



# Introduction

Since I started playing Mahjong, I have always wished there were more literature about Mahjong theory – especially for MCR (Mahjong Competition Rules), which is the rule set I personally prefer. Here is my contribution to filling that void.

I have assumed that you as a reader already have a basic knowledge of MCR and it's scoring system, so I will not explain that further in this book.

This book is a set of 16 hands where I have collected and condensed the discussions between myself and my fellow club members in Uppsala Mahjong. It was inspired by Morten Andersen who started discussing Riichi hands with the Danish players, and I wanted to do something similar for MCR.

The format of the book is that we follow a “real” game of between four players: A, B, C(=us), and D, and every time we get to an interesting choice we stop for a question, followed by an “answer” – or at least a discussion about the possible options, since there might not be a clear correct answer to each situation. This Q&A format is what we used in the group discussions, and I decided to keep that also for the book.

I have played the other three hands but tried to do so without using the knowledge about the hidden tiles, and the same goes for the discussions. Sometimes when the choices are rather obvious, I have skipped a few turns in order to focus on the interesting situations.

Mahjong is a game of incomplete information and in many cases, there are no clearly correct or wrong answers – more a matter of playing style. So bare with me and understand that it in many ways are influenced by my own personal preferences. In my opinion, in every situation there might always be one choice that is slightly better than the others, even if the difference is marginal, and if you make the right decision in those situations, you will improve your results in the long run.

Mahjong is also a game of speed, so you will not have time to fully analyze every situation at the table. Therefore it is useful to analyze the situations afterwards if possible, like I have done here, in order to get a better intuition for similar situations at the table.

The scoring system of MCR rewards speed before greed, i.e., in most situations it is better to go for a fast and cheap Mahjong instead of something more expensive. Therefore, I have in most hands focused on the fastest way to get to an 8-point Mahjong.

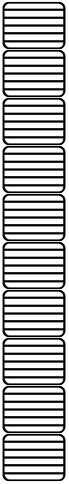
The things to consider when making your decisions will in most cases depend on the following aspects: 1) How far are you from ready? 2) How many of the tiles that you need are available, and how likely is it that your opponents will discard those?, and 3) How dangerous are the tiles you need to discard? I suggest that you keep these things in mind when answering the questions.

Enjoy!

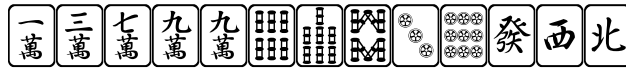
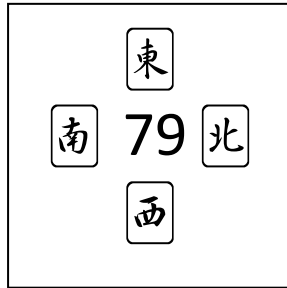


# Hand 1

西 in 東 Round

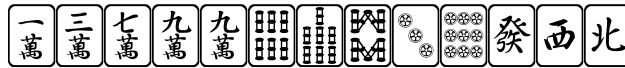
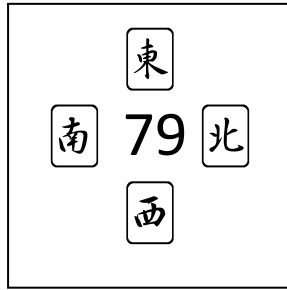
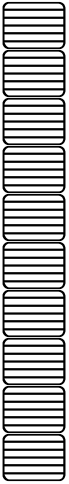
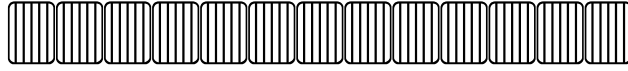


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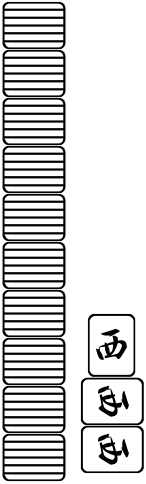
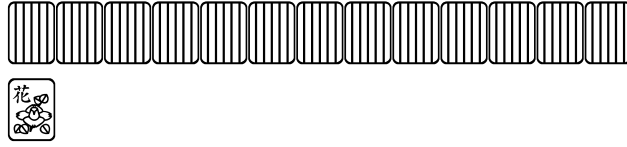


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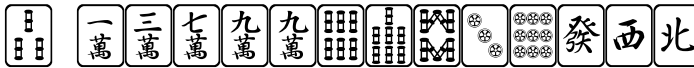
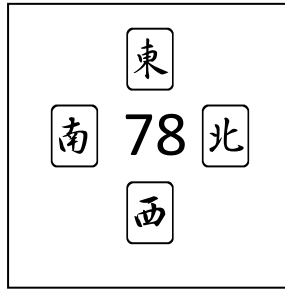
East started by discarding 西 and South punged it. Then South discarded 一萬. Shall we make a chow?




No, it is too early to open the hand. We don't know in which direction this hand will go.



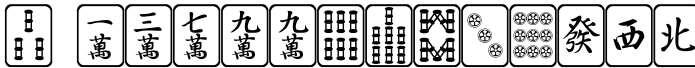
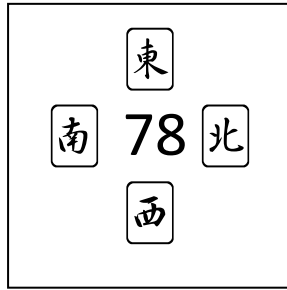
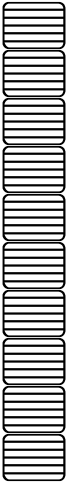
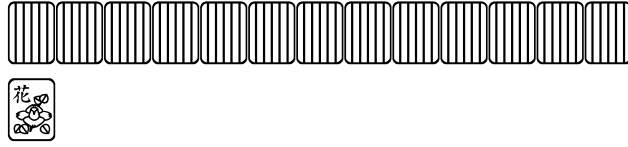
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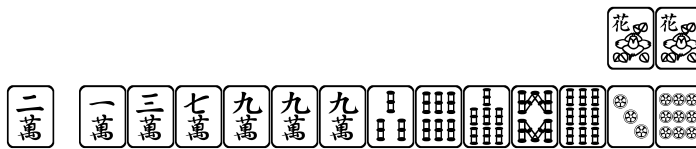
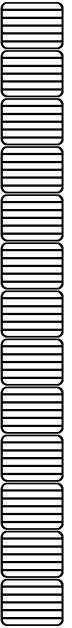
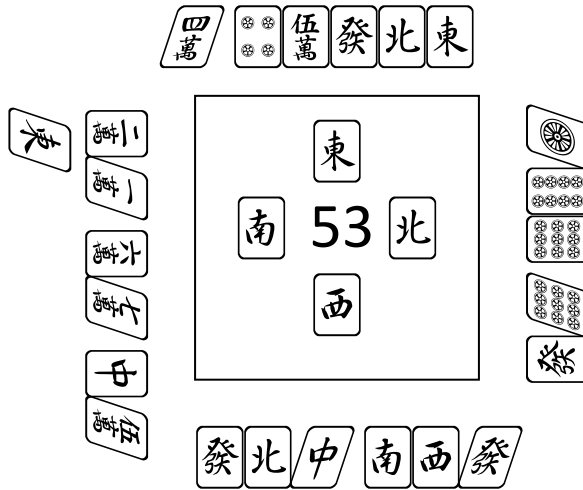
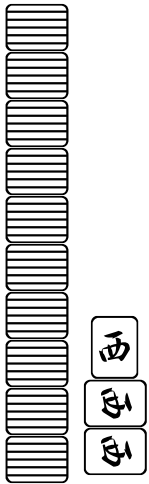
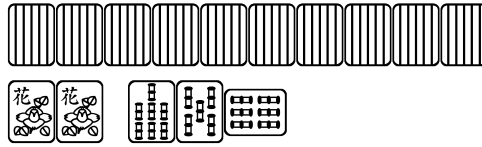
Q

Instead we picked . What shall we discard?





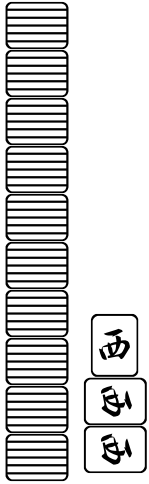
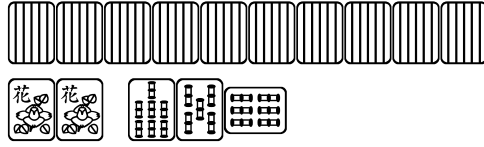
The best plan is probably to discard the honor tiles and see how things develop. Since we know that we don't want to keep the honor tiles it is best to start with the non-played ones first, because it is better that an opponent makes a pung from us rather than from someone else since then we might lose a turn. Here  is a good choice.



Q

We discarded our honor tiles and then some more honor tiles that we got. We have also picked a couple of useful tiles: 九萬 and 發. Meanwhile East has made a chow 發發發. Then we picked 二萬. What shall we discard?





中

四萬 伍萬 發北東

東

一萬 一萬 一萬 一萬 一萬 一萬

東

南 49 北

西

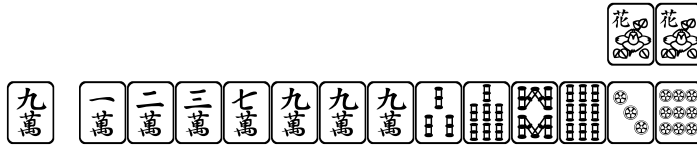
一萬

一萬 一萬 一萬 一萬 一萬 一萬

發

發北中 南西發

一萬

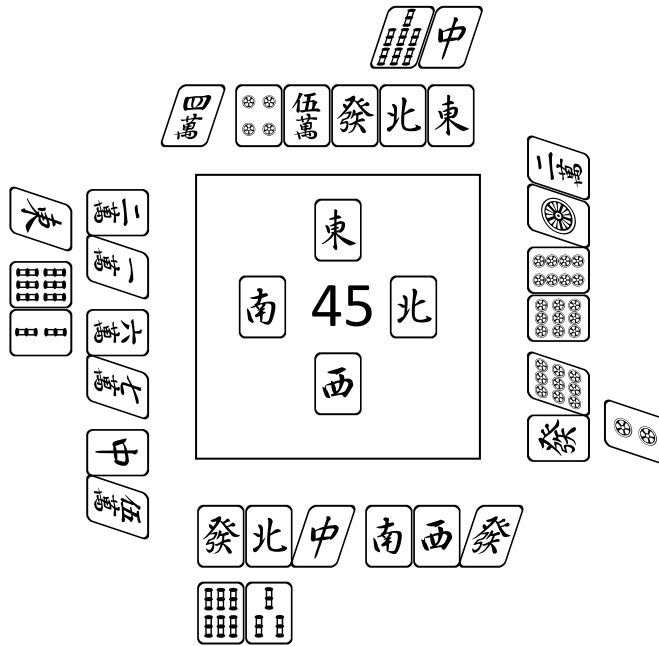
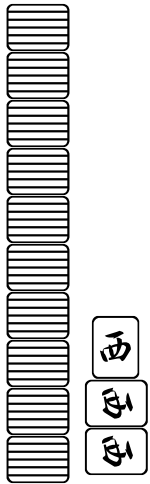
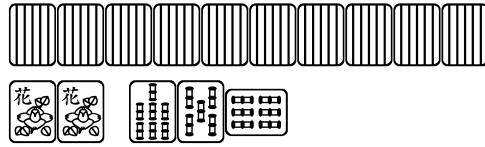




Q

We picked the last 九萬. Shall we make a Kong, or what shall we do otherwise?







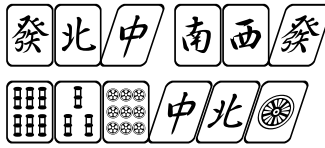
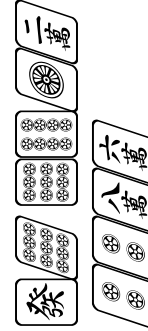
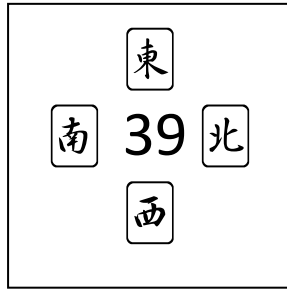
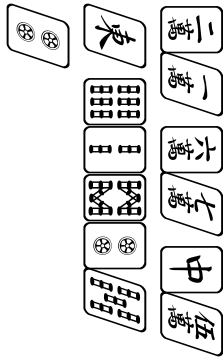
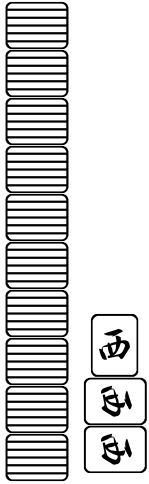
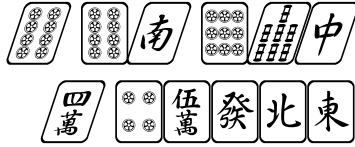
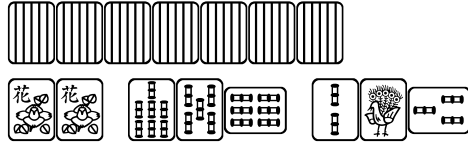
If we think  is too dangerous to discard, then we need to build our hand around it. Outside hand is still an option, but we could also do a concealed hand with small points.  does not look that dangerous so let's discard it.



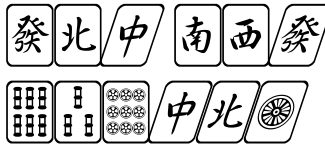
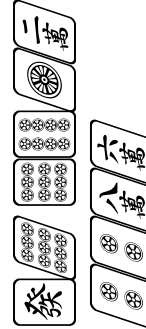
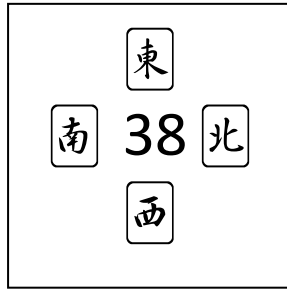
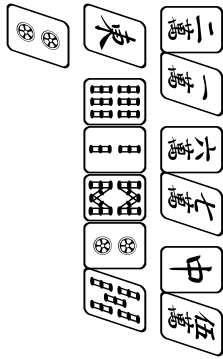
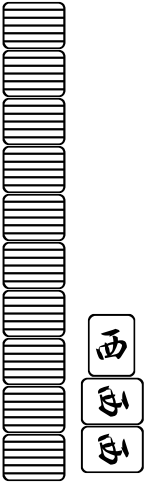
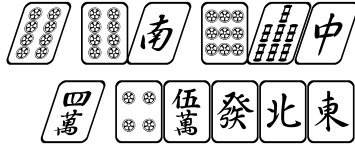
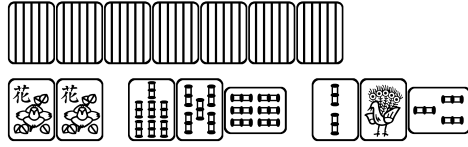







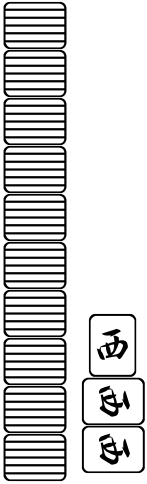
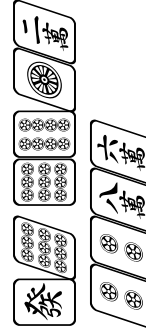
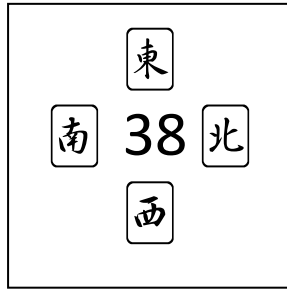
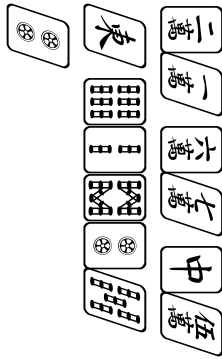
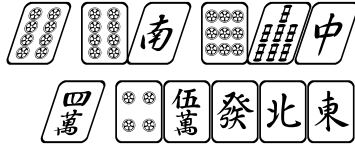
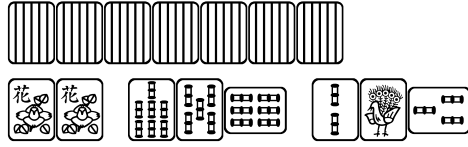


Now the only realistic chance is to do Fully concealed + Concealed kong + Terminal pung + No honors. Thus, we can make the kong now and see what we will get.

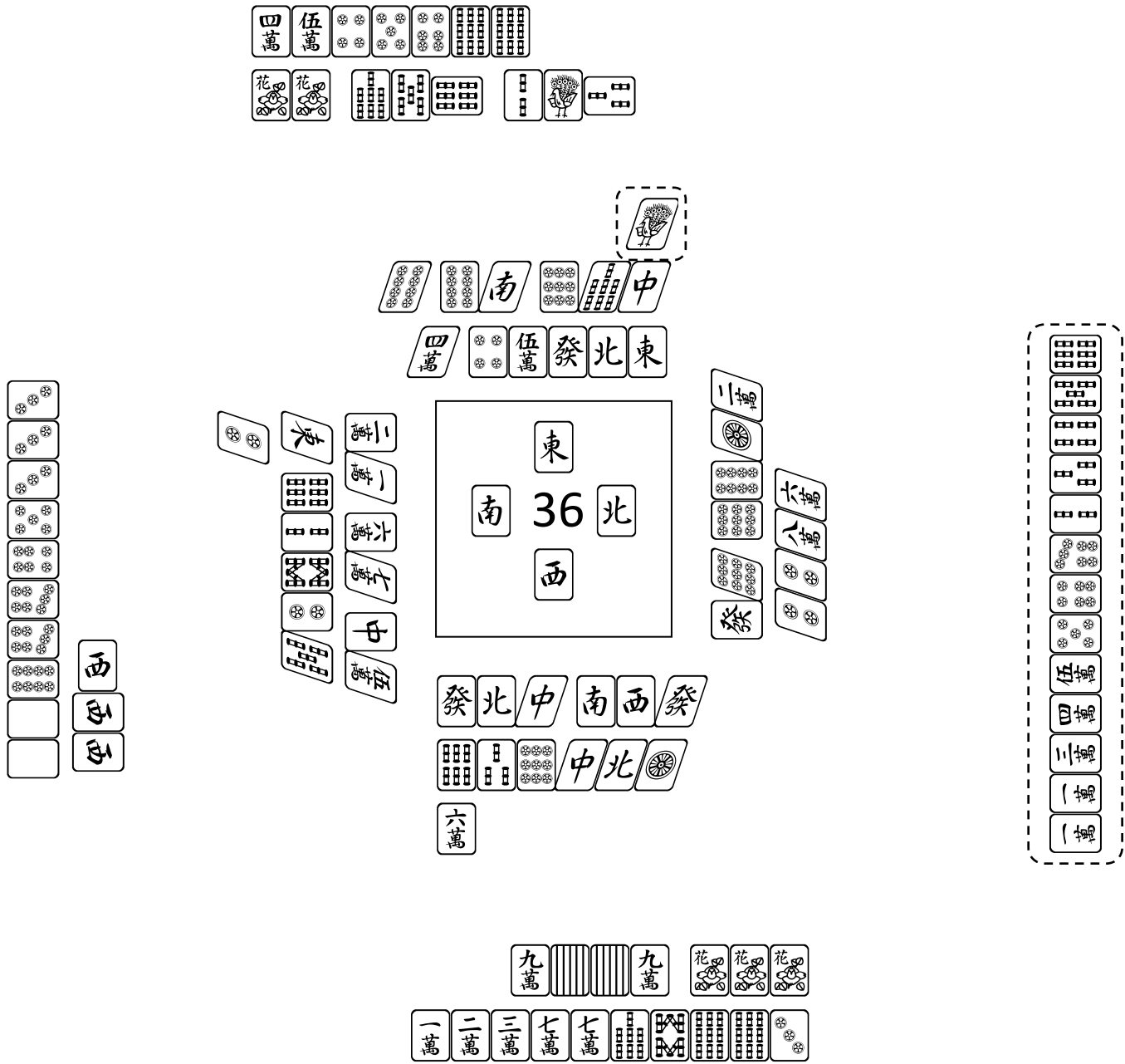




Q

We did the kong and picked  as replacement tile. What shall we discard now?




