pushing his chances of winning to the absolute max, to unexpectedly chasing after a Riichi. Although some are often difficult to understand from first glance, they are carefully thought out, and extremely experienced plays.

This time, we'll look at Asapin's melding in two parts. Understanding this can certainly help you improve your win rate, and by extension, your other statistics. In the first part, we will look at 1) deciding the conditions for opening a closed hand and 2) chi-ing to elongate a shape and 3) chi-ing to switch out a tile. In Part 2, we will look at 1) melding in situations where you're cornered, and 2) chasing after riichis by melding.

Conditions for opening a closed hand.

Deciding whether to make the first call is the most important aspect of melding. That's because regardless of whether you decide to call again or not, you won't be allowed to Riichi for the rest of the round. Thus, deciding when to call is essentially deciding when you can accept the minuses of not being able to riichi.

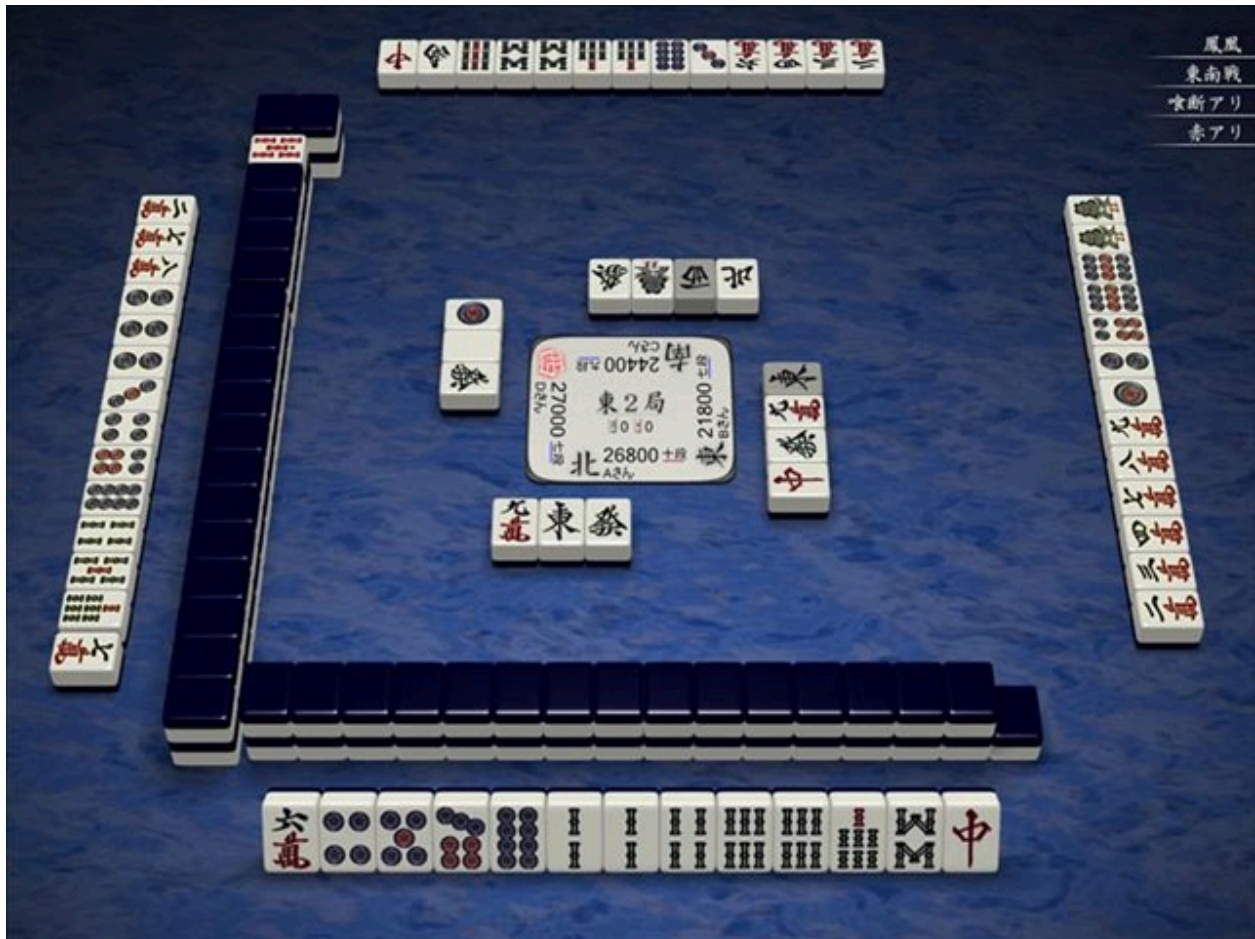
Two distinctive aspects of ASAPIN's melding are 1) aggressively melding with dora 2 hands, and 2) relaxing the conditions for melding greatly when it's obvious that kamicha is going for a non-standard hand (such as Kokushi Musou, or Chitoitsu). Let us look at some examples.

