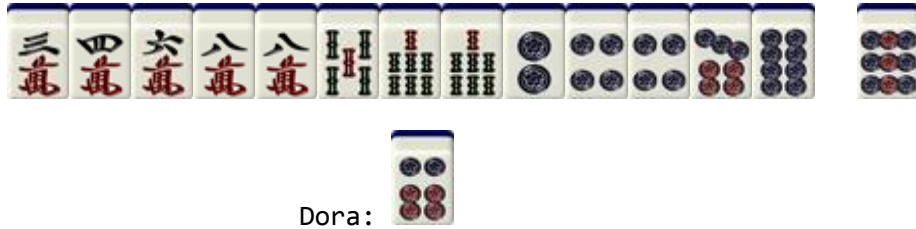


(Consider the possibility of red fives for all problems)


1 “How to proceed with three different pairs” East 1/South Seat/5<sup>th</sup> draw



In the case with three possible pairs, we have a wider range for hand progression by discarding one pair. However, if we had 4 pairs, we can't say it's a weak shape because we get the chance for Seven Pairs. This means, in a closed hand, three pairs is the weakest situation. If we decide to go menzen we'll take apart pairs, if we plan to play an open hand we make use of them.



The point is to determine whether we'll go menzen or open the hand. Let's assume menzen. The shapes expanding towards the sides/ends/corners

are the best, so cutting  (it can expand towards both ways) is correct.

2 “How to proceed with three different pairs” East 1/South Seat/5<sup>th</sup> draw



Dora pair. Since is our yakuhai, we are ready to call tiles. The correct choice to attack from every side is to discard .

Discarding to fixate on the dora is going too far. We still have the possibility of drawing . Furthermore, discarding leaving the ryankan shape is useful but when we pon a difference arrives:



(We are one pon away from tenpai, the highest value we can get is Yakuhai with 3 dora)





(If we pon the dora, we lose our pair. Stuck at Yakuhai with 2 dora)



For the people who say “I won’t call any tiles!” or for those who hate


relying on , discarding might be a possibility (since there is also a chance that if all went wrong you wouldn’t get a chance to call ).

※ Since is the guest wind of the other players, cutting is recommended. (If it hasn’t been discarded up to the fifth discard it would be troublesome)

※If you didn't want to put any thought into red fives, I think

discarding  is not a bad choice. It will backfire by drawing 

but, when we call a chi on  we can discard the pair of  (it will look like tan yao to other players) . Depending on your style, I think

discarding  is also correct.

3 “How to proceed with three different pairs” East 1/South Seat/5<sup>th</sup> draw



Dora:

Answer: Discard . Shape:



We are close to San Shoku, but if we call tiles it will be worth 1000 points, so we'll stay menzen. San Shoku, Red 5's, since we can do all

that, taking apart pairs starting by is the correct answer.

Discarding is also very wide but, in the case the melds in the sou

area were completed, becomes our pair and we lose San Shoku. A completed hand consists of “four melds of three tiles and a pair.” A San Shoku is composed of three melds, right? Therefore, in the case of San Shoku, we just have to create the remaining “1 meld and 1 pair.” Let's explain it more accurately:



This is the shape of the original hand of this problem.


In this problem, we'll try to aim for San Shoku.





These are the melds for San Shoku.





Which means, in the part that remains, we have to think about creating “1 meld and 1 pair.” In case we just look at the tiles that remain, at


first sight cutting  looks good, right? However, if we completed a

meld in the sou area, discarding  makes us lose our pair. On the other hand, if we got a meld in the pin area, we wish to make use of the

pair in the sou area. In such case, . Discarding  doesn't look like such a good idea anymore, does it? What is left is to choose

between , for the “take apart pairs” mindset, all that is

left is . This means, to select which tile to cut from the starting

shape, we were guided towards discarding . The secret for San Shoku is... create a San Shoku, and an extra meld and pair.