Now it is probably best to abandon the hand and make a safe discard. Since North just discarded , that should be the safest.



We discarded  and the game ended by East discarding  to Norths Mixed shifted chows.

**Analysis:** We got some difficult situations, and maybe did not make the best choices, but at least we managed not to discard the winning tile.

As we suspected from the discards, South was going for a Half flush, and since none of the  had been discarded, that looked like a dangerous tile. However, in this case it would not have given South the Mahjong, but instead a possibility for South to make a Kong and thus get the extra point needed for 8 points. It was way more difficult to figure out what East and North were doing, so this is worth thinking about when you go for Half flush.




# Scores after hand 1

## UPPSALA MAHJONG

Round  Table



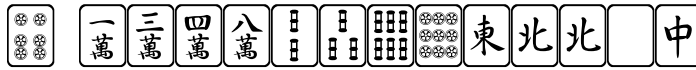
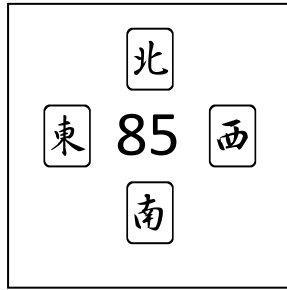
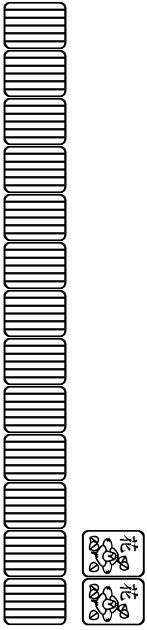
Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winer (1-4)	Dealer (1-4)	Score	Score	Score	Score	Owi	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 <input type="text" value="東"/>
	2									
	Total									
	3									
	Total									
South	5				南	北	西	東		 <input type="text" value="東"/>
	6									
	Total									
	7									
	Total									
West	9				北	南	東	西		 <input type="text" value="東"/>
	10									
	Total									
	11									
	Total									
North	13				西	北	南	東		
	14									
	Total									
	15									
	Total									
Penalties										
Total										
Table points										

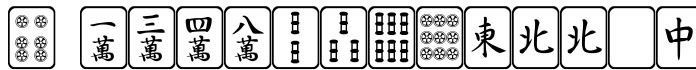
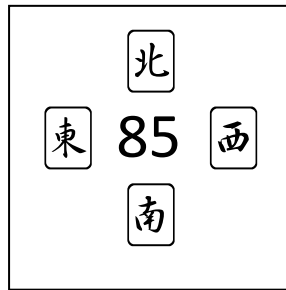
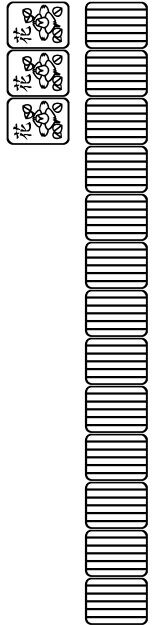
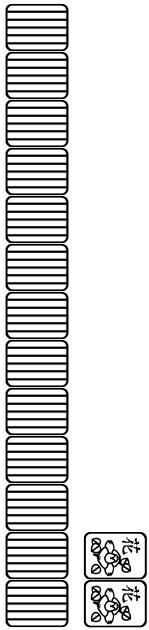
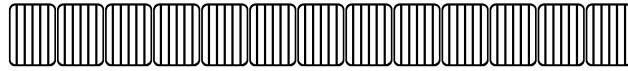
# Hand 2



南 in 東 Round

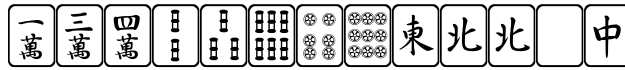
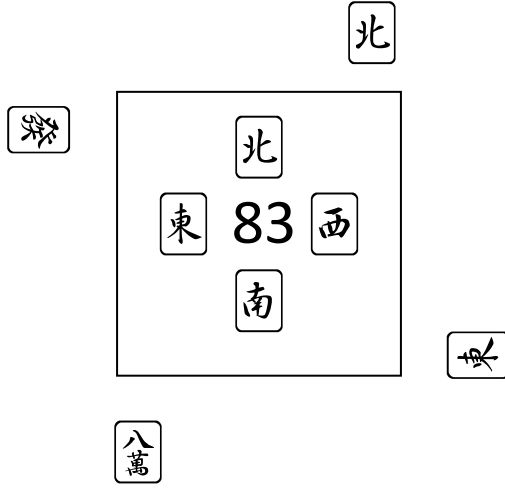
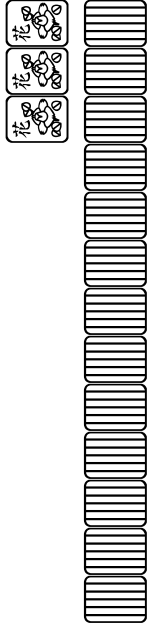
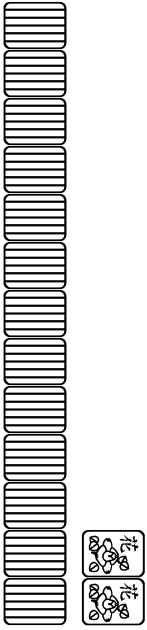
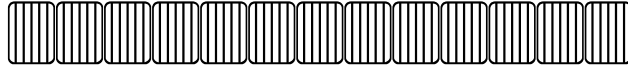




What is your opinion of the starting hand? What shall we discard?

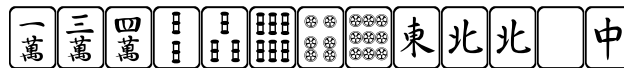
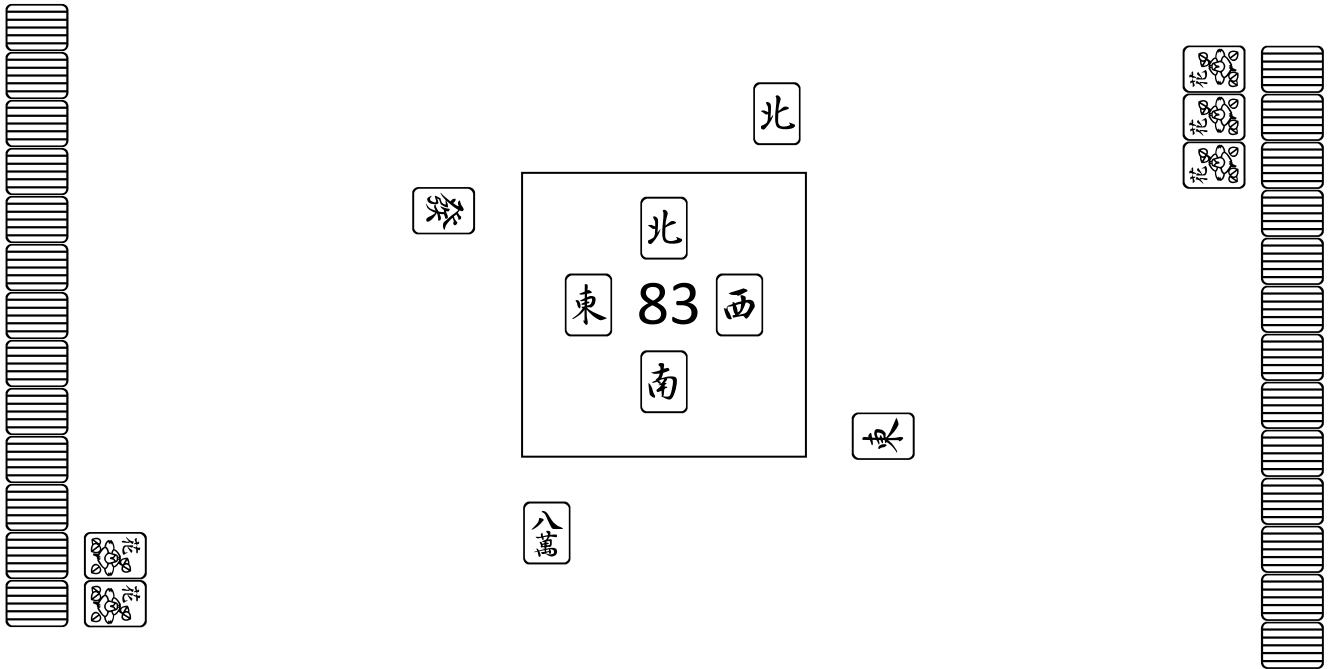
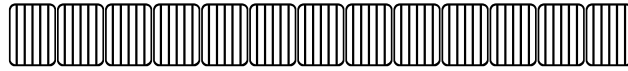


We have some different possibilities: All types, Outside hand, Knitted and honors, Mixed straight, Mixed shifted chows. In order to keep as many as possible of those options open, we discard  ( is also an option in that case, but that gives slightly less chance for Chicken hand).

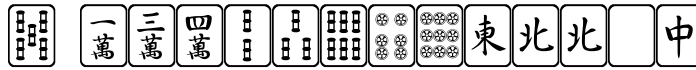
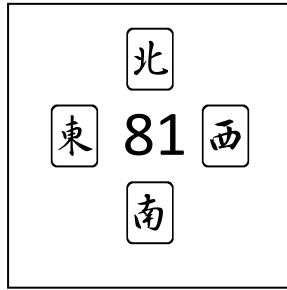
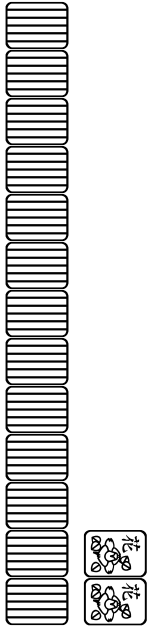
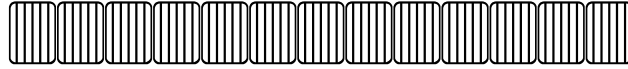


West discarded 東 and then North discarded 北. Shall we make a pung?



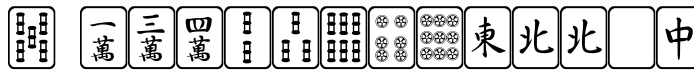
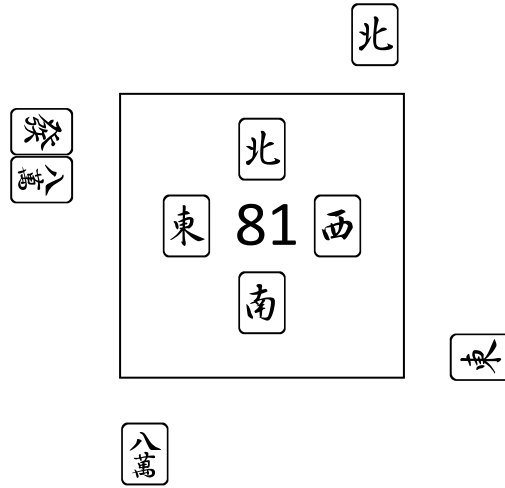
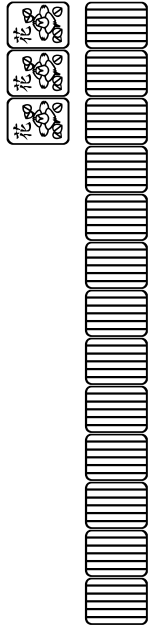
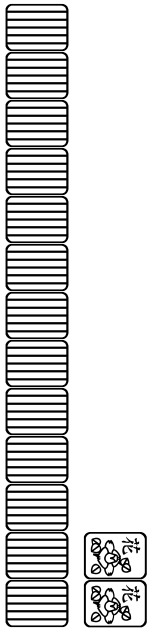
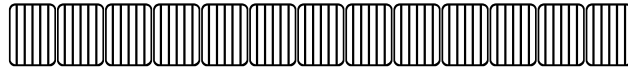









No, I don't think so. If we do that, the only options left are All types or Outside hand. Besides, we risk having a 7-point hand, since a 北北北 only gives us one point. The hand is too flexible and too far away to do a pung at this point. But I often see players pung as soon as they have a pair of winds and a dragon on the side - or the other way around.

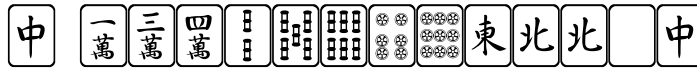
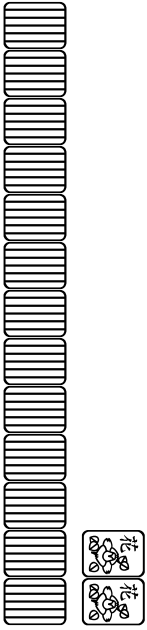
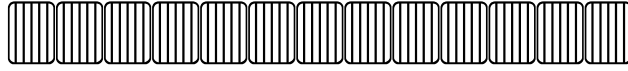


Q

We passed on the pung and instead we picked 中. What shall we do now?



Now we are one step closer to Knitted and honors. We can still keep some of the other options open, e.g. All types or Mixed chows (straight/shifted). The choice is between  and , and I would prefer to discard , since then we can use both  and  for Mixed chows, but if we discard , then we cannot use .



We discarded and in the next two rounds we picked two uninteresting tiles that we immediately discarded ( and ). Then we picked . What is the plan now?

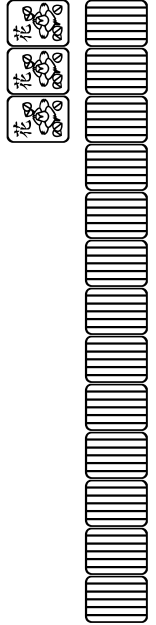
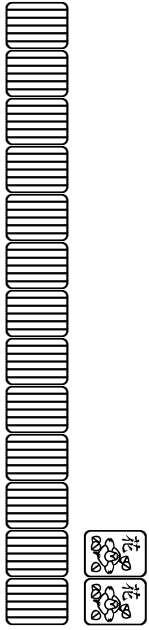
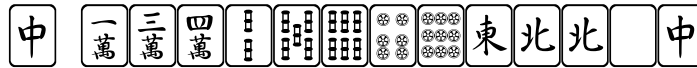


Diagram of a Mahjong table with the following elements:

- Top center: 九萬 (Nine Ten Thousand) and 北 (North).
- Center: A square table with 北 (North) at the top, 南 (South) at the bottom, 東 (East) on the left, and 西 (West) on the right. The number 68 is in the center.
- Left side: A vertical stack of four cards: 發 (Fa), 八萬 (Eight Ten Thousand), 四四 (Four Four), and 東 (East).
- Right side: A vertical stack of four cards: 八萬 (Eight Ten Thousand), an empty slot, 西 (West), and 東 (East).
- Bottom center: A horizontal stack of four cards: 八萬 (Eight Ten Thousand), 四 (Four), 四 (Four), and 四 (Four).



Our main options are to go for Knitted and honors or Pung + Pair + Knitted straight. We can keep our pairs in 北 and 中 and keep both options by discarding 四.









# Scores after hand 2

## UPPSALA MAHJONG

Round  Table

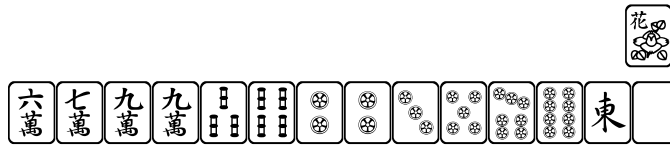
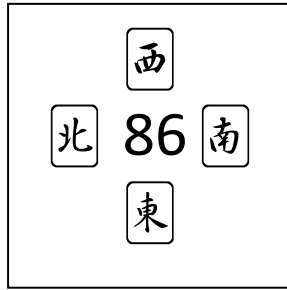
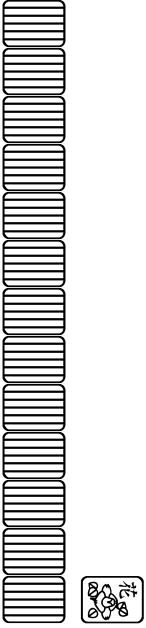


Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discard (1-4)	Score	Score	Score	Score	Bank	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 東
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3									
South	4									 東
	Total									
	5				南	東	北	西		
	6									
West	7									 東
	Total									
	8				北	西	東	南		
	9									
North	10									 東
	Total									
	11				西	北	南	東		
	12									
North	13									 東
	Total									
	14									
	15									
Total	Penalties									
	Total									
Table points										

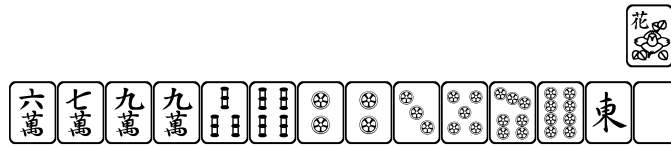
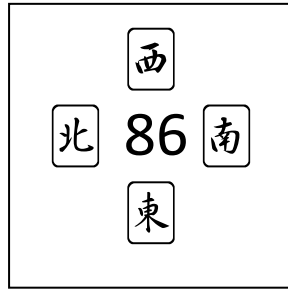
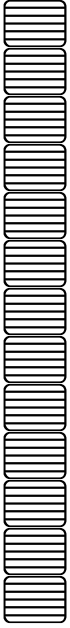
# Hand 3

東 in 東 Round

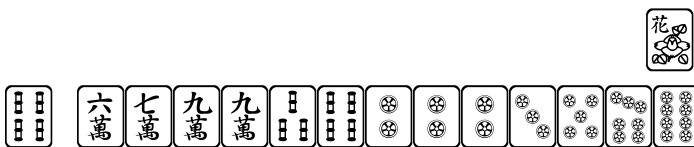
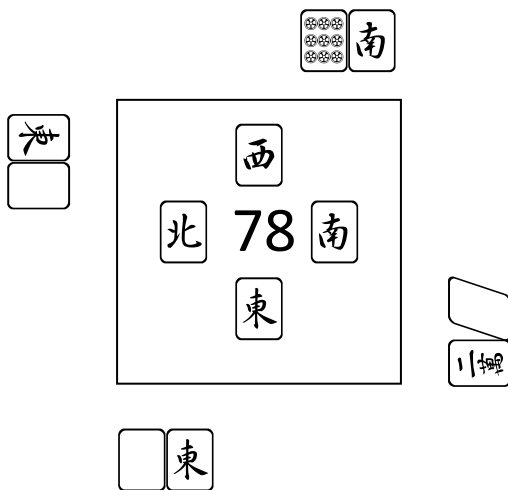
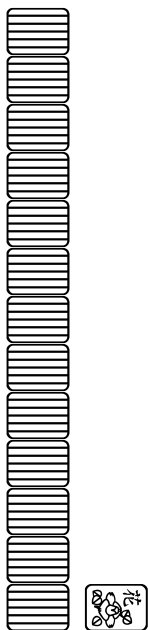
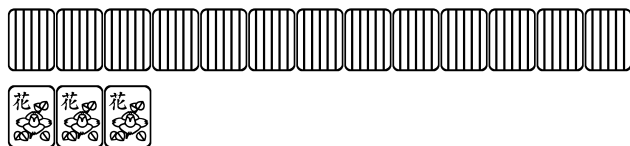


Q

What is your opinion of the starting hand? What shall we discard?



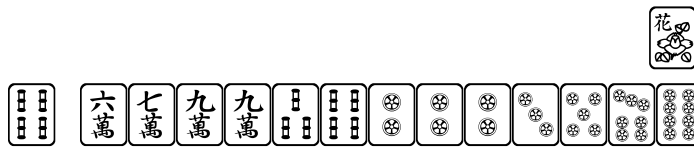
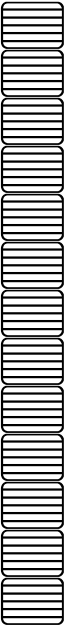
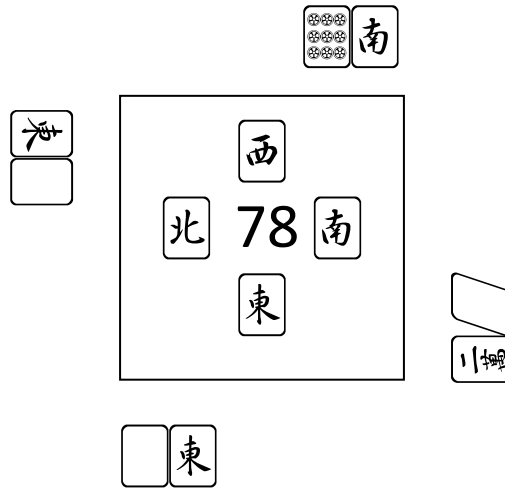
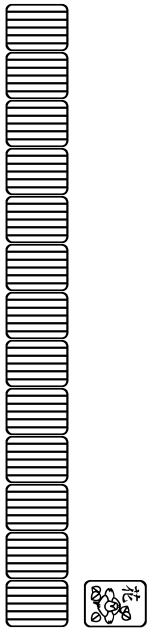
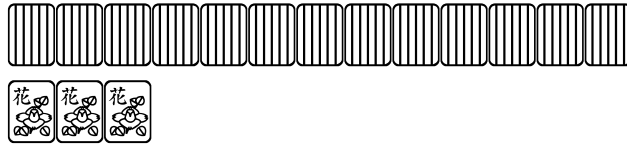
I think it is best to get rid of the honor tiles and see how the hand develops.



Q

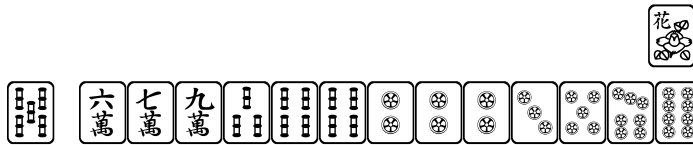
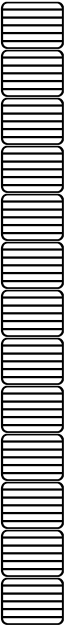
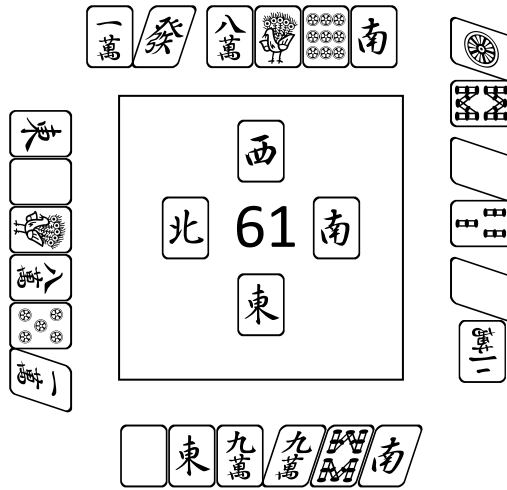
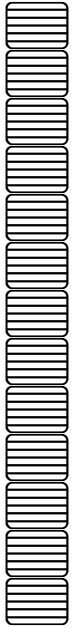
We discarded our honor tiles and instead we picked another and then . What shall we do now?





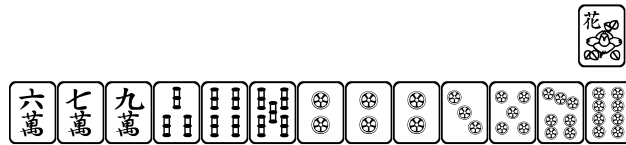
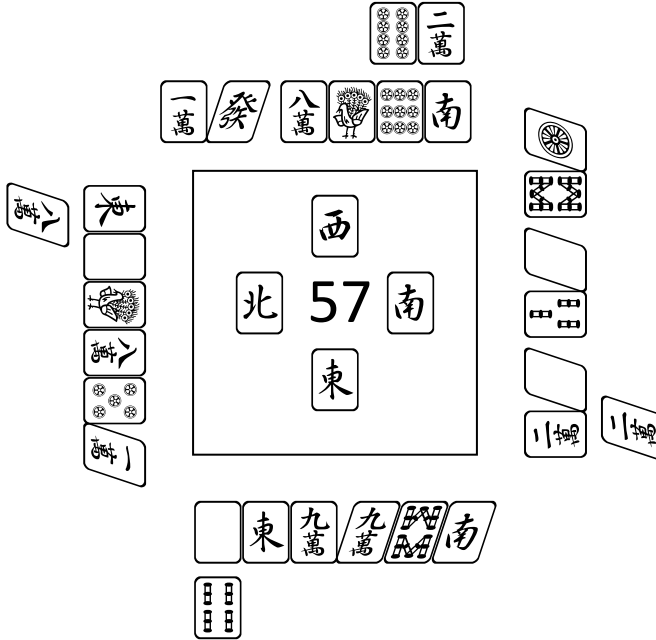
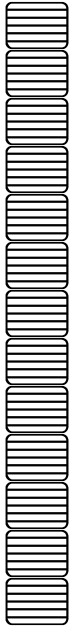
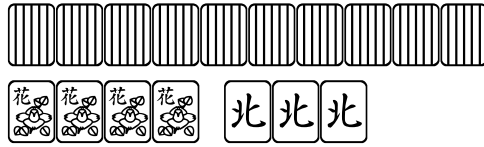
There are several possible combinations: Knitted straight, Mixed shifted chows, Mixed straight, Pure straight, Concealed hand + All Chows + All simples, All pungs. If we discard 九萬, then we keep all those options open – except for All pungs, which probably is not so close anyway.





We are 3 away from Knitted straight + chow + pair . But for that we need three specific tiles and we need to pick two of them ourselves before we get to a wait. We are also 3 away from Concealed + All chows + All simples, and then there are four tiles that we can use:

. In that case we need two extra points, e.g. Fully concealed, Short straight, Mixed double chows or Closed wait. And it is also possible to improve the hand into e.g. Mixed shifted chows or Mixed straight. The extra points that the Knitted straight gives does not compensate the fewer options. We can discard or , but is slightly better since we keep the possibility for Mixed straight.



Q

We discarded . West made a pung of and then North discarded . Shall we make a chow?



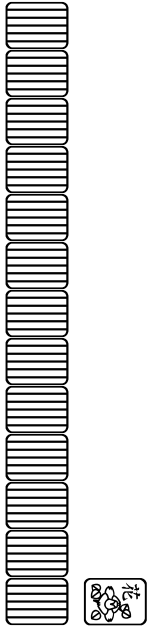
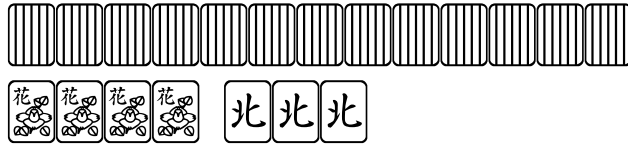
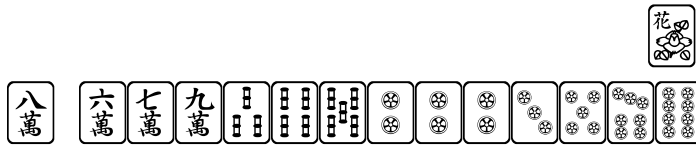



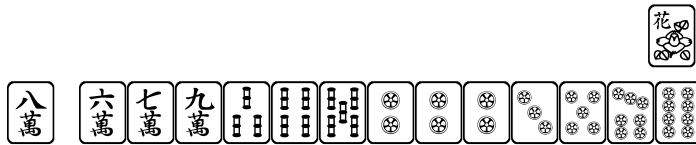
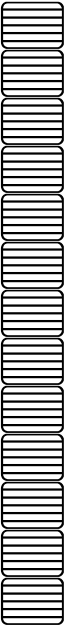
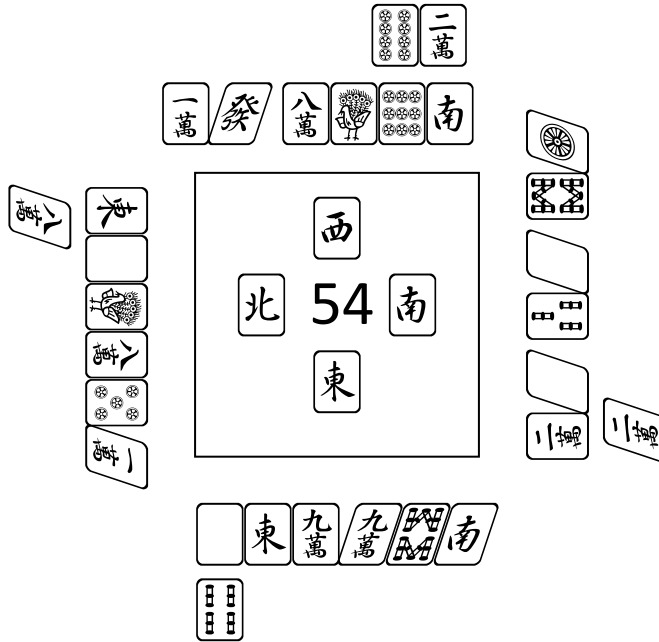
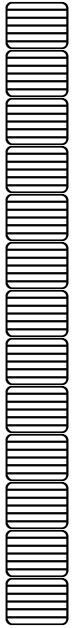
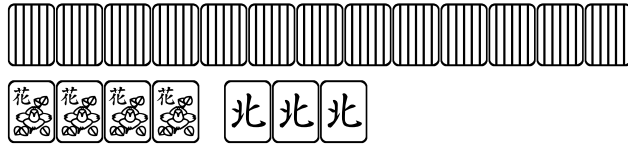
Diagram of a Mahjong table with the following elements:


- Top:** A hand of cards including 二萬 (20,000), 一萬 (10,000), 發 (Fa), 八萬 (80,000), 北 (North), 南 (South), and 南 (South).
- Center:** A square table with '西' (West) at the top, '東' (East) at the bottom, '北' (North) on the left, and '南' (South) on the right. The number '54' is in the center.
- Right:** A hand of cards including 一萬 (10,000), 一萬 (10,000), 一萬 (10,000), 一萬 (10,000), and 一萬 (10,000).
- Bottom:** A hand of cards including 東 (East), 九萬 (90,000), 九萬 (90,000), 南 (South), and 南 (South). Below this is a hand of four '三' (3) tiles.
- Left:** A hand of cards including 八萬 (80,000), 東 (East), 南 (South), 南 (South), 南 (South), and 一萬 (10,000).

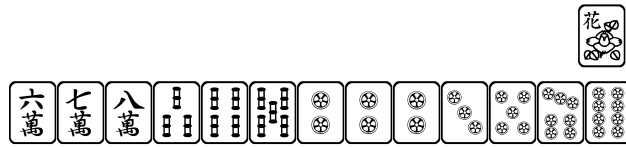
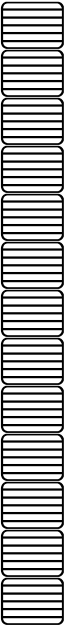
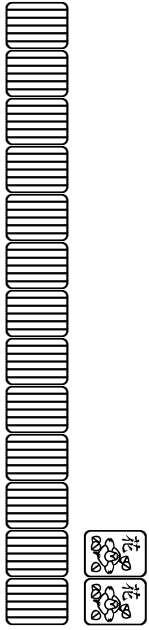
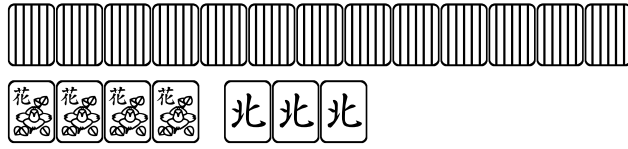


Q

Instead of making the chow, we picked  ourselves! What shall we do now?



The best chance is still Concealed + All chows + All simples, and thus we don't have any use for . Further, there are still possibilities to improve the hand.



Q

After a couple of rounds North discarded . Shall we make a chow?



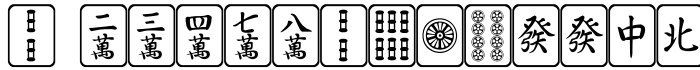
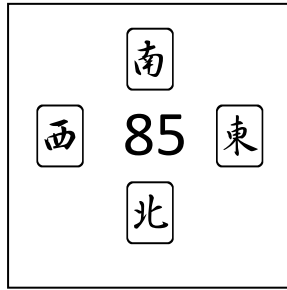
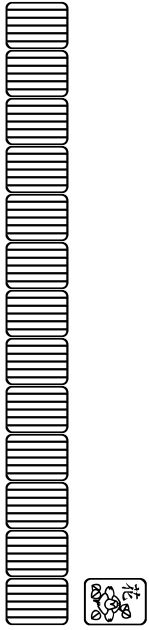




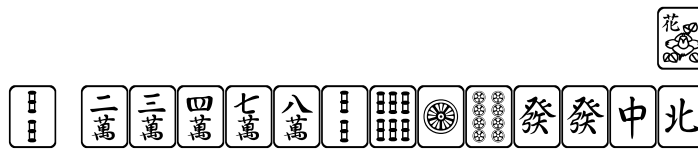
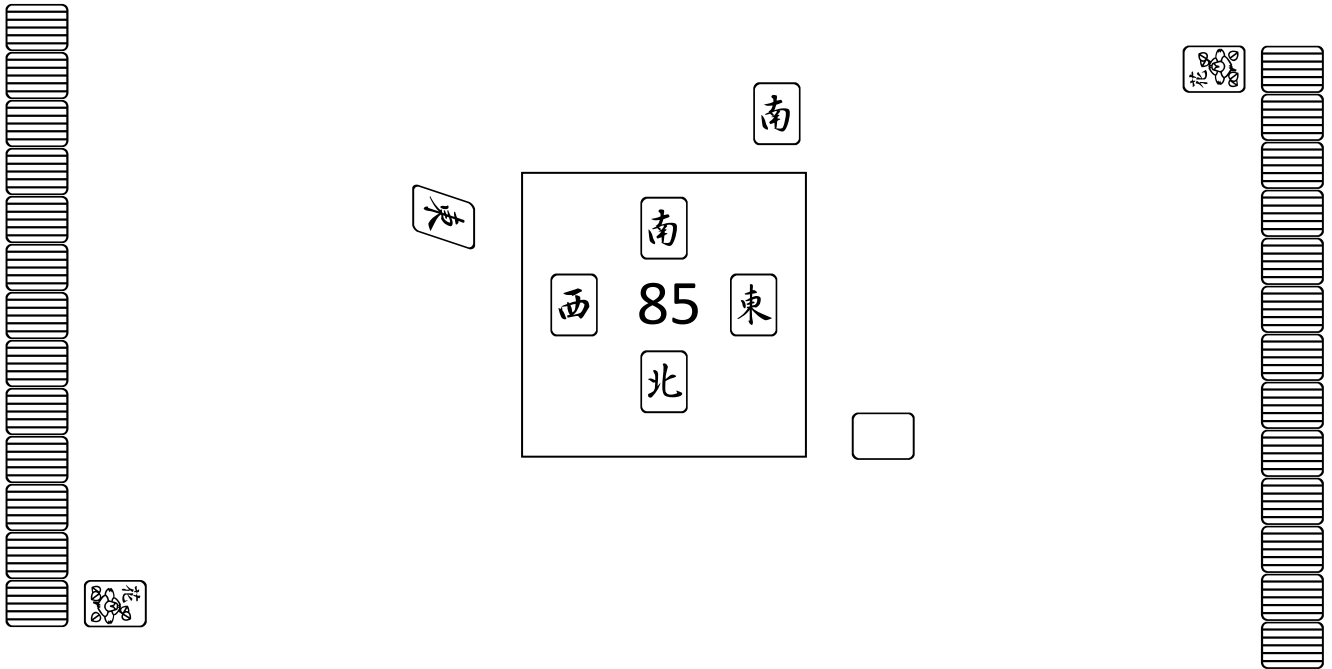
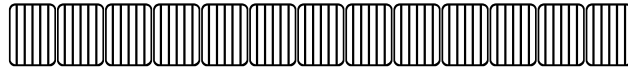


# Hand 4

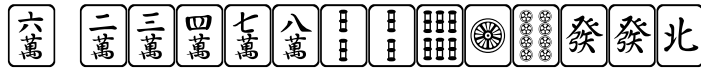
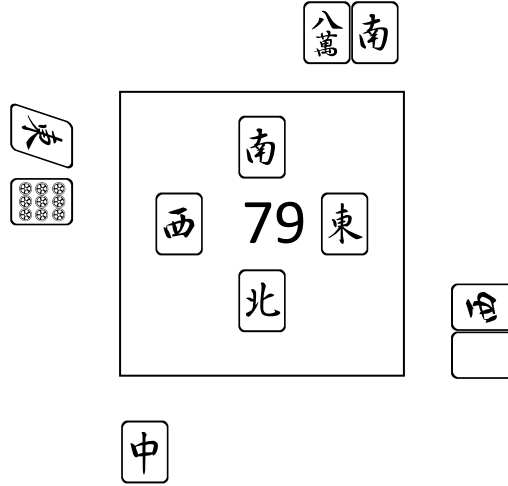
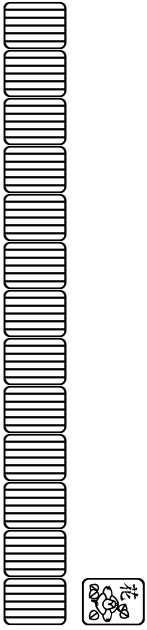
北 in 東 Round



What is your opinion of the starting hand? What shall we discard?

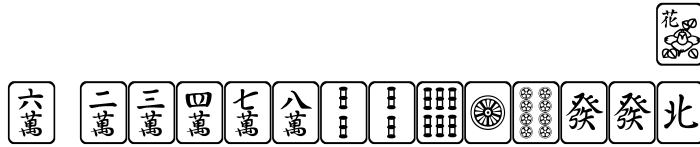
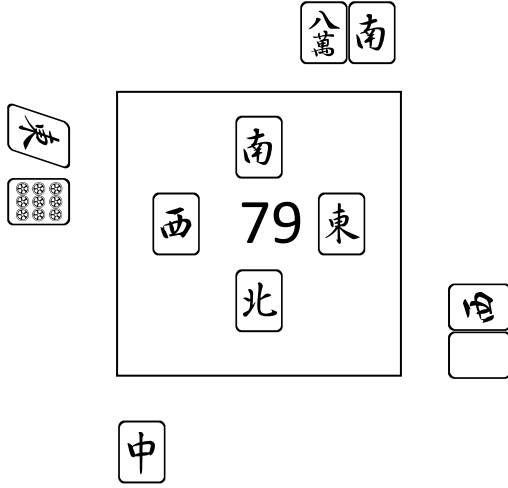
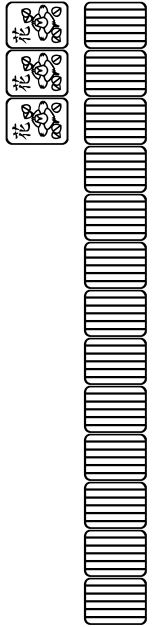
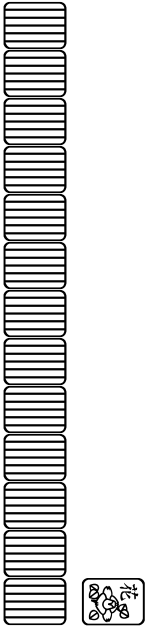


We have a chance to make something in Characters, e.g. Pure straight or Pure shifted chows. Other options are to do Concealed + All chows + All simples, or some Mixed chows combination. All types is also a possibility. Let's start by discarding 中, and see how things develop.



Q

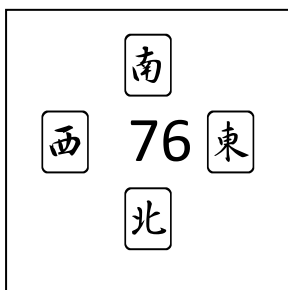
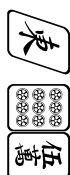
Next, we picked 六萬. What shall we do now?



All types is now less likely so we can discard 北.



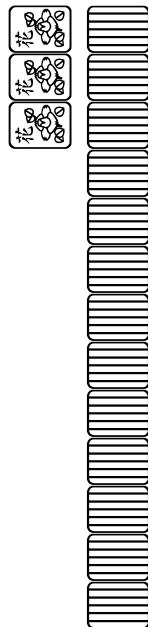
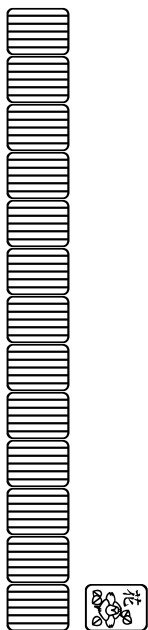




Q

West discarded . Do we want to make a chow?





Hand layout diagram:

- Top: 八萬 (80,000), 南 (South)
- Center: 南 (South), 75, 東 (East), 北 (North)
- Left: 東 (East), 伍萬 (50,000)
- Right: 伍 (5), empty slot
- Bottom: 中北 (Middle North)

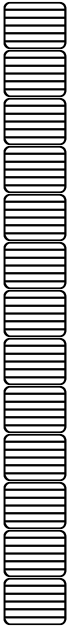


Q

Instead we picked 日. What shall we discard?

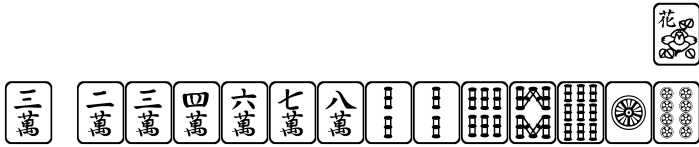




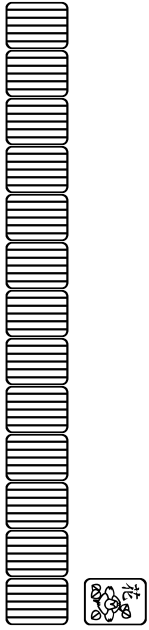
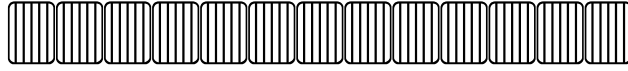


Handwritten card layout for a game:

- Top row: 西 (West), 八萬 (80,000), 南 (South)
- Center table: 南 (South), 67, 東 (East), 北 (North)
- Bottom row: 中 (Middle), 北 (North), 發 (80,000), 發 (80,000)
- Left side (vertical): 東 (East), 伍萬 (50,000), 萬 (10,000), 九萬 (90,000)
- Right side (vertical): 二萬 (20,000), 一萬 (10,000), 白 (White)



It looks more and more like All simples, so we don't have any use for . might still be useful for Mixed shifted/triple chows, so we can keep it for now.



Hand layout for the round:

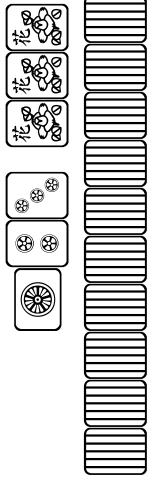
- West (西): 10000 (Wind), 8000 (Wind)
- South (南): 8000 (Wind), 8000 (Wind)
- East (東): 5000 (Wind), 2000 (Wind), 2000 (Wind), 1000 (Wind)
- North (北): 5000 (Wind), 5000 (Wind)

Center table (64):

- South (南): 64
- West (西): 64
- East (東): 64
- North (北): 64

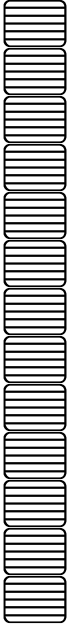
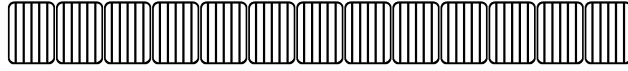
Bottom row (中北發發):

- 中 (Middle)
- 北 (North)
- 發 (Red)
- 發 (Red)



Q

East chowed our . Next time we picked . What shall we discard?



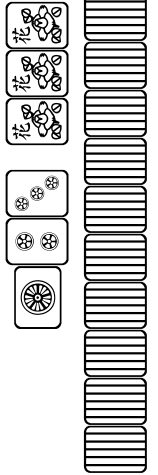
Hand of West: 西 (Wind), 八萬 (80,000), 南 (South)

Hand of East: 東 (Wind), 伍萬 (50,000), 伍萬 (50,000), 伍萬 (50,000), 伍萬 (50,000), 伍萬 (50,000)

Hand of South: 伍萬 (50,000), 伍萬 (50,000), 二萬 (20,000), 二萬 (20,000), 二萬 (20,000), 西 (Wind)

Hand of North: 中 (Middle), 北 (North), 發 (80,000), 發 (80,000)

Tableau: 南 (South), 西 (West), 64, 東 (East), 北 (North)



In order to continue with the plan of Concealed + All chows + All simples, I think the best discard is .





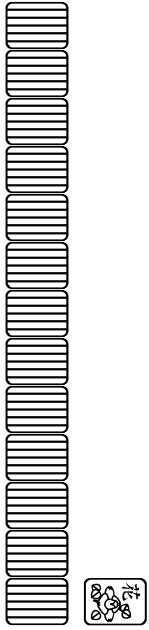
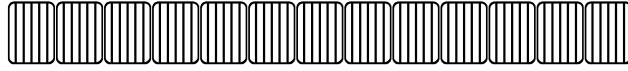
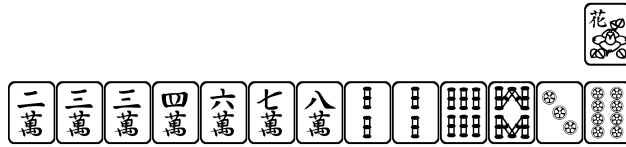
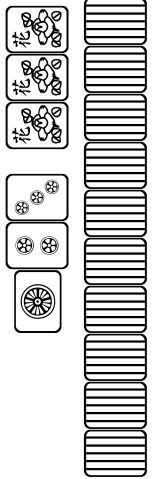


Diagram of a Mahjong hand and table layout:

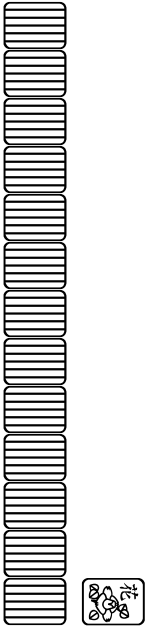
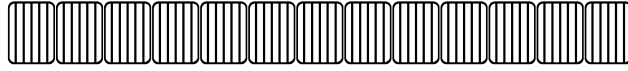
- Top Hand:** 六萬 (60,000), 七萬 (70,000)
- Table:** 西 (West), 南 (South), 東 (East), 北 (North). Center: 57.
- Left Hand:** 中 (Chung), 東 (Tong), 四萬 (40,000), 伍萬 (50,000), 六萬 (60,000), 七萬 (70,000), 八萬 (80,000), 九萬 (90,000)
- Right Hand:** 伍萬 (50,000), 日 (Sun), 二萬 (20,000), 西 (Sei), 發 (Fah)
- Bottom Hand:** 中 (Chung), 北 (Pei), 發 (Fah), 發 (Fah), 北 (Pei)



No, we need to keep the hand concealed in order to have enough points.



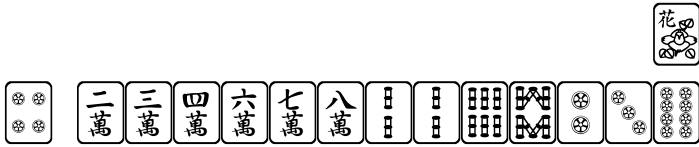
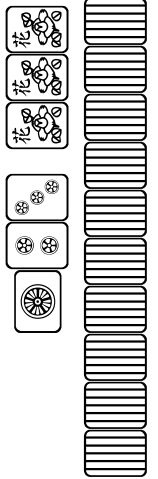





Hand of cards: 六萬, 七萬, 西, 八萬, 南, 伍萬, 日, 二萬, 日, 西, 中, 發, 發, 中, 四萬, 東, 伍萬, 南, 北, 西, 52, 東, 北, 中, 北, 發, 發, 北, 三萬

Tableau:

	南	
西	52	東
	北	



Q

We picked . What shall we discard, and do we have enough points to win on a discard?





# Scores after hand 4

## UPPSALA MAHJONG

Round  Table



Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winer (1-4)	Discard (1-4)	Score	Score	Score	Score	chk	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	4	13	1	3	37	-8	-21	-8	X	
	Total				-8	-58	-3	69	X	
	5				南	東	北	西		
	Total									
West	6									
	Total									
	7									
	Total									
North	8									
	Total									
	9				北	西	東	南		
	Total									
North	10									
	Total									
	11									
	Total									
North	12									
	Total									
	13				西	北	南	東		
	Total									
North	14									
	Total									
	15									
	Total									
North	16									
	Total									
	Penalties									
	Total									
Table points										

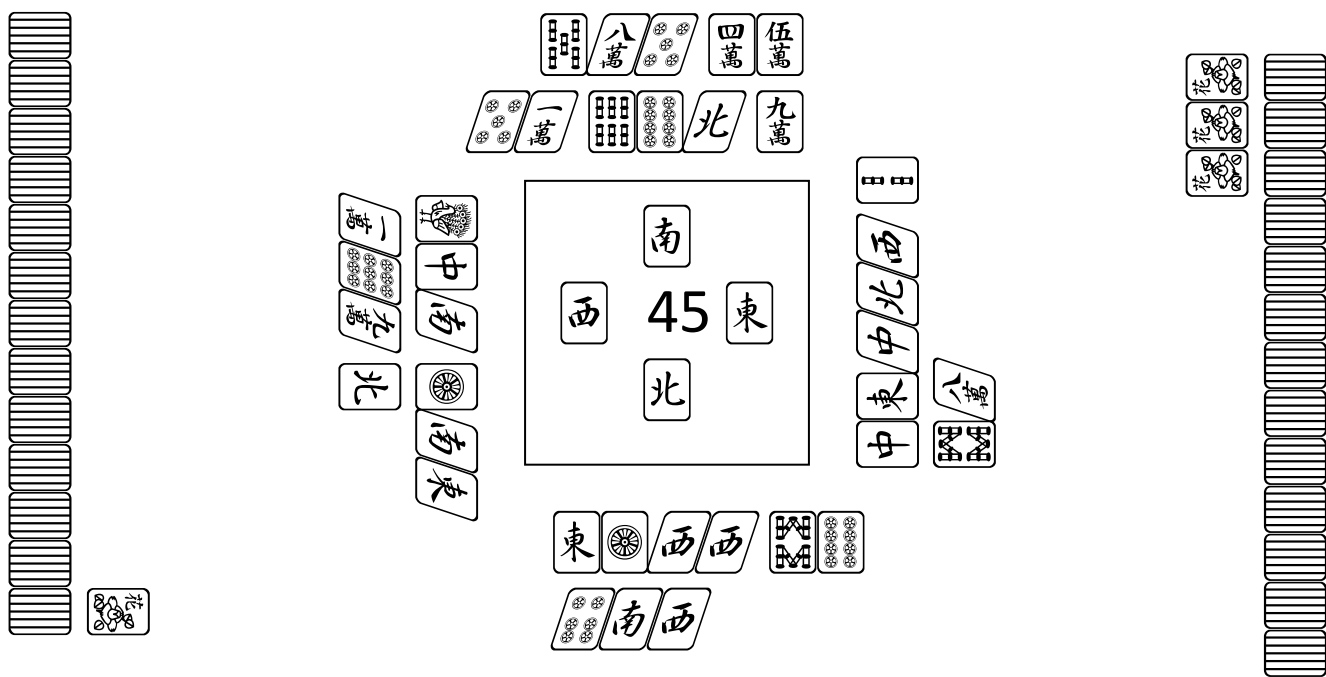
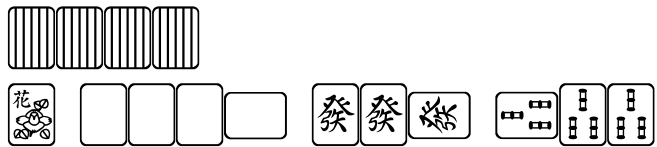


# Hand 5

北 in 南 Round

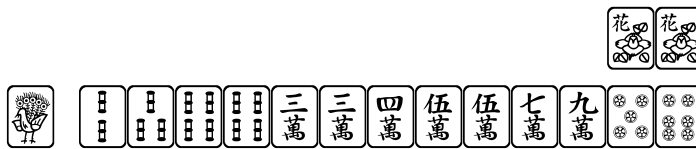
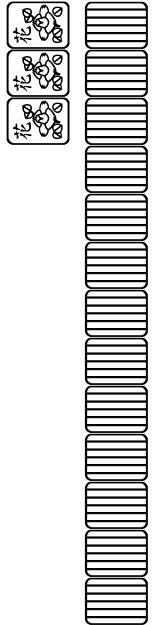
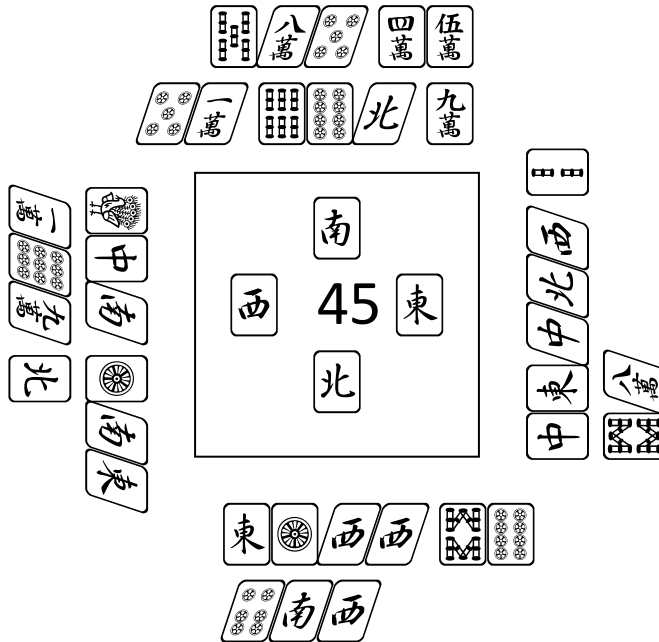
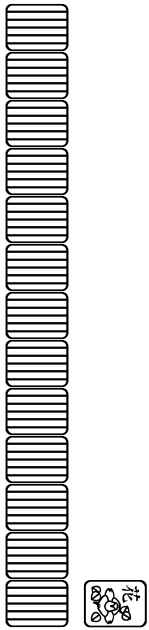
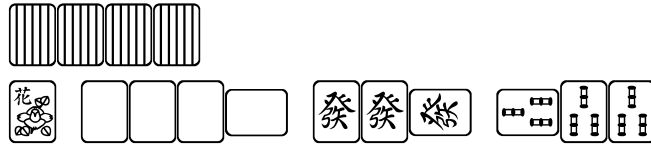









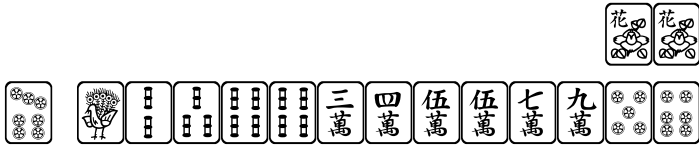
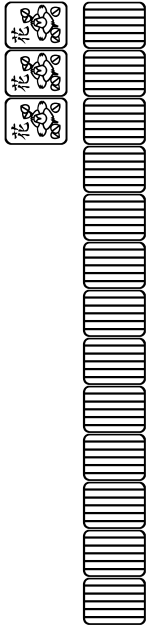
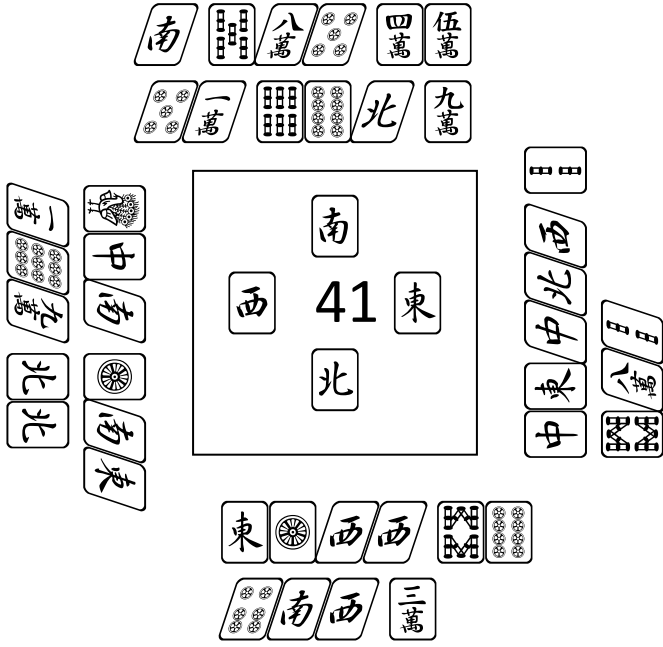
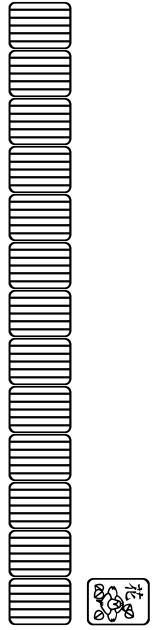
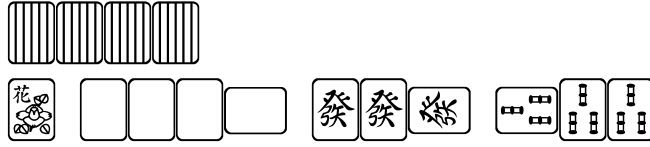


Q

We discarded . After three more rounds we picked . The bad news is that South has made a kong and a pung . What is your opinion of the situation?



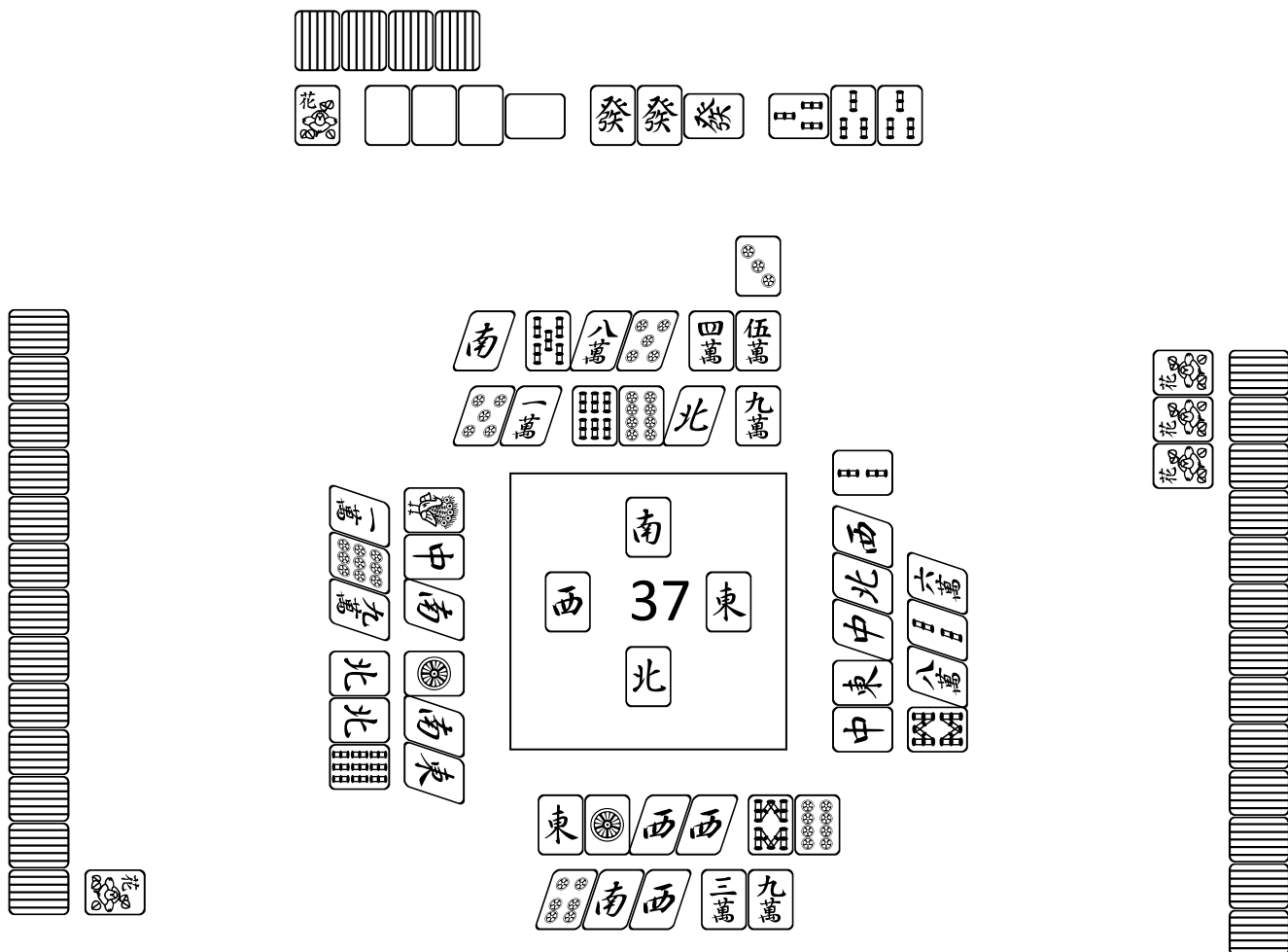
South is obviously very close to Mahjong now. However, it does not look like Half flush, but instead one voided suit is quite likely. In any case the hand will not be very expensive. We want to get rid of  and , and both look quite safe against South. The extra  can be used in a chow , but the extra  is not really useful, so we can discard it first.






Q

We discarded 三 and the next time we picked 田. What shall we do now?

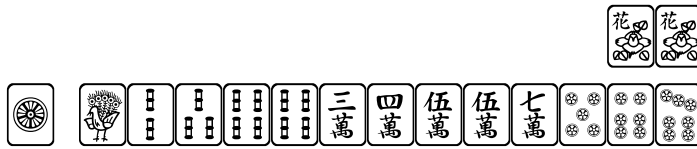
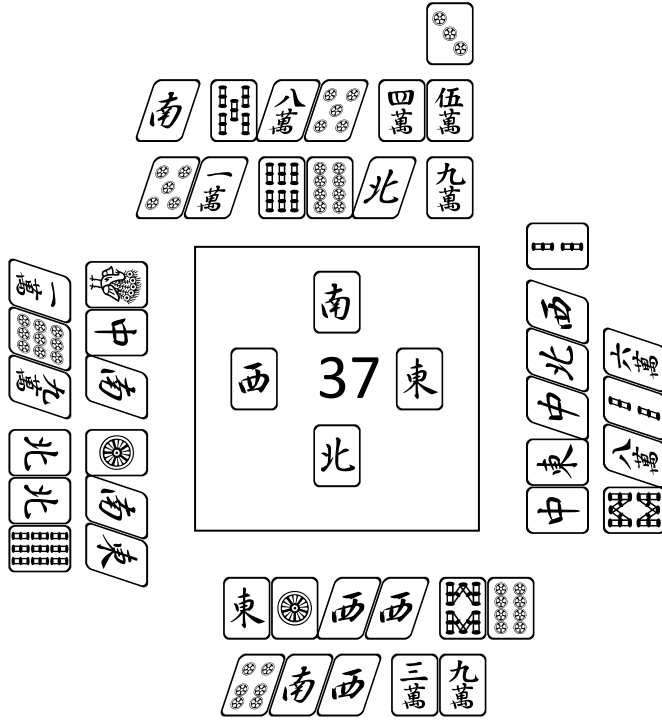
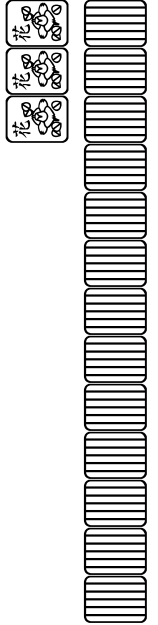
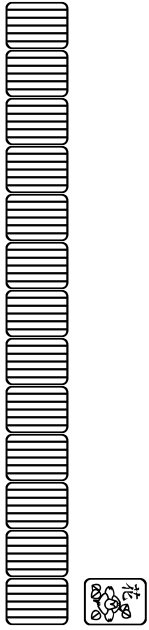
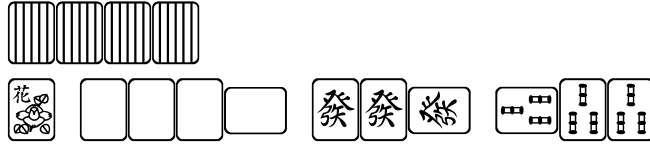





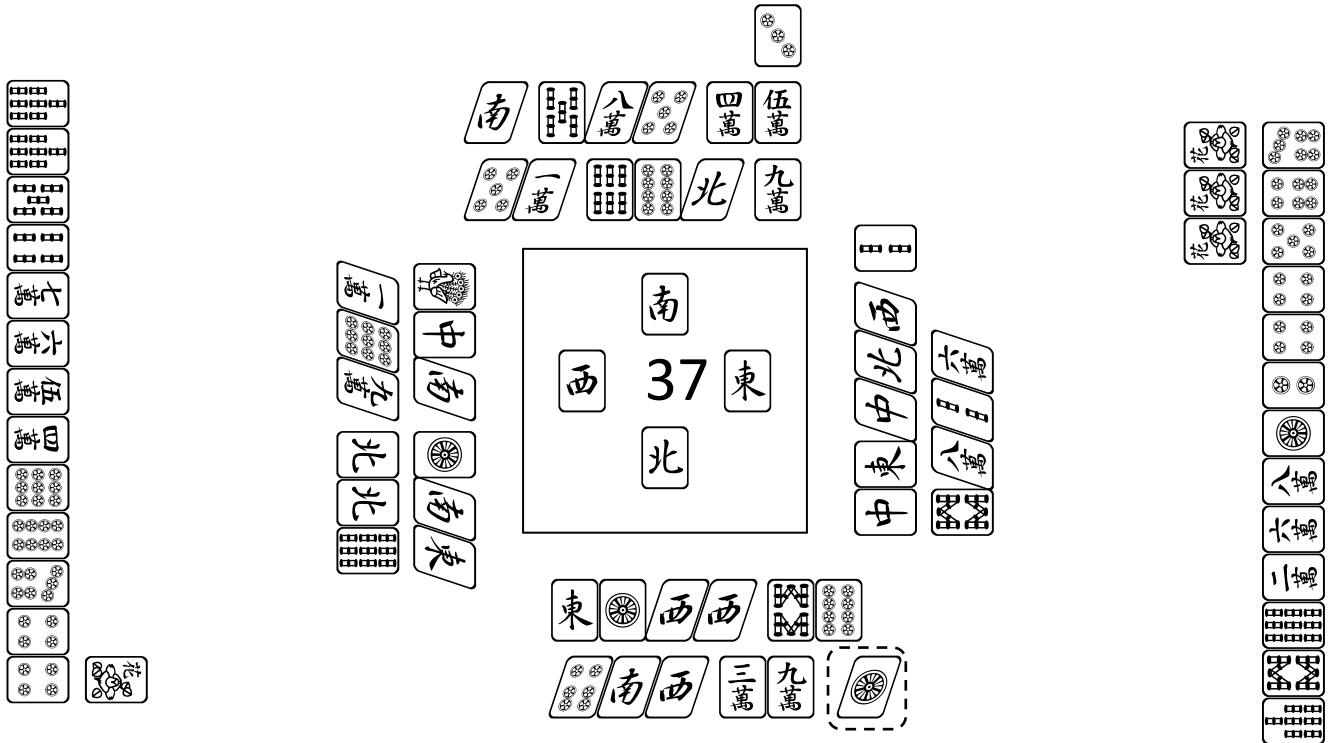
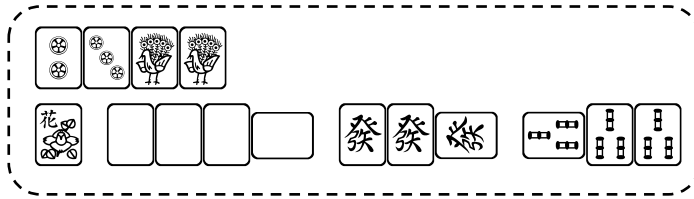
Q


We discarded  and then East discarded , but we could not make Mahjong since we only have 6 points. Next time we picked . What shall we do now?














 is a dangerous tile, but at least we know that it will not be very expensive if South makes a Mahjong. Let's gamble and discard it.



Wrong decision! South called Mahjong on our .

**Analysis:** In retrospect, there are several things that indicates that  is a dangerous tile. South has three main options: Half flush, All pungs, Two dragons + small points. It does not look like Half flush since South has discarded  and  at an early stage. If South is going for small points, then Voided suit is very likely, and in that case, it looks like Characters since South discarded  and  after another (before making the kong). If South has anything in Dots, then it is probably not in the neighborhood of  and , since those were discarded early. The only remaining tiles are  ! Elementary my dear Watson, as Sherlock Holmes would have said. Or is this conclusion too much guided by the view of all hands...?

# Scores after hand 5

## UPPSALA MAHJONG

Round  Table

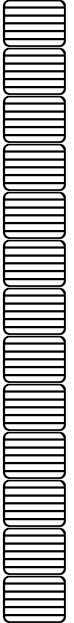
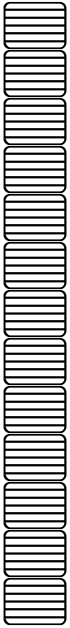
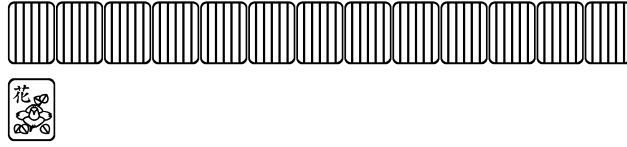


Player 1  Player 2  Player 3  Player 4  (Only names needed)

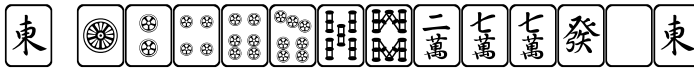
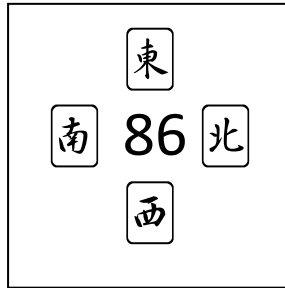
Round	Hand	Value	Winnor (1-4)	Discarder (1-4)	Score	Score	Score	Score	Bank	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	
	6									
	Total									
	7									
North	Total									
	8									
	Total									
	9				北	西	東	南		
East	Total									
	10									
	Total									
	11									
South	Total									
	12									
	Total									
	13				西	北	南	東		
West	Total									
	14									
	Total									
	15									
North	Total									
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

# Hand 6

西 in 南 Round

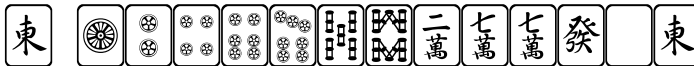
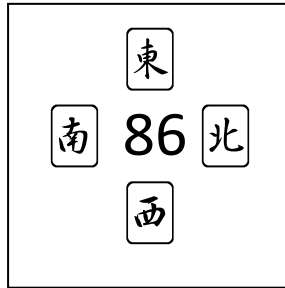
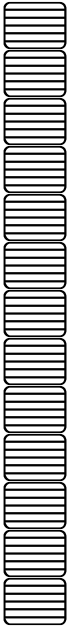
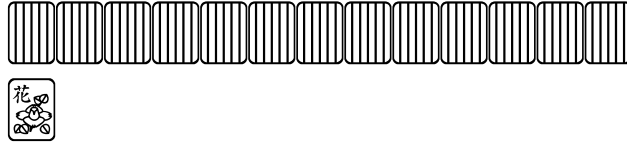



酬)

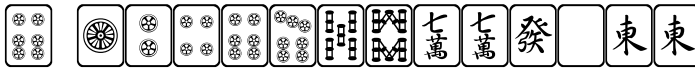
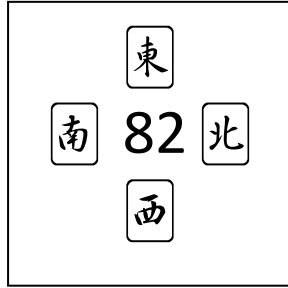
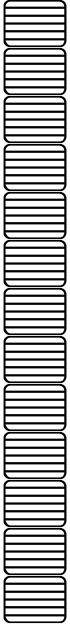
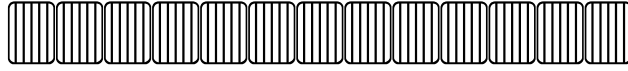


Q

What is your opinion of the starting hand? What is the plan and what shall we discard?

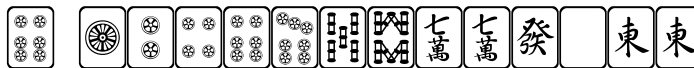
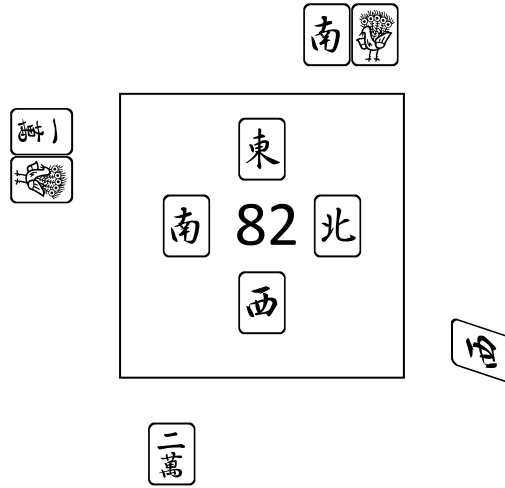
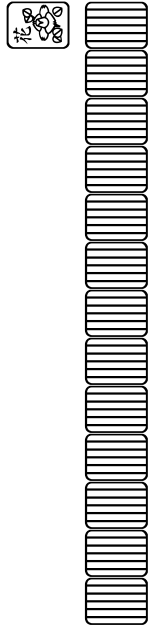
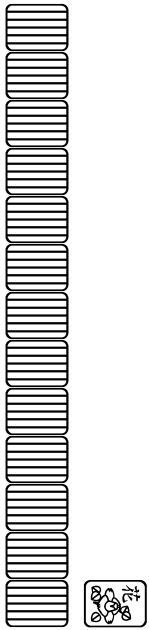


We have some possible plans: All types, Chicken hand, Pure straight. The tile that fit the least into any of those is , so we start by discarding that.



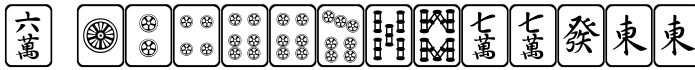
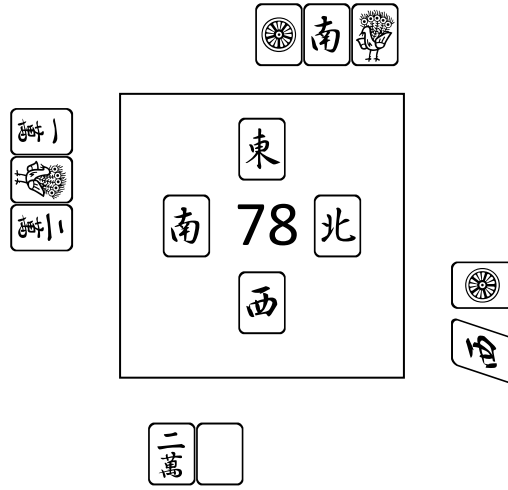
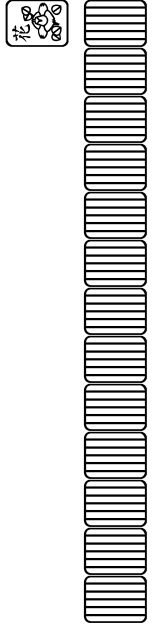
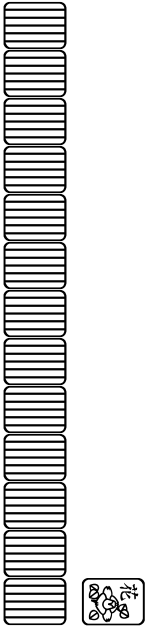
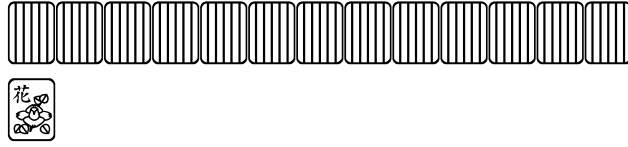
Q

We discarded and then we picked . What shall we do now?



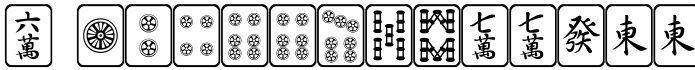
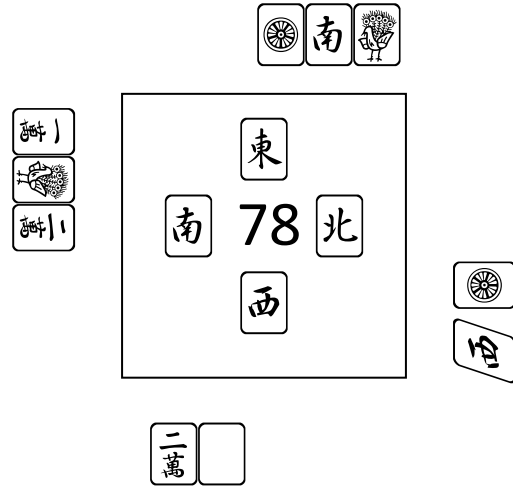
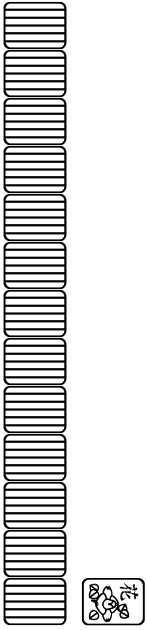
Many players would go for All types in a situation like this where we have a pair in winds or dragons, but we are quite far away from Mahjong if we do that. We can discard a dragon and see what happens. Then it will not be so obvious if we decide to go for All types later.



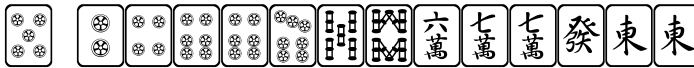
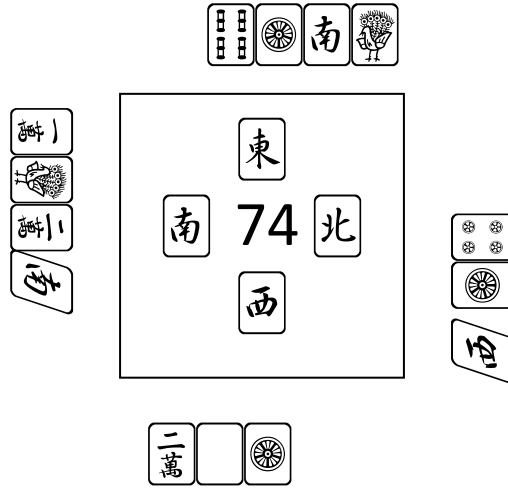
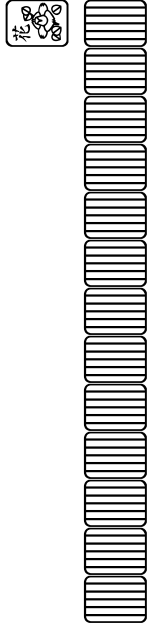
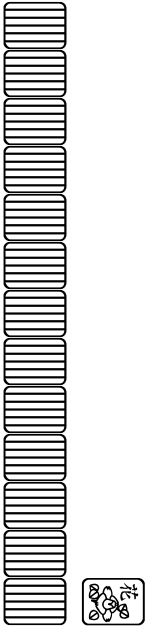


Q

We discarded  and then we picked . What shall we do next?

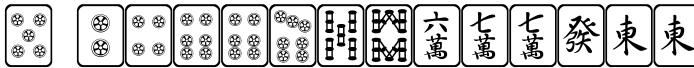
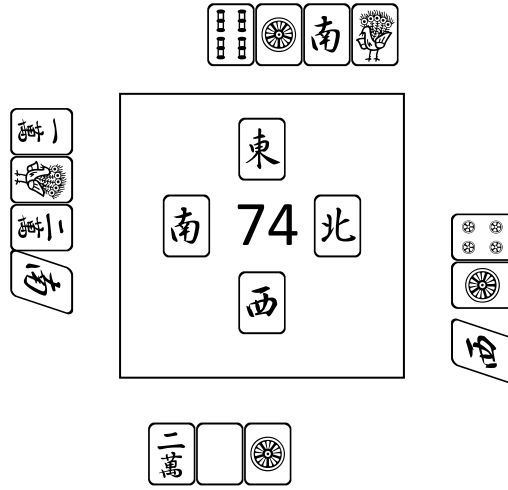
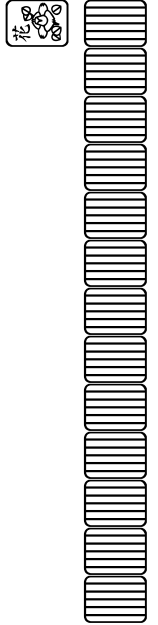
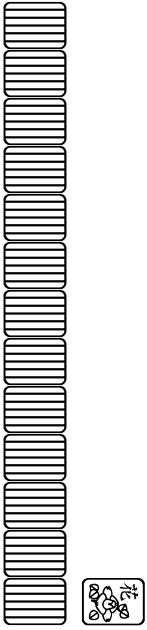


We don't really have any use for , so we can discard it before we decide to discard the second dragon.

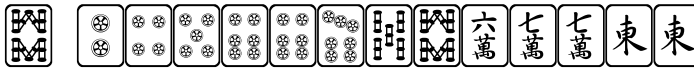
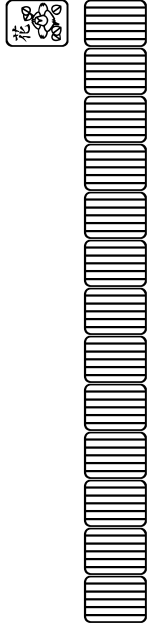
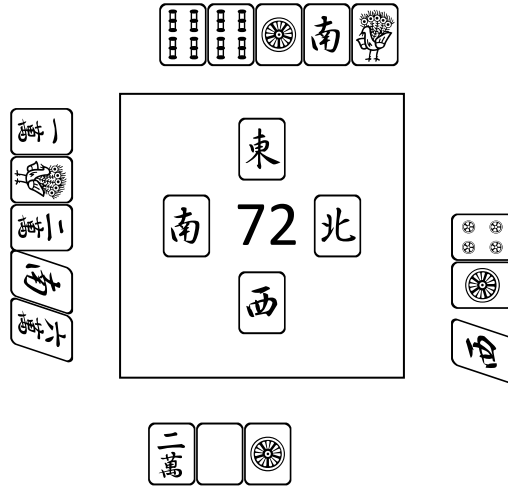
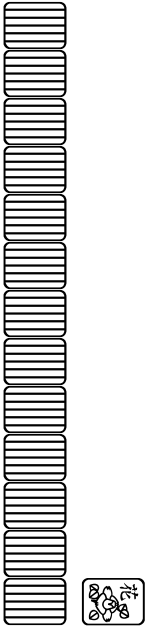
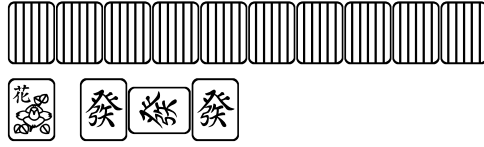


Q



We discarded  and then we picked . Is it time now to discard , or shall we wait further?

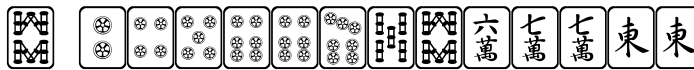
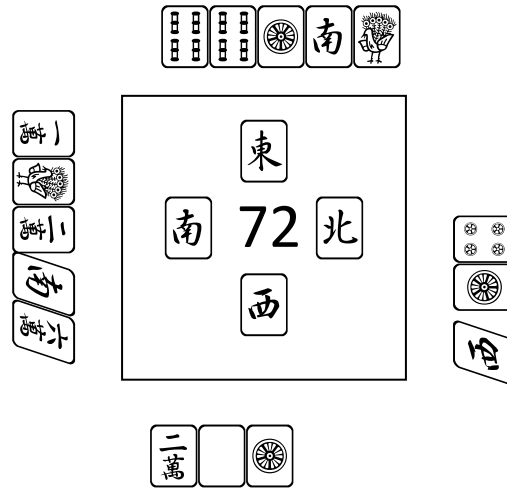
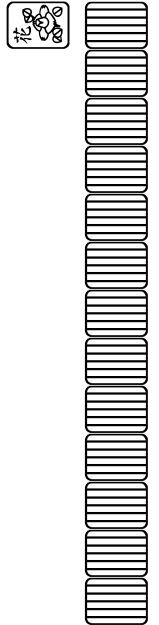
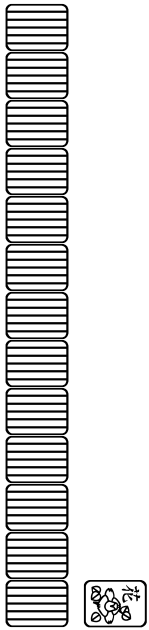
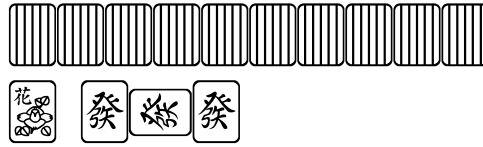


We have too many useful Dots to go for All types (but too few for half flush), so I think it is time to discard 發 now.



Q

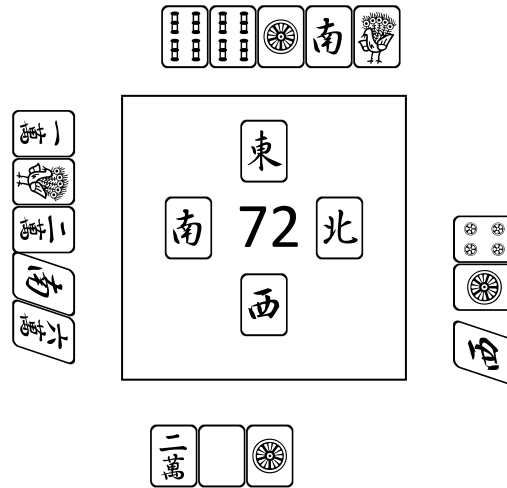
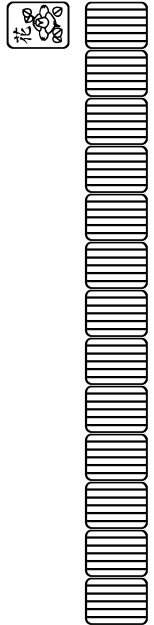
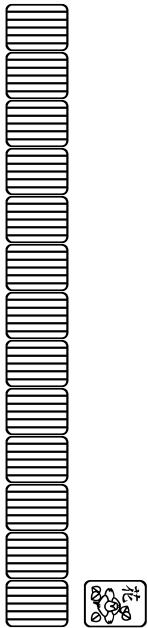
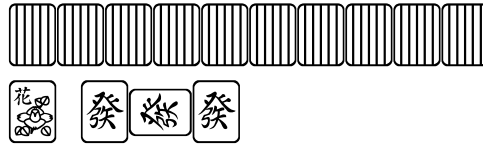
We discarded  and East called pung. Next time we picked . What shall we do now?



We have several different options:

- 7 pairs. 3 tiles away. Need to pick the first two ourselves.
- Pure shifted chows. 4 tiles away. Need to pick or chow 3 specific tiles and make a side combination.
- Mixed shifted/triple chows. 4 tiles away. We can chow or or pick to improve the hand. We need to make sure that we have enough points.
- Chicken hand. 4 tiles away. We can chow or or pick to improve the hand. We can also pung or . We need to make sure that the hand is not concealed.

(continued on the next page)

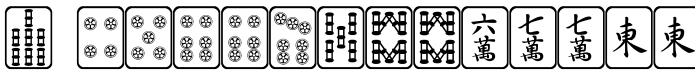
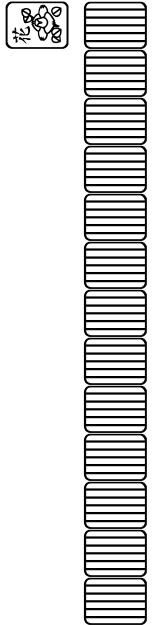
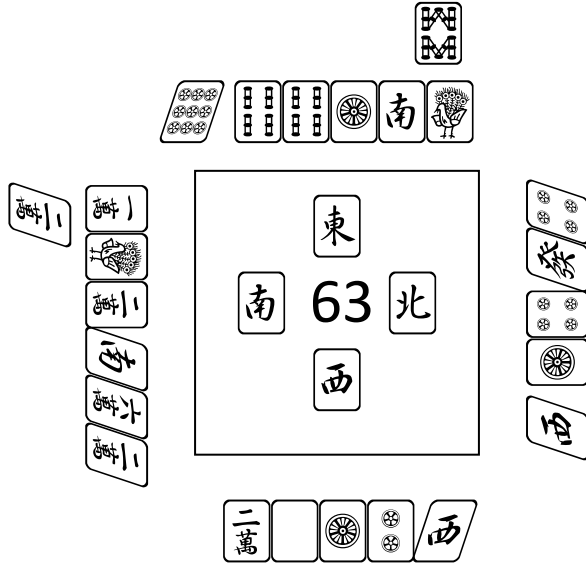
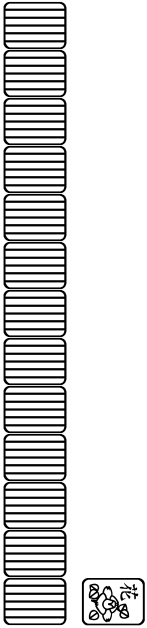
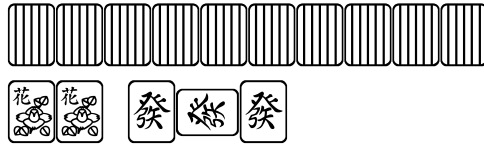


(cont)




These tiles are candidates to be discarded:

- keeps the possibility of 7 pairs and Pure shifted chows. Decreases the chance for Mixed shifted/triple chows.
- destroys the possibility of Pure shifted chows.
- destroys the possibility of 7 pairs and Chicken hand.
- destroys the possibility of 7 pairs and decreases the chance for Chicken hand.

When considering the options I think we should mainly focus on the odds for the different possibilities and not look the differences in points. Speed is more important than a slightly higher value. Therefore, the best option is to discard in this situation.



Q

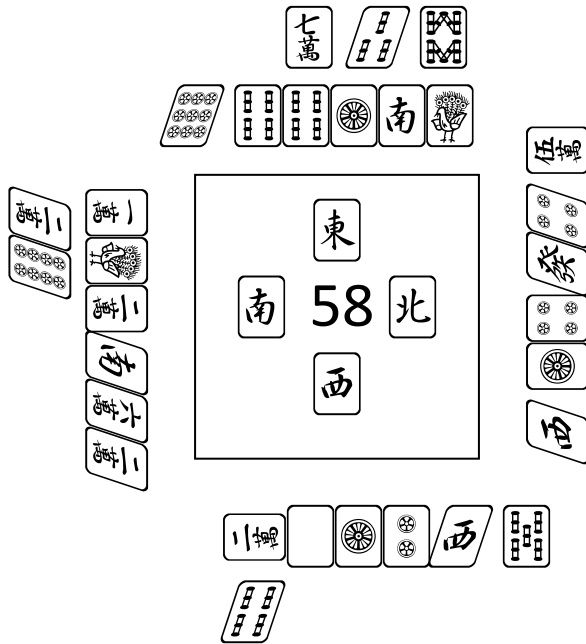
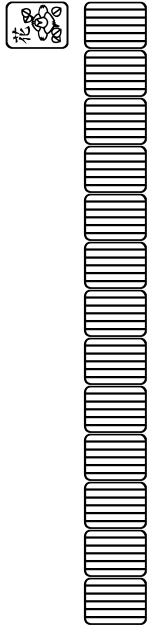
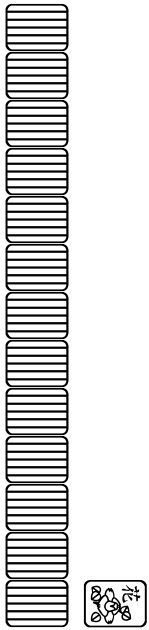
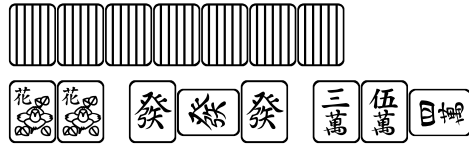
We discarded  and the next time we picked , which we let go immediately. Then we picked . What shall we do now?









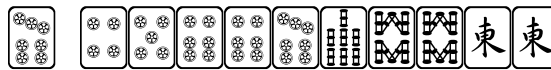
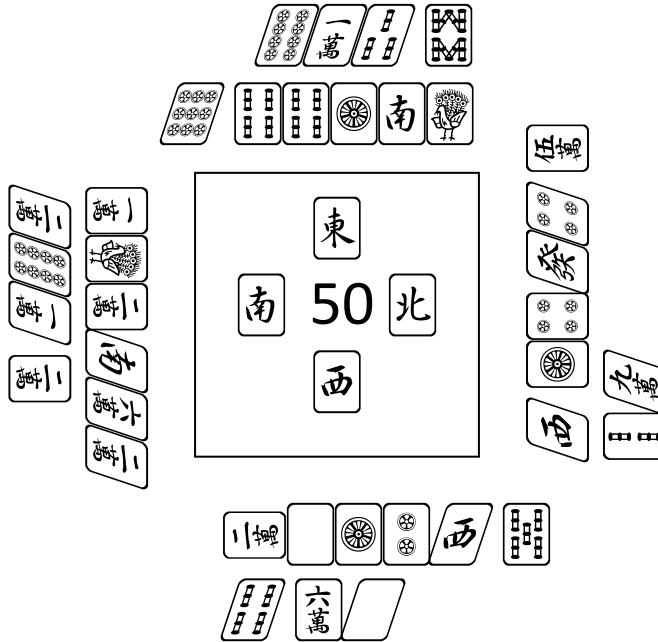
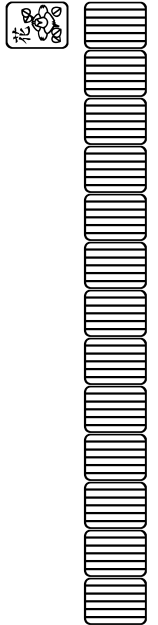
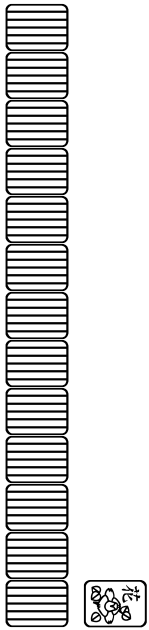
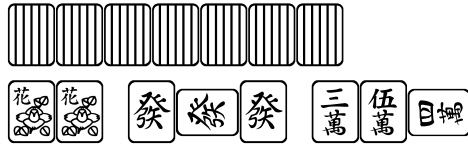













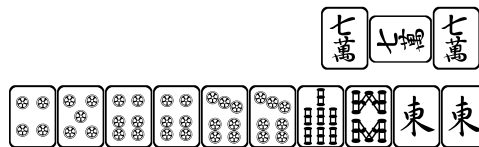
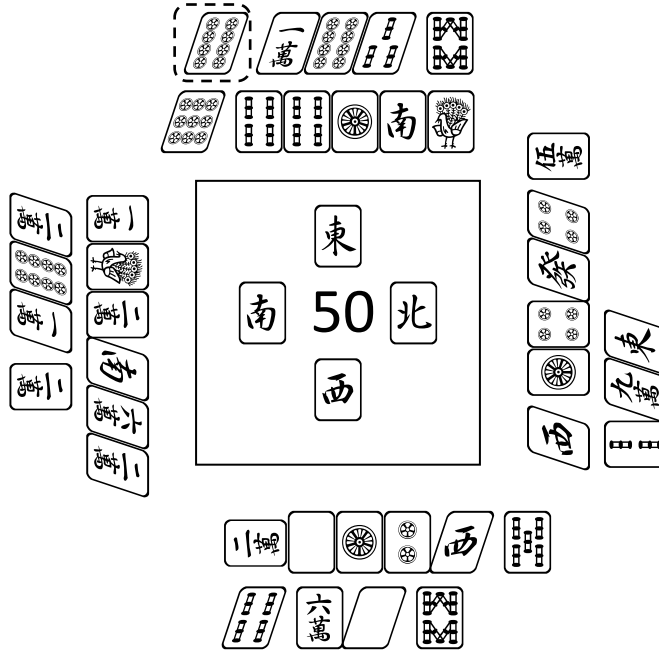
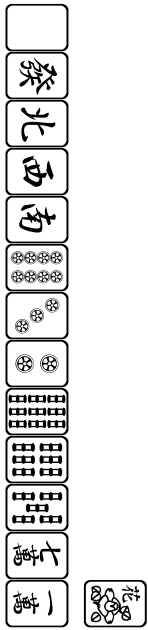
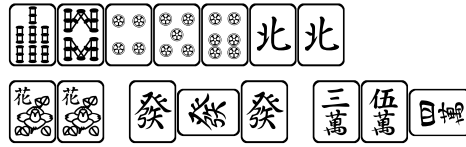




Yes, this is a good opportunity to make the pung, discard  and go for a Chicken hand. Then we will have 5 different tiles that will give us a wait: . The best would be  or  which will give us a double-sided wait. Now we have locked ourselves to a specific path and the only thing that can make us change our minds is if we draw tiles that seem very dangerous.





We can discard ,  or  and still be one away from waiting. If we discard , then we need to pung the last  and there are only 8 physical tiles left to improve the hand. If we discard  then there are 14 physical tiles left, and if we discard  there are 15 physical tiles left.  is also safer since East has recently discarded it. Thus, the best discard is .



We discarded , but unfortunately the game ended when East discarded  and North made a Mahjong with a Mixed straight.

**Analysis:** We had several options, but none of them let us come to a wait. How you play this type of hand is much a matter of playing style. Some players would early decide to go for either All types or Half flush, but in my opinion, you would then often end up with a rather obvious hand.

# Scores after hand 6

## UPPSALA MAHJONG

Round  Table



Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discard (1-4)	Score	Score	Score	Score	desk	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7									
North	Total									
	8									
	Total									
	9				北	西	東	南		
East	Total									
	10									
	Total									
	11									
South	Total									
	12									
	Total									
	13				西	北	南	東		
West	Total									
	14									
	Total									
	15									
North	Total									
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

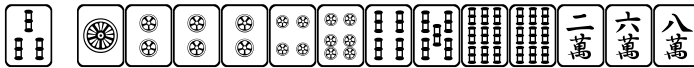
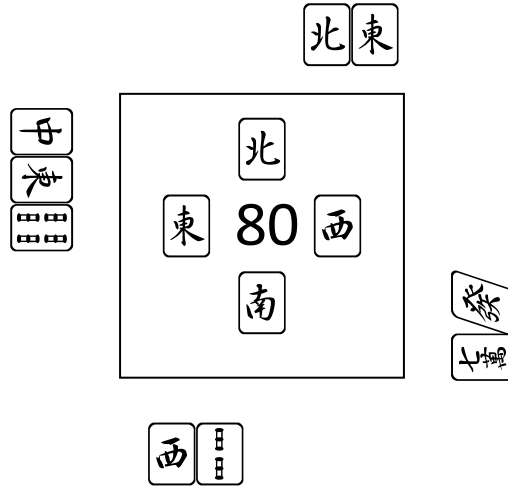
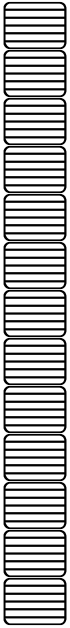


# Hand 7







南 in 南 Round





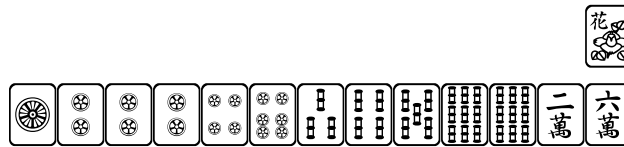
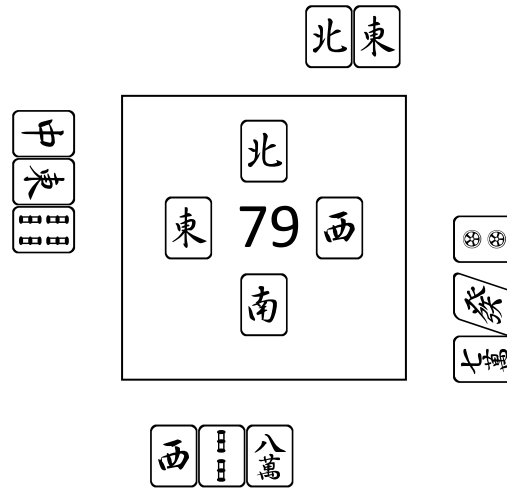
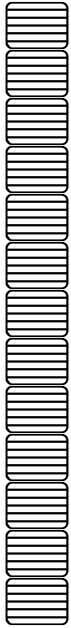
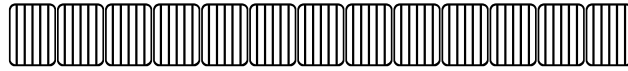


Q

We discarded  and the next time we picked . The last time the choice was between    . Are these still the candidates, or are there more? What is the best plan now?







You should never make a kong if you don't have a good reason why. In many cases you will open your hand, decrease your possibilities and give information to your opponents. However, the current situation is an exception. We are aiming for Mixed shifted chows and we are currently missing one point. By making the kong, we are guaranteed to have at least 8 points if we get the Mixed shifted chows.





# Scores after hand 7

## UPPSALA MAHJONG

Round  Table

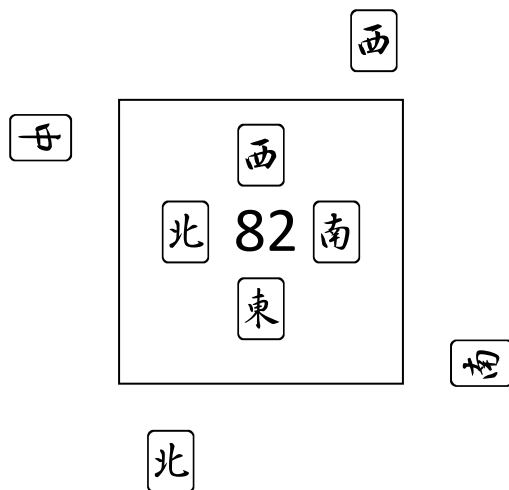
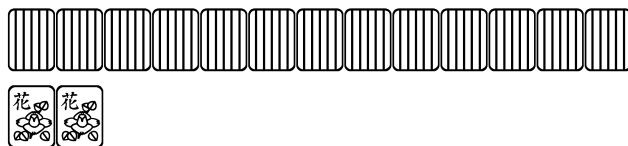


Player 1  Player 2  Player 3  Player 4  (Only names needed)


Round	Hand	Value	Winer (1-4)	Discarder (1-4)	Score	Score	Score	Score	Bank	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	
	8									
	Total									
	9				北	西	東	南		
East	Total									
	10									
	Total									
	11									
South	Total									
	12									
	Total									
	13				西	北	南	東		
West	Total									
	14									
	Total									
	15									
North	Total									
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

# Hand 8

東 in 南 Round

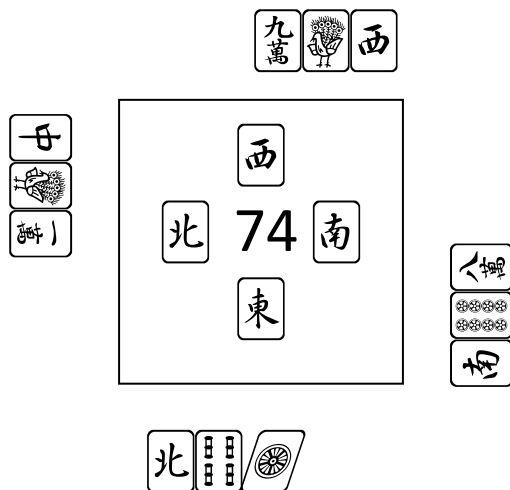
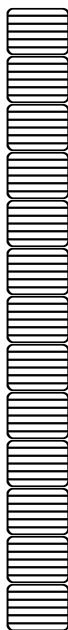
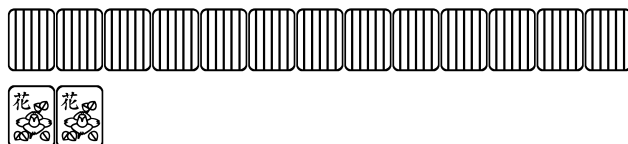


Q

We started by discarding our only honor tile, and the next time we picked . What possible plans do we have and what shall we discard?





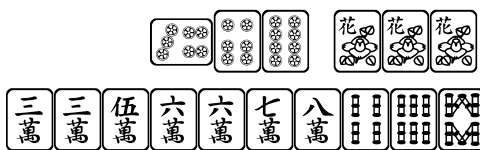
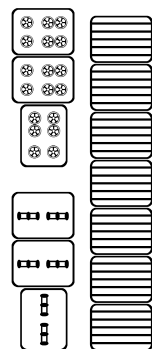
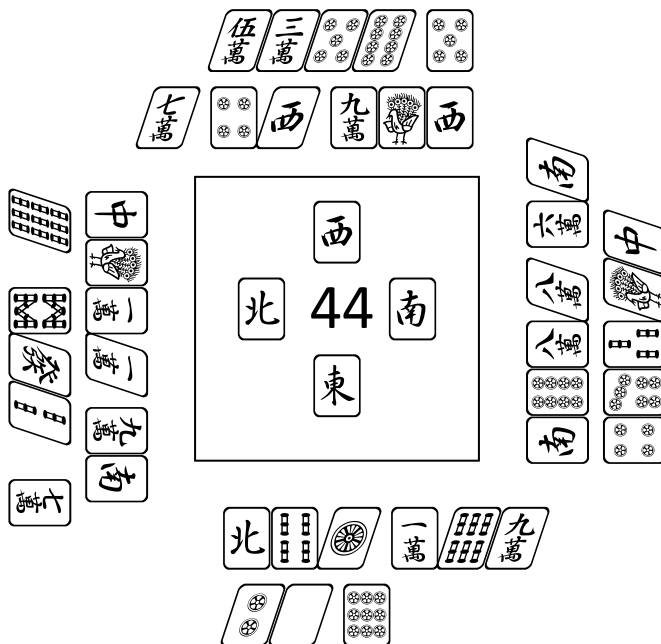
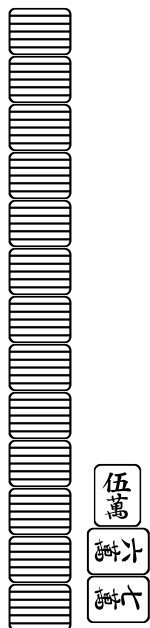
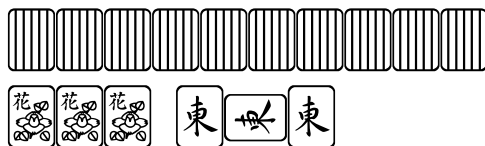


The best option is still the Mixed shifted chows . If we discard , we give up the possibility of Pure straight or Pure shifted chows, or as side combination, but instead we get the possibility to do Mixed triple chows with or on the side, i.e., we get 3 extra physical tiles that we can use for our side combination. There are also the possibilities to pung or as a side combination, so has still value. Therefore, is the best discard.



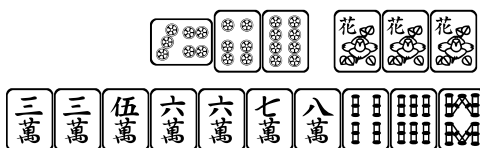
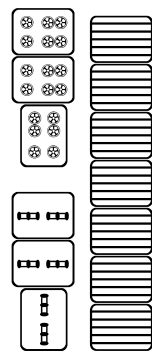
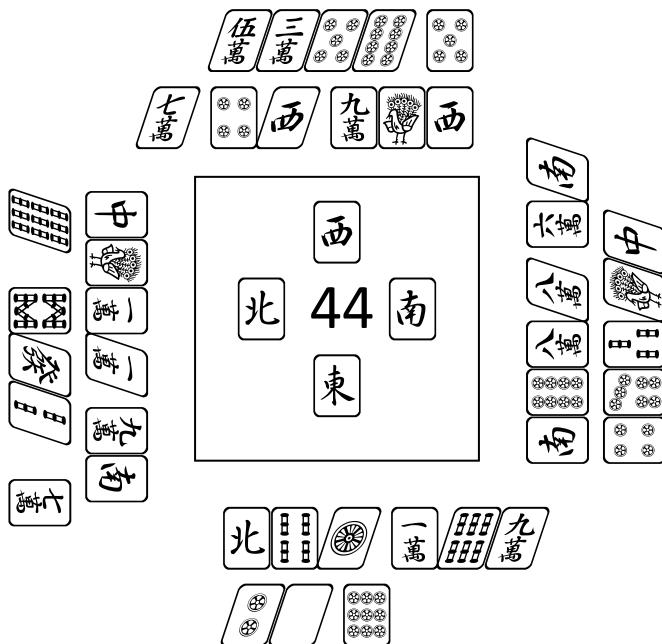
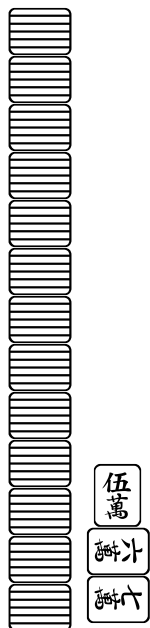
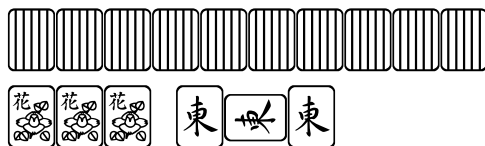






Q

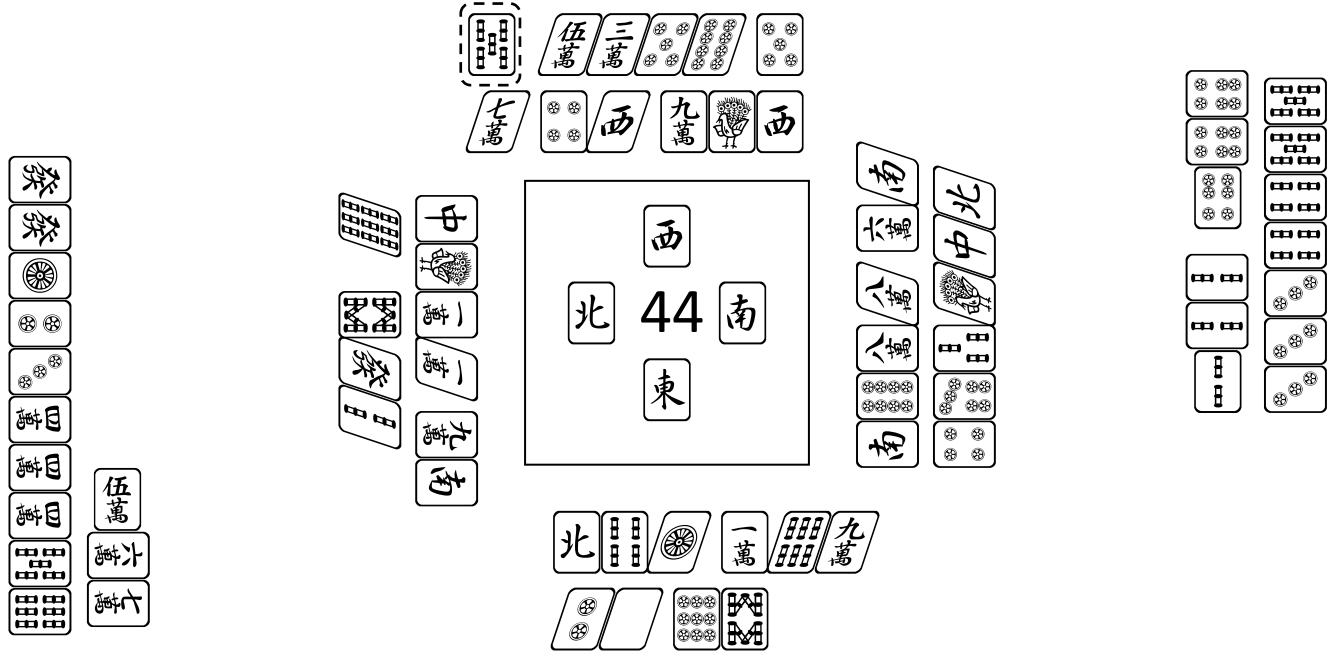
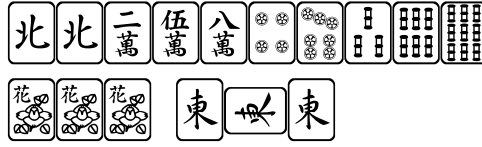
We made the chow and discarded , which was punged by South. The next time we picked and discarded it immediately (we still want to hide that we had a choice before to make a chow with ). South punged also our . The following round we picked and discarded , and then we picked , which might be useful, so we let go of the . Then North discarded . Shall we make a chow, and in that case as or and what shall we discard?



This is not a trick question – but rather an example of how small decisions can increase your chances slightly. In this case there is no difference strictly mathematically if you make the chow or , but it affects how the opponents view our hand. If we decide to discard and wait for , then it is better for us to have and on the table, than and . In the same way if we decide to discard and wait for , it is better to have and on the table instead of and . One important detail is that we cannot hesitate regarding which tiles to put on the table after we have called ‘Chow’, and that we should have sorted the tiles in advance so that we can make both chows by picking tiles next to each other, e.g. sorting instead of . So which chow shall we make?

(continued on the next page)





We made the chow and discarded . This gave us an immediate reward since West discarded for us to make Mahjong.

**Analysis:** South also could have made Mahjong on , but we were the first in turn. If we had discarded , then both South and North could have made Mahjong! In this hand some small details could become quite important, e.g. how you sort the tiles in order to chose which chow to put on the table without giving away information, and the importance of not hesitating when doing it. It is also interesting to note the we initially decided to discard , but later when the hand had changed, became an important tile.

# Scores after hand 8

## UPPSALA MAHJONG

Round  Table

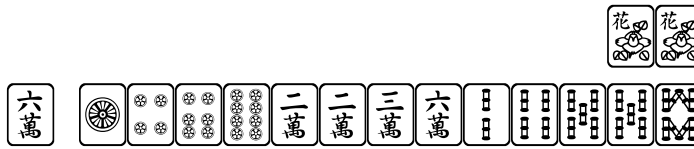
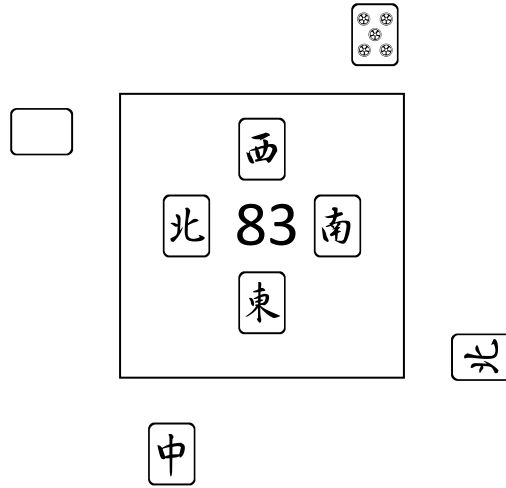
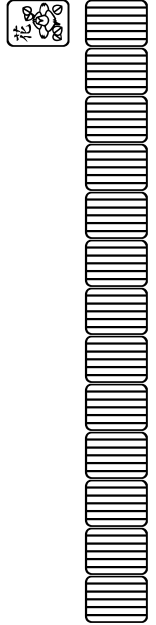
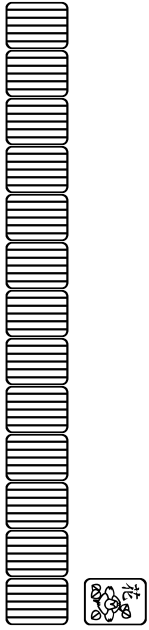
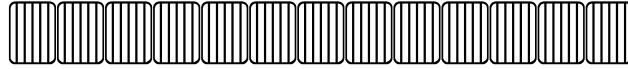


Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discarder (1-4)	Score	Score	Score	Score	Bank	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 <input type="text" value="東"/>
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	 <input type="text" value="東"/>
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	 <input type="text" value="東"/>
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	 <input type="text" value="東"/>
	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9				北	西	東	南		
East	Total									 <input type="text" value="東"/>
	10									
	Total									
	11									
South	Total									 <input type="text" value="東"/>
	12									
	Total									
	13				西	北	南	東		
West	Total									 <input type="text" value="東"/>
	14									
	Total									
	15									
North	Total									 <input type="text" value="東"/>
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

# Hand 9

東 in 西 Round

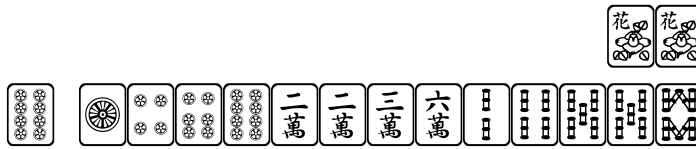
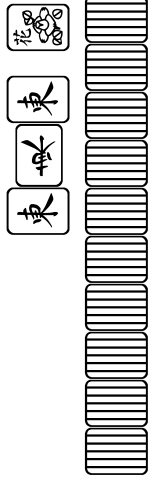
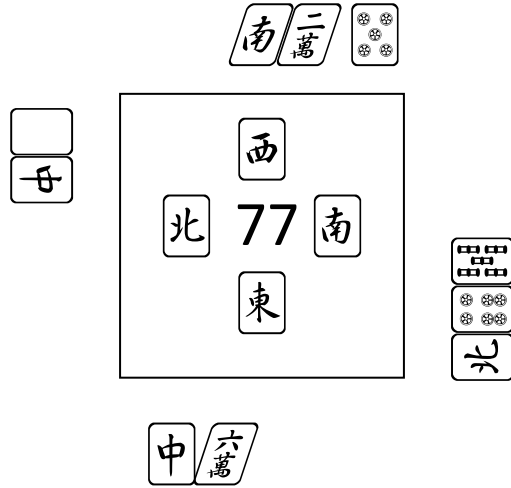
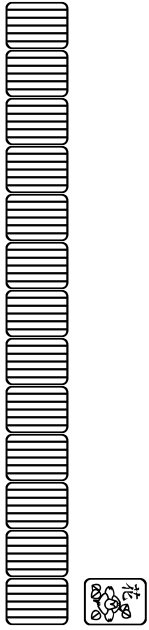
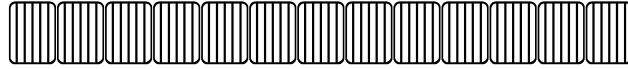


Q

We started by discarding our only honor tile 中. The next time we picked 六萬. What possible plans do we have, and what shall we discard?

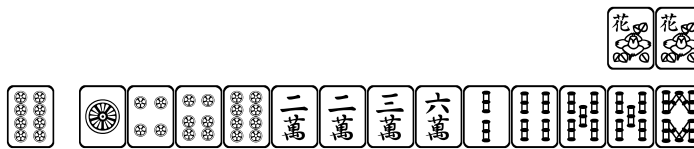
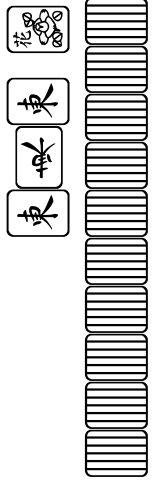
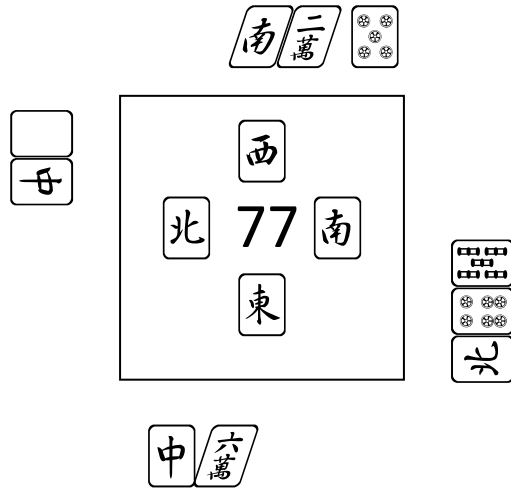
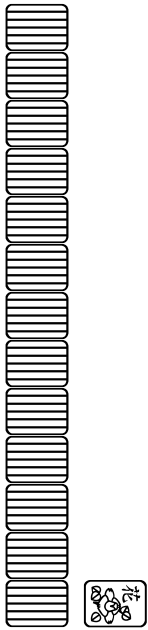
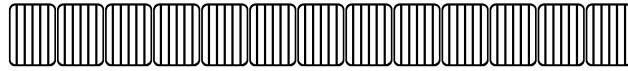






Q

We discarded [六萬]. Then North discarded [東] and South made a pung. Next time we picked a second [三萬]. Is that useful to us? Which tiles would be useful for us to call or pick ourselves?



The following tiles would improve our hand:

- Pick/chow or and discard or .
- Chow and discard or .
- Pick and discard , , or .
- Pick and discard .
- Pick and discard or .

If we pick , then we should rather use it for the Knitted straight than in the side combination, so therefore it could be better to discard and keep the pair to be able to make a pung in either or . Thus, the best discard is .



# Scores after hand 9

## UPPSALA MAHJONG

Round  Table

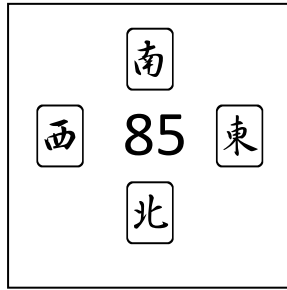
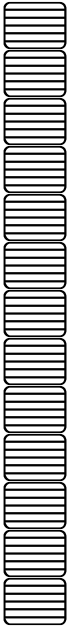
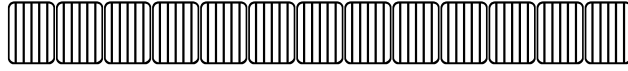


Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discard (1-4)	Score	Score	Score	Score	clock	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 東
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	 東
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	 東
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	 東
	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
East	Total				60	-53	-5	-2	X	 東
	10									
	Total									
	11									
South	Total									 東
	12									
	Total									
	13				西	北	南	東		
West	Total									 東
	14									
	Total									
	15									
North	Total									 東
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

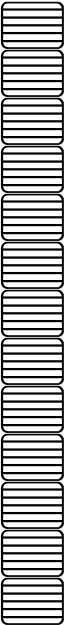
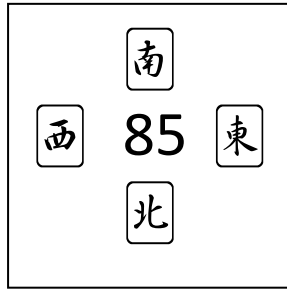
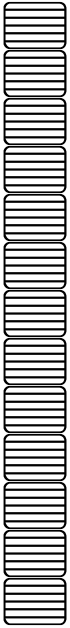
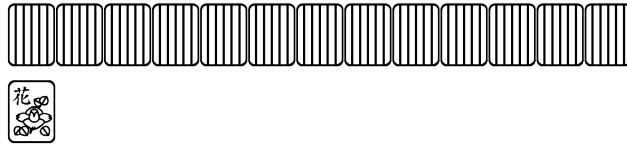
# Hand 10

北 in 西 Round



Q

What is your opinion of the starting hand? What shall we discard?

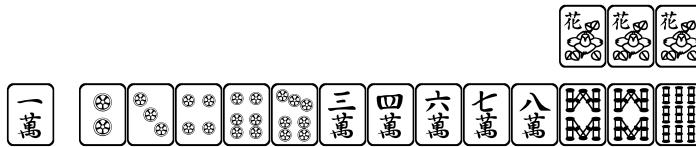
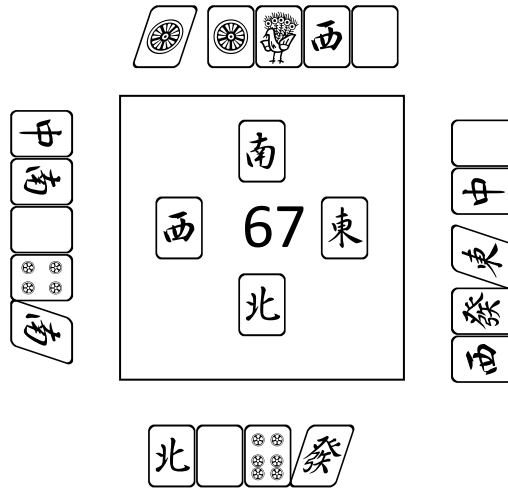
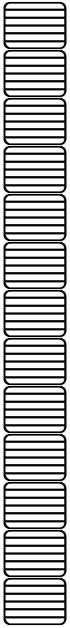


We have many options of building a chow-based hand, e.g. Mixed shifted chows, Mixed straight or a Concealed hand + All chows + All simples. I think it is best to discard our honor tiles first and see how the hand develops.






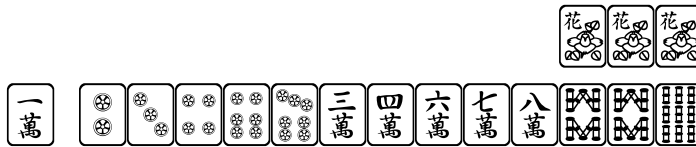
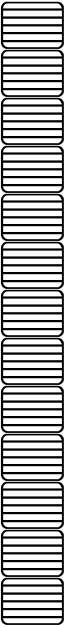
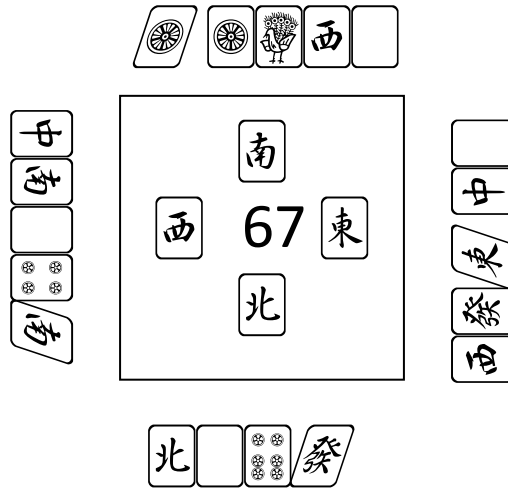
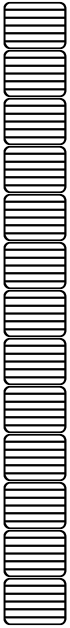


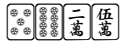




Q

We discarded  and after having picked and immediately discarded , we picked . Is that tile useful to us? Are there any tiles that we can pick or call that would make us change the main plan of doing Concealed hand + All chows + All simples?



No, there are no tiles that could make us change the plan – unless anything becomes obviously dangerous. We hope to pick any of  to get to a wait. We don't want to chow any of those tiles, since then we would not have enough points.



# Scores after hand 10

## UPPSALA MAHJONG

Round  Table

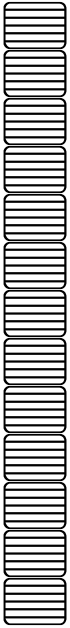
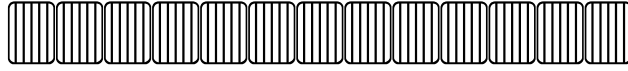


Player 1  Player 2  Player 3  Player 4  (Only names needed)

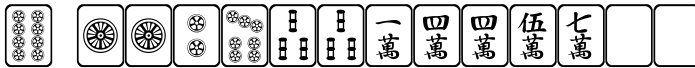
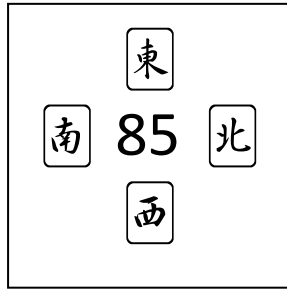
Round	Hand	Value	Winnor (1-4)	Discard (1-4)	Score	Score	Score	Score	clock	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 東
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	 東
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	 東
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	 東
	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
East	Total				60	-53	-5	-2	X	 東
	10	11	2	4	-8	35	-8	-19		
	Total				52	-18	-13	-21	X	
	11									
South	Total									 東
	12									
	Total									
	13				西	北	南	東		
West	Total									 東
	14									
	Total									
	15									
North	Total									 東
	16									
	Total									
	Total									
Penalties										
Total										
Table points										

# Hand 11

西 in 西 Round

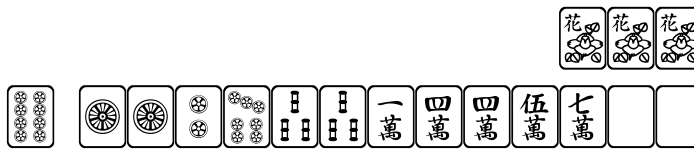
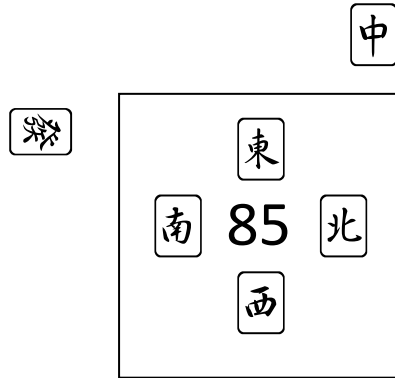
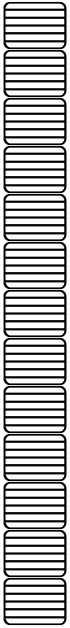
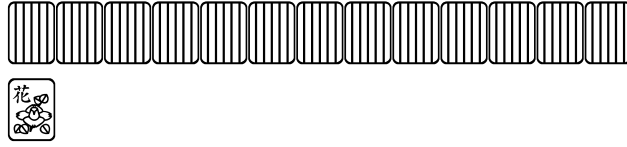


中



Q

What is your opinion of the starting hand? What shall we discard?