ASAPIN's Condition 1: Dora Dora Dash!!

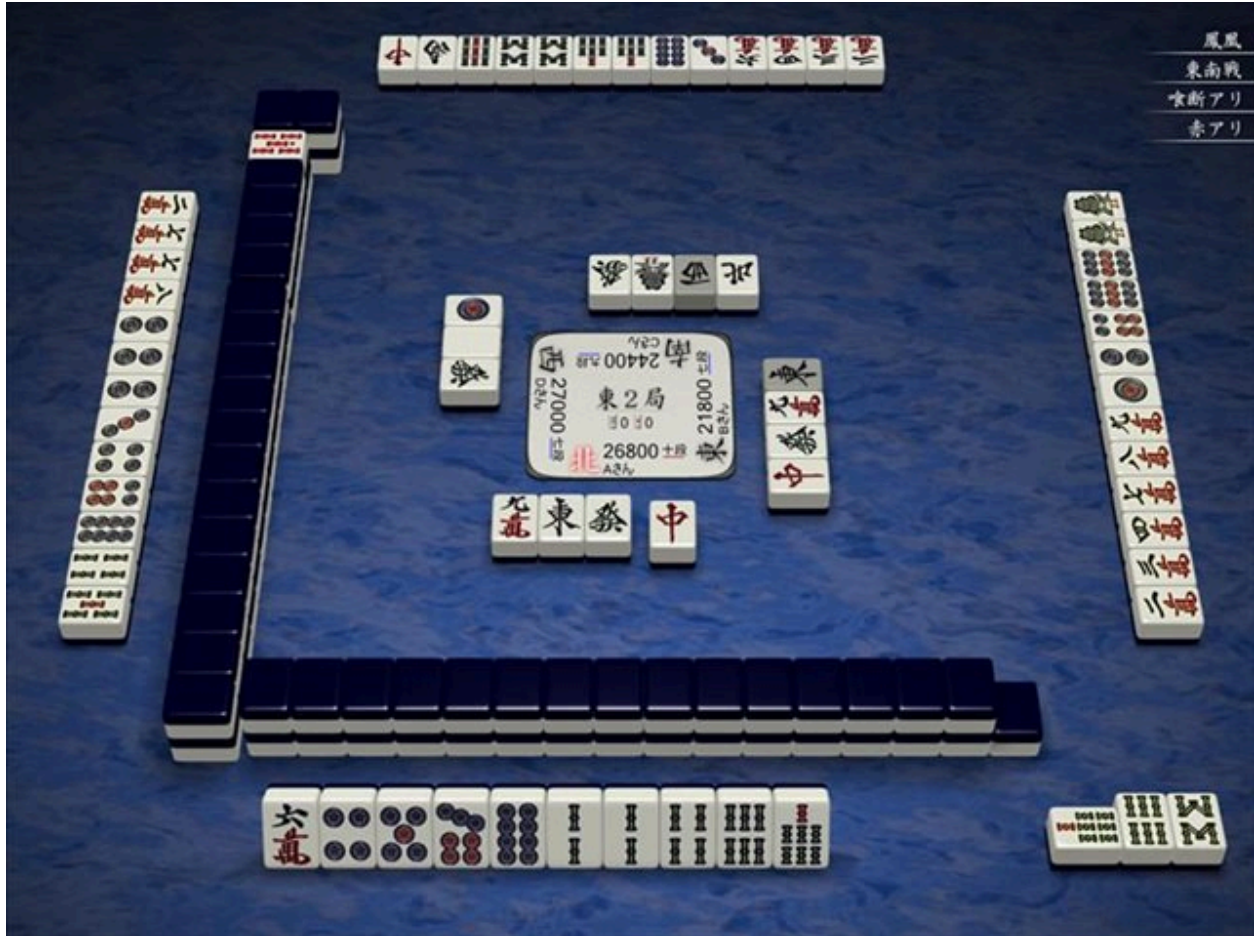
The naming of this is clearly, a rip-off of the recently popular "Toitai Dash" [tl note: pon palace].

In modern mahjong, it is recommended that you call from even an early stage in the game if you are 1-shanten (1 away) with two ryanmen waits in a tanyao dora 2 situation. One might tend to prefer to keep it closed for a possible mangan, but it is important to recognize that it completing a melded 3900 or 5800 pt hand is much more likely to be successful.

ASAPIN melds dora 2 hands extremely aggressively. If he completes the hand, its still relatively valuable, and if he manages to incorporate another dora or aka dora while rushing, the hands becomes almost mangan level.



In this situation, he is 2shanten with dora 2. However, with the possible terminal wait in the pinzu set, one may feel uneasy melding for tanyao.



Quickly, he chis 7s to expand the shape. Waiting for what is effectively a 6p side wait and 5s kanchan wait would have been difficult. By elongating the souzu shape, he's effectively now just trying to pick up anything that would work with 6m, 7p, 8p, or 4s, to make a potential shape. Points-wise, just one aka dora would make this a mangan hand. Even if we had continued with a closed hand, there would have been no guarantee this would have been a mangan hand. In the worst case scenario, it would have even become a Riichi dora 1, 2600 point hand.

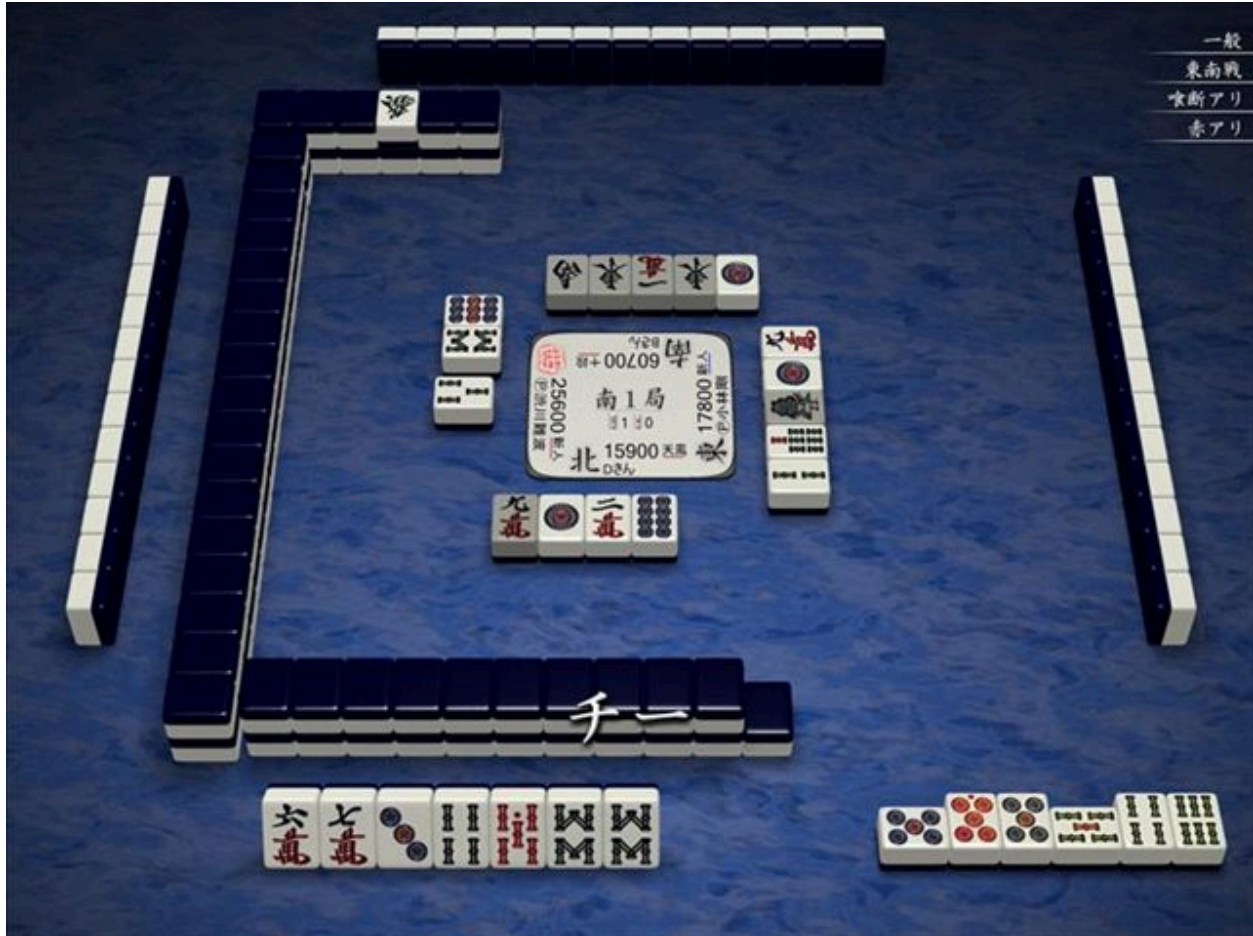






The final shape ends up being a strong 58p wait. The other players have difficulty reading this wait, especially with the early meld in the same area.

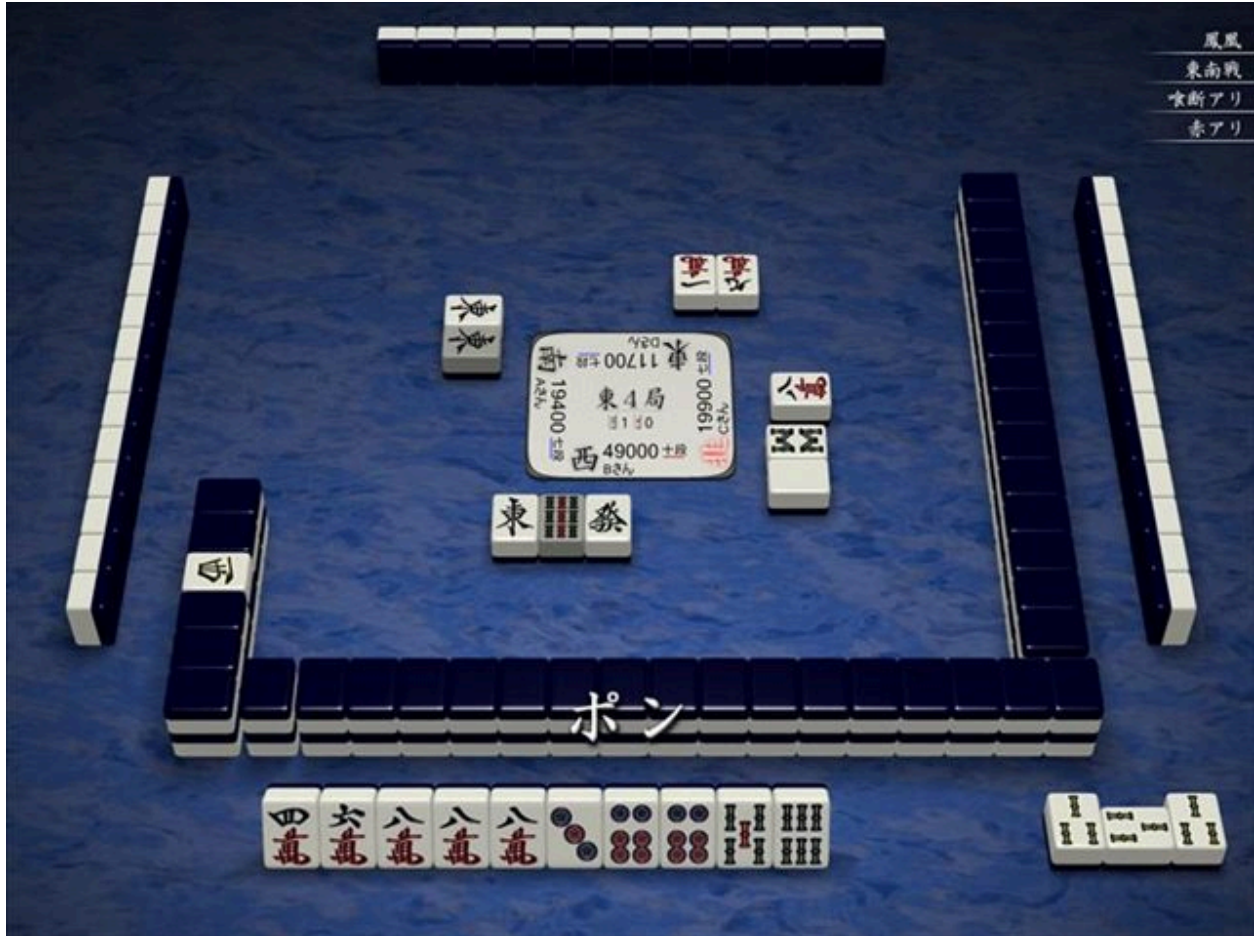




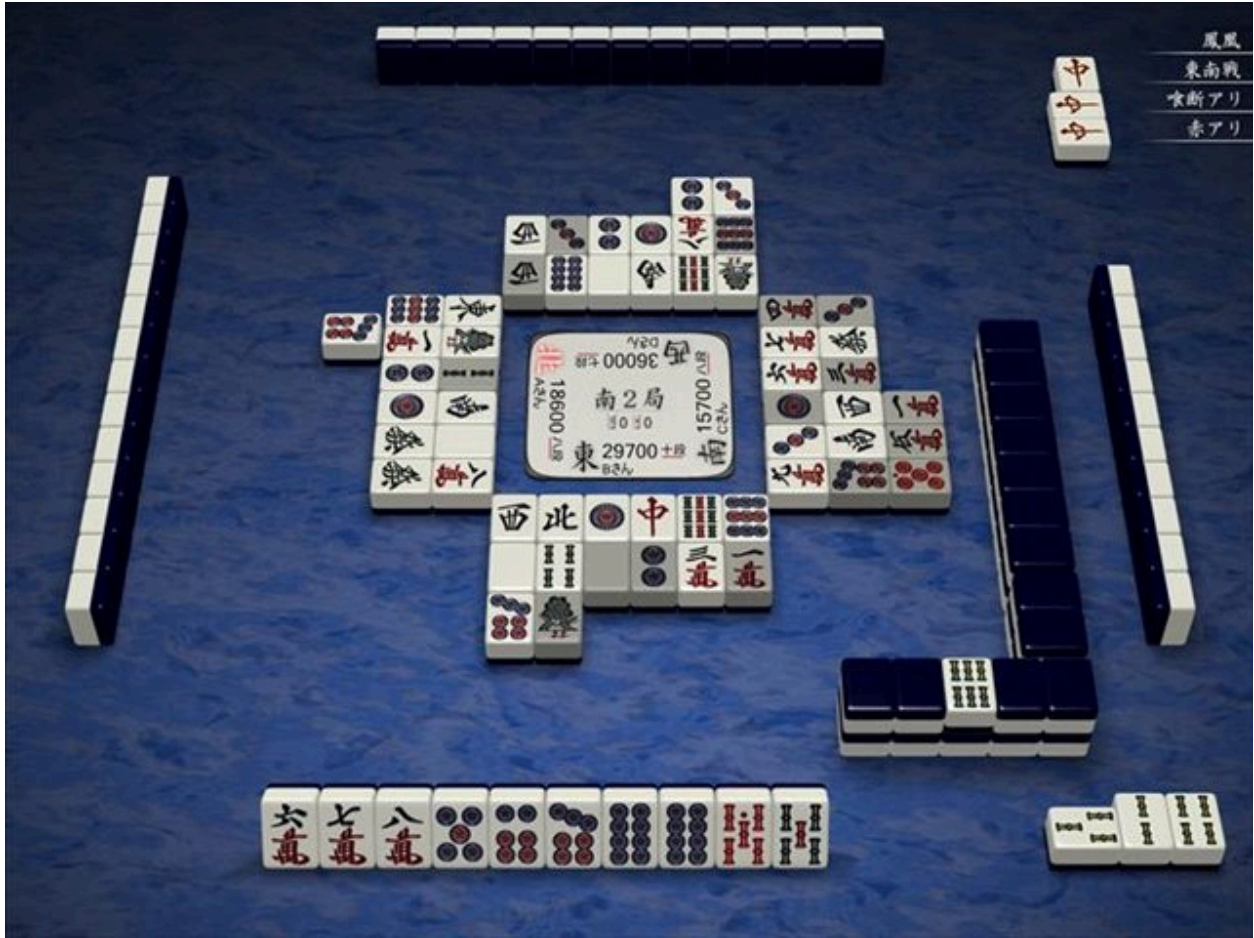
It seems his perception was correct. It's clear that kamicha is going for a Honitsu in manzus. After calling three times in quick succession, ASAPIN is already tenpai. Even from the kamicha's position, 3s would have been likely a kan or a pon rather than a chi. It would have been even more difficult to predict that he could have had the aka 5s.

Pushing hand completion chances to the limit with 1) Chi-ing to elongate and 2) chi-ing to switch out tiles.

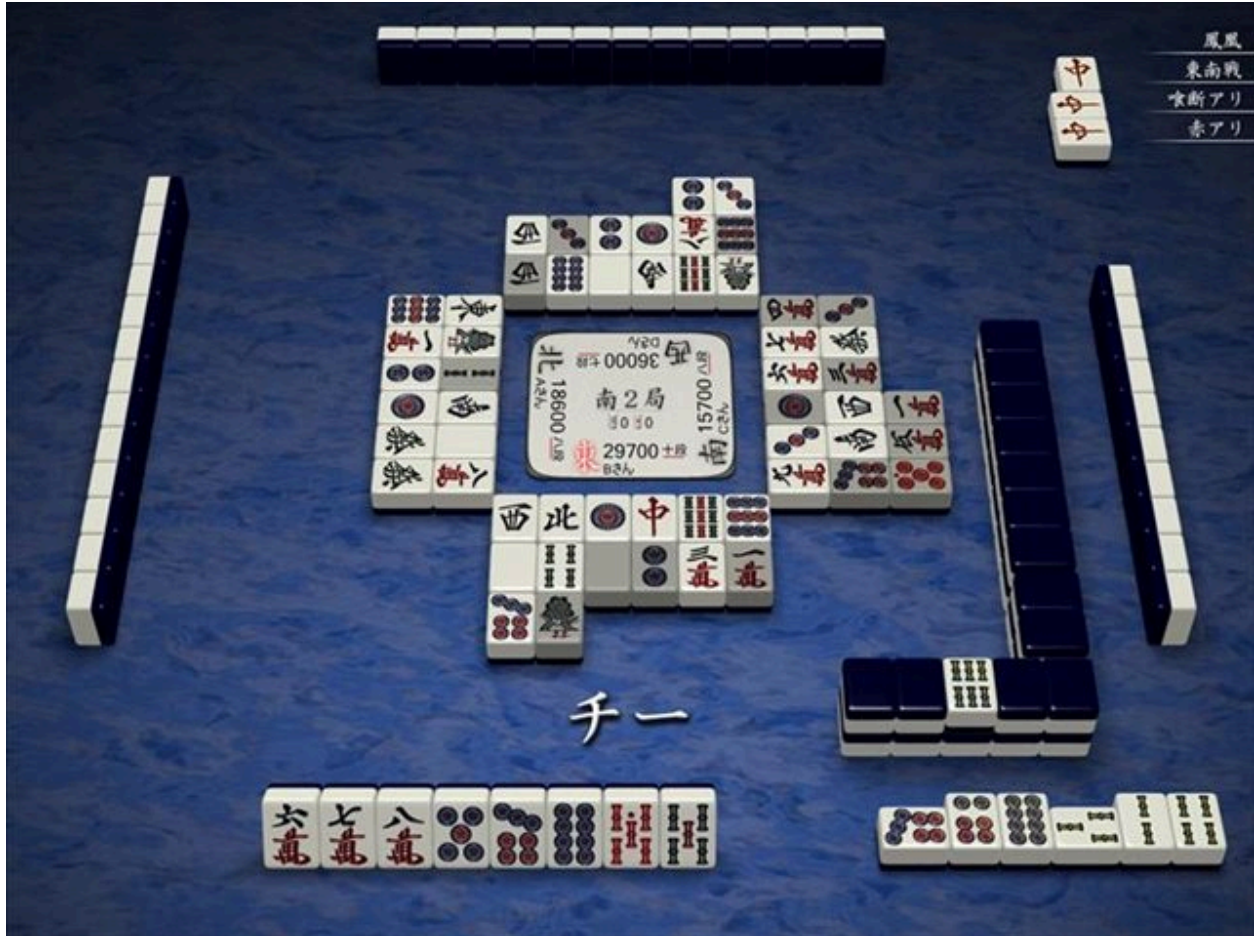
The most technical aspect of ASAPIN's melding would probably be elongating and switching shapes by Chi-ing. Once the hand is opened, pushing the hand's chances of completion to the max requires a high degree of finesse in using chi to both elongate existing shapes and swap out tiles. This includes using chi aggressively to move hands even slightly forward, or ensuring the use of dangerous tiles and skipping potentially risky draws by chi-swapping. There should be a lot to learn from ASAPIN here.



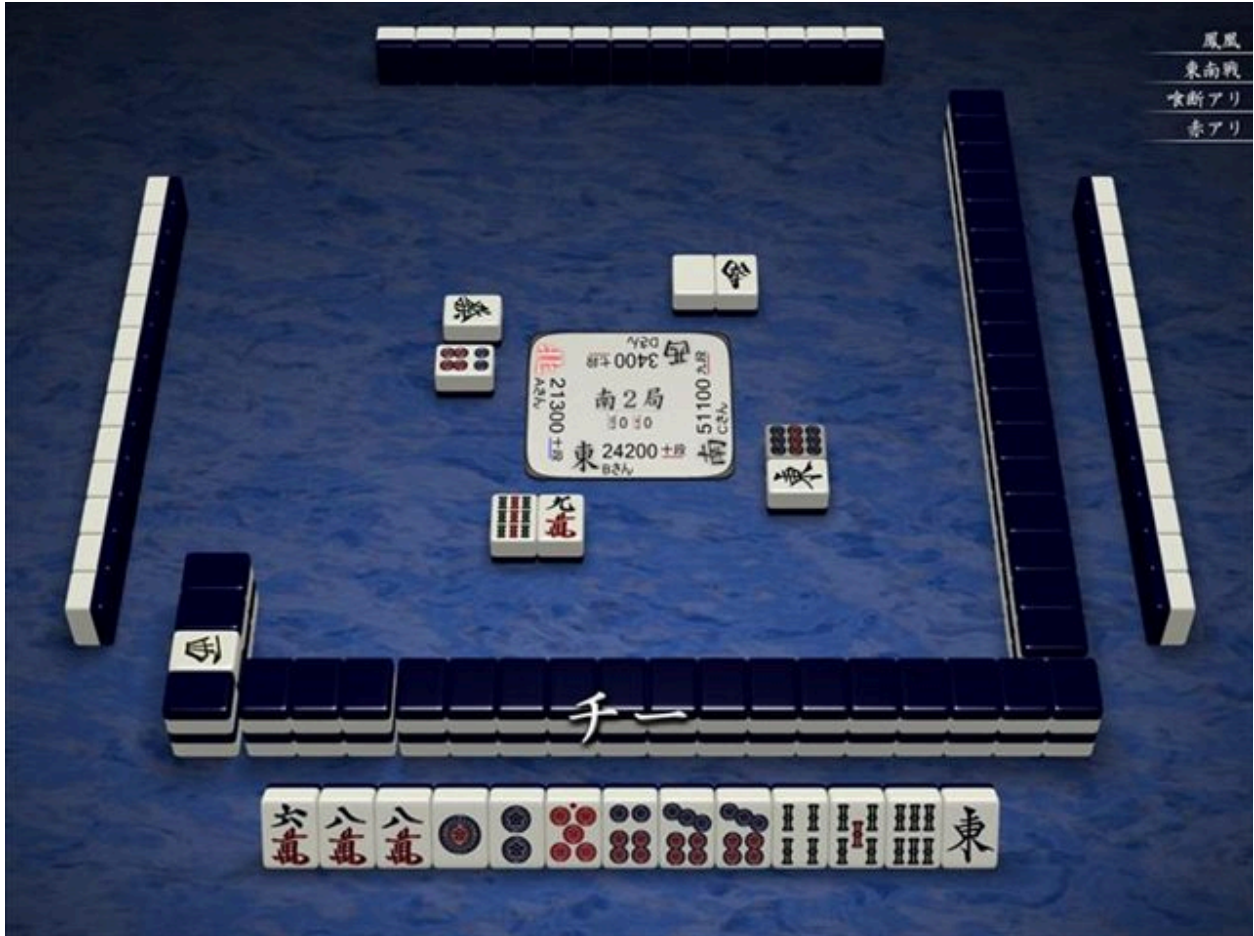
There's not much to say here. Pon-ing the 8m gives him a ryankan shape to accept 5 7m. Even though it may reduce his defensive abilities, calling to speed up the hand even by a little bit is valuable because he certainly has the fastest hand out of the four. He shouldn't be worried if he is left with good shapes. Clearly, this would be a different story if it was later into the round.



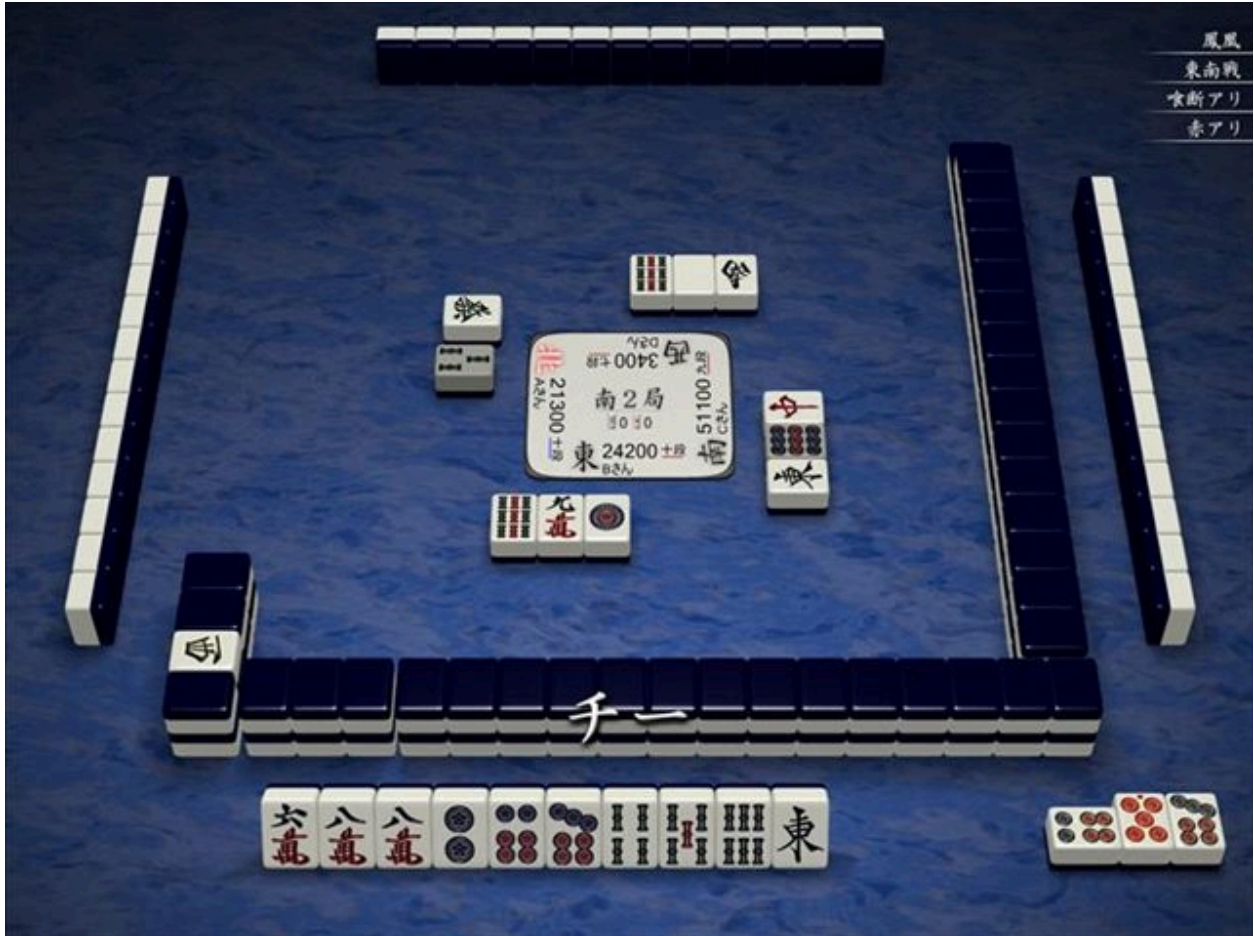
He is currently tenpai with a shanpon wait. Thus, when kamicha discards the 7p...



He chis for the 678 shape and discards the remaining 8. This prevents him from potentially drawing a sketchy souzu tile, in turn increasing the number of turns he can reasonably maintain tenpai. The kan 6p wait is also stronger than the shanpon that he currently has. Although a casual player may not recognize the potential for a useful call here, it is the best choice given the circumstances.



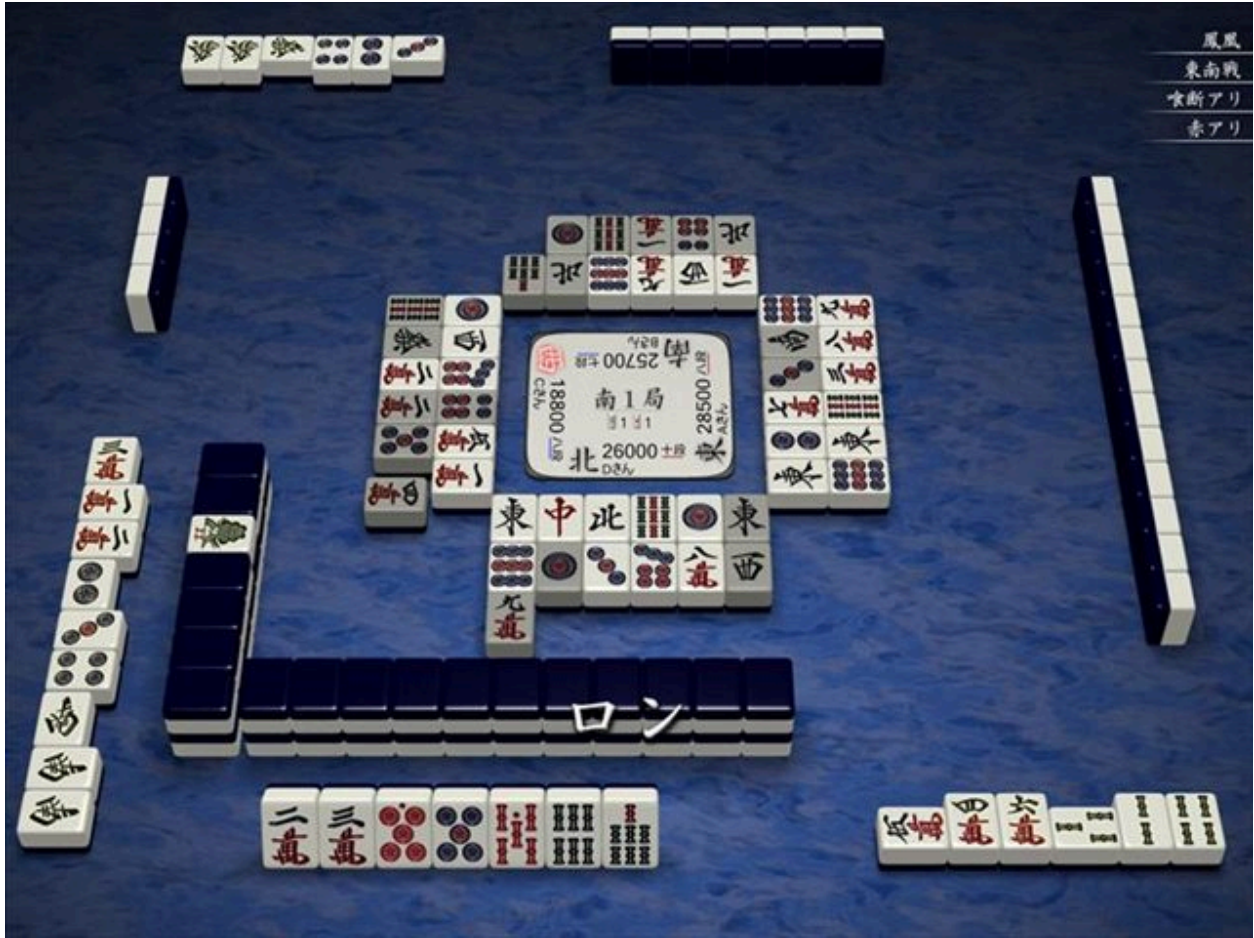
This is from the example earlier. The (potential) non-conventional hand that kamicha is going for dictated his 6p discard,



And subsequently, a 3s as well. ASAPIN chi's it, leaving a 6s. Once he opens the hand, he is focused on building up his middle tiles.



This is another great chi that was discussed earlier. He calls the 5m, discarding the relatively safe 8m while preventing his own draw. Reading from kamicha's discards that he doesn't have (or need) 4m, ASAPIN decides that a sidwait on 4m is much more likely than a kanchan 7m wait.



As predicted, he secures the 4m, completing the mangan hand.