

Common and Useful Mahjong Wait Patterns (*machi*)

Tips for Extending and Finding Waits

Notice how basic waits become combination waits, and how combination waits become 7-tile patterns, by the addition of a nearby sequence or triplet. This can be extended onto 7-tile patterns to obtain additional waits with 10- or full-hand patterns.

Sequence extensions add a *suji* (three-number gap) to the wait when they overlap with or are adjacent to *tanki* and *ryanmen* waits. Triplet extensions add waits when they are close to *tanki* tiles, along the lines of the *pentan*, *kantan*, and *ryantan* combinations.

Example:

When looking for waits in closed flush (*chinitsu*) hands, a standard strategy is to simplify by pulling out sequences or triplets. Pull out two sets and you are left with a 7-tile pattern to analyze. Afterwards, see if a set you pulled out will extend any waits.

Normally, you should try pulling sets from the outside tiles first, and prefer pulling sequences over triplets. You may need to consider multiple options for sets to pull out, especially if you see tiles that can fit both in a set and as a *tanki* wait. Try to memorize as many of the 7-tile patterns to the left as possible to make faster judgements. You may also want to memorize at least the first five 10-tile patterns, which have unique decompositions.

Information Sources

- Riichi Mahjong Wiki: <https://riichi.wiki/Machi>
- JP Wikipedia: <https://ja.wikipedia.org/wiki/聴牌>
- 多面張理論 by 01 <https://ameblo.jp/010101/entry-12409243772.html>
- ウザク式 麻雀学習 牌効率 by G・ウザク
- 麻雀技術の教科書 by 井出洋介, 小林剛
- アガリ率5%アップ何切る by 小林剛, 竹内隆之

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Training Resources

- Mahjong Waits Trainer <https://mahjong-trainer.netlify.app/>
- Chinitsu Training Drills <https://chintore-4cc86.web.app/>
- Timed *Chinitsu* Quizzes <http://hinakin.main.jp/mckonweb/index.htm>
何待ち = find all waits; Lv2 = *noten* possible; Lv3 = only complex waits; Lv4 = unsorted tiles
何切る = cut tile for widest wait
- Bamboo Mahjong (1v1 game) <https://www.gamedesign.jp/games/bamboo/>
開始 = start
立直 = *riichi*; ロン = *ron*; ツモ = *tsumo*

Complex Waits (up to seven tiles)

<p>Nobetán + sequence (sanmentan)</p> <p>1 2 3 4 5 6 7</p> <p>Waits: 1 4 7</p>	<p>Nobetán + kantan</p> <p>2 2 2 4 5 6 7</p> <p>Waits: 3 4 7</p>	<p>Inside tanki (nakabukure) + adjacent triplet</p> <p>3 3 3 4 5 5 6</p> <p>Waits: 4 7 5</p>
<p>Nobetán + outside ryantan</p> <p>3 3 3 4 5 6 7</p> <p>Waits: 2 5 8 4 7</p>	<p>Nobetán + inside ryantan</p> <p>4 5 5 5 5 6 7</p> <p>Waits: 3 6 4 7</p>	
<p>Dual kantan (kantankan)</p> <p>1 1 1 3 5 5 5</p> <p>Waits: 2 3 4</p>	<p>Kantan + ryantan</p> <p>3 4 4 4 5 5 5</p> <p>Waits: 2 5 3 4</p>	<p>Kantan w/ extension sequence</p> <p>3 5 6 7 8 8 8</p> <p>Waits: 3 4</p>
<p>Dual ryantan (tatsumaki)</p> <p>2 2 2 3 4 4 4</p> <p>Waits: 1 4 2 5 3</p>	<p>Ryantan + nobetan extension</p> <p>3 4 4 4 5 6 7</p> <p>Waits: 2 5 8 3</p>	<p>Sanmen + end pair = nobetan + outside ryantan Sanmen + off-center pair = ryantan + nobetan extension</p>
<p>Nobetán + aryanmen</p> <p>1 2 3 4 4 5 6</p> <p>Waits: 1 4 7</p>	<p>Aryanmen + kantan</p> <p>2 2 2 4 4 5 6</p> <p>Waits: 3 4 7</p>	<p>Aryanmen + attached triplet</p> <p>4 4 5 6 6 6 6</p> <p>Waits: 4 7 5</p>
<p>Aryanmen + outside ryantan</p> <p>3 3 3 4 4 5 6</p> <p>Waits: 2 5 4 7</p>	<p>Aryanmen + inside ryantan</p> <p>4 4 5 5 5 5 6</p> <p>Waits: 3 6 4 7</p>	<p>■ indicates <i>ryanmen</i> results that cannot gain <i>fu</i> nor possibly result in <i>pinfu</i>.</p>
<p>Shanpon + sequence (entotsu)</p> <p>3 3 3 4 5 AA</p> <p>Waits: 3 6 A AA = any pair</p>	<p>Connected shanpon + triplet</p> <p>3 3 3 4 4 5 5</p> <p>Waits: 3 6 4 5</p>	<p>Gap shanpon + inside triplet</p> <p>2 2 3 3 3 4 4</p> <p>Waits: 2 3 4</p>

Combination Waits

Tanki + sequence = dual tanki (nobetan)

4 5 6 7

Waits: 4 7

Penchan + pair (pentan)

1 2 2 2

Waits: 1 3

Kanchan + pair (kantan)

3 5 5 5

Waits: 3 4

Ryanmen + pair A (ryantan)

3 4 4 4

Waits: 2 5 3

Ryanmen + pair B (aryanmen)

4 4 5 6

Waits: 4 7

Ryanmen + sequence = dual ryanmen (sanmen)

3 4 5 6 7

Waits: 2 5 8

Basic Wait Patterns

Single (tanki)

A

Waits: A

Edge (penchan)

1 2

Waits: 3

Closed (kanchan)

3 5

Waits: 4

2-Sided (ryanmen)

3 4

Waits: 2 5

■ will result in *pinfu* if other hand conditions hold; otherwise just worth no *fu*.

Dual pair (shanpon)

AA BB

Waits: AB

Additional Complex Waits

Here are some 10-tile patterns that have unique or tricky wait extensions!

Kanchan + attached triplet-pair

2 2 3 3 3 4 4 5 6 6

Waits: 1 4 5

Nobetán + mid-extended kantan

1 2 3 4 6 7 8 9 9 9

Waits: 1 4 5

Shanpon + kantan + ryantan

2 2 3 3 3 4 4 4 AA

Waits: 2 5 A

Kanchan + 2x attached triplet-pair

2 2 3 3 3 4 4 4 5 7

Waits: 6 7

Aryanmen + ext'd attached triplet

2 2 2 3 4 5 5 6 7 7

Waits: 4 7 6

Triple shanpon

3 3 4 4 5 5 6 6 AA

Waits: 3 6 A

Double entotsu

3 3 3 4 5 3 3 3 4 5

Waits: 3 6 3 6 second suit

Connected shanpon + ext'd triplet

2 2 2 3 4 5 6 6 7 7

Waits: 5 8 6 7

Quadruple shanpon

3 3 4 4 5 5 6 6 7 7

Waits: 3 4 6 7

Dual entotsu

3 3 3 4 5 5 6 7 7 7

Waits: 3 6 4 7 5

Extended entotsu

2 2 2 3 4 5 6 7 AA

Waits: 2 5 8 A