4 “How to proceed with three different pairs” East 1/South Seat/5<sup>th</sup> draw



Dora:

Answer: Discard .



If we keep an eye on the one-away from Seven Pairs it should be easy,

right? Of course, we'll remain menzen. Discarding the that won't directly connect to a red 5 is correct.

5 "Pinfu one-away: Tile efficiency VS. Pairs" East 1/East Seat/8<sup>th</sup> Draw



Answer: Discard . Point: It's better to fixate on continuous melds.



Discard and retain the pair? Discard and retain the meld? In

the case we got to tenpai for a ryanmen only, discarding is a little less efficient.

■ Tenpai with ryanmen only

Discard . . . 5 types 19 tiles

Discard . . . 6 types 18 tiles

However, if we draw first, if we consider the possibility that we can choose our nobetan/dual pair wait (riichi with a nobetan), it's actually the opposite.

■ If we consider the nobetan in the pin area

Discard . . . 5 types 19 tiles

Discard . . . 8 types 26 tiles

Especially if we play with red 5's, since there is the possibility for , discarding has further merit. The best outcomes would be:



Tsumo



Tsumo

6 "If in doubt, let the continuous shape prevail" East 1/East Seat/8<sup>th</sup> Draw



Answer: Discard .



Since we have three dora, we want to win at all costs. Discarding as saki-giri is disbalanced but, if we let go of our possibility to draw

either and get a ryanmen tenpai, our 3 dora hand would become inconvenient. We want to complete the hand as strongly as possible.

Since we want to complete it so badly, it becomes a choice between and

, right?



Discard . tenpai. (5 types 15 tiles • w/bad form)

Discard . tenpai. (5 types 15 tiles • w/bad form)


If we are tenpai with either there isn't much difference. If the pin area expanded (draw ) it becomes a 3 sided wait. But, then that would

mean there is no difference discarding or . So, what is the

difference? Actually, when we draw there is a difference.

Discard  . . . Draw , Discard 



Draw  , tenpai (5 types 18 tiles • all of them are tenpai with ryanmen wait) . There are a lot of valid tiles, furthermore it becomes pinfu no matter what.




Example 1: Discard  → Draw  . . . A little troublesome, right?



Example 2: Discard  → Draw  We can keep it by cutting  (^ω^)



Cutting  proves to be the right choice.

8 “How to proceed with ryankan shapes” East 1/East Seat/8<sup>th</sup> Draw




Dora: 


Answer: Discard .




When we see 『』 and 『』, the  wait overlaps.

Since we also have a pair, there's not much of a reason to keep . Leaving the possibility for San Shoku and red 5's, it is correct to retain the ryankan shape.

• Discard  . . . 

A clear 234 San Shoku. We can make a hikkake riichi when we draw .

However, drawing  would be a huge set-back Σ ( ° d ° lll ) \*gasp\*

If it were mahjong with no red 5's there would be no problem, but in red 5's mahjong isn't it a problem?

9 “How to proceed with ryankan shapes” East 1/East Seat/8<sup>th</sup> Draw



Dora:

Answer: Discard . The widest choice is discard . We can get tenpai with the red and it also has the chance to expand. Drawing expands it further and allows for San Shoku.



• Discard . . .



Tenpai with either . (5 Types 18 Tiles)






Inside, ryanmen tenpai with . (3 types 10 tiles)


• If we discard ( ) . . .



Tenpai with either (4 types 16 tiles) .

Inside, ryanmen tenpai with (2 types 8 tiles) .

The widest discard would be to retain a taatsu from the ryankan shape and discard . Leaving the possibility for the strongest shape with a red , ryanmen tenpai with either   as well. As it is better for expanding towards the side, we will be powered up by drawing .

Example: Discard  → Draw  · Discard 



Tenpai with     (8 types 28 tiles). All of them, ryanmen tenpai.

10 “Riichi? Damaten? Take tenpai apart?” East 1/East Seat/8<sup>th</sup> Draw



Dora:

Answer: Discard and Riichi.



In mahjong with red 5's, insta-riichi (declare riichi as soon as you get to tenpai) is recommended. It's a shanpon wait but the of the side

is likely to go out. On the other side, we are waiting for a red .

Even if we win with , we benefit from the fu, jumping from 30fu to

40fu (tenpane). We benefit from fu in the same way with tsumo as well. If we get the red five or ura-dora it surprisingly becomes a high scoring hand. This is to say, “If you're in doubt, then riichi.”


※In a real game, you would wonder: To be the first one to declare

riichi or not? Can I aim for the or not? Is there a remaining or not? Such things are also important.

11 “Riichi? Damaten? Take tenpai apart?” East 1/East Seat/8<sup>th</sup> Draw




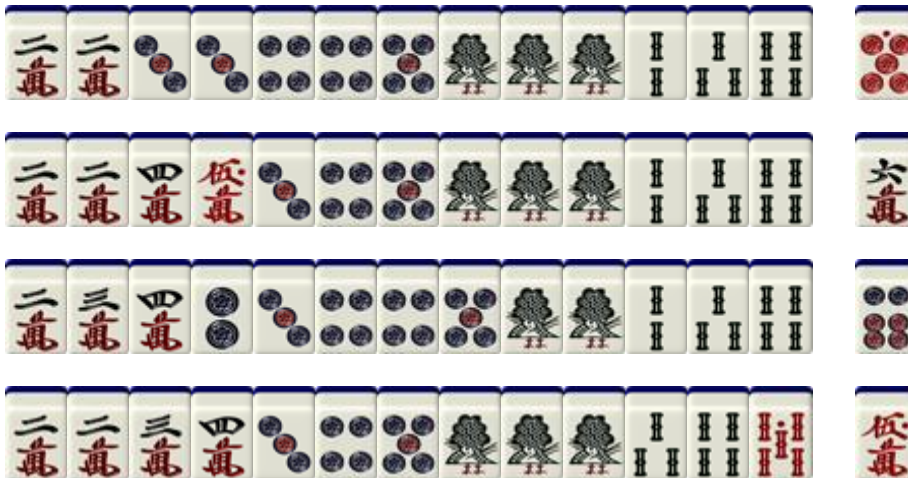
Dora: 

Answer. Discard .



A shape with chances for San An Kou, San Shoku and Ii Pei Kou. Also, we can aim for all three red 5's. I think there are cases where insta-riichi is appropriate, but since the hand has a lot of room for evolution, I

don't recommend insta-riichi. If we discard 1 of our , it becomes a flexible shape and we can aim for everything except San An Kou. We can consider final shapes like the following:



Rather than fixating on a half-cooked preemptive tenpai, we go back one step and re-assemble with all our might. And now, we'll comment a little on the other possible discards



11 “Riichi? Damaten? Take tenpai apart?” East 1/East Seat/8<sup>th</sup> Draw




Dora: 

Answer: Discard .



Depending on your style, I think insta-riichi is also a possibility. But if this was the 6th discard, the correct text-book discard would still

be . In this case, can you draw a conclusion from the following tenpai shapes?



Three sided wait in pin area.




Three sided wait in sou area.



Three sided wait in sou area.



A nobetan wait in the pin area connecting the red  (✖even though we would have won if we took tenpai . . .)

Below, we'll comment on the other choices . . .

- Discard  . . .




Without declaring riichi, isn't the hand low-scoring? Furthermore, we miss the chance for evolution as in A. and B.

- Discard  . . . 

We lose the chance for hand evolution as in C. or D. That would be a very inconvenient loss in this case.

- Discard  . . . 

Rejecting the  that destroys Tan Yao and cheapens the hand, it becomes a shape aiming for Ii Pei Kou. We lose the chance for evolution like in B. , C. and D. If it were mahjong with no red 5's I think it's good enough, but in mahjong with red 5's isn't that a little inconvenient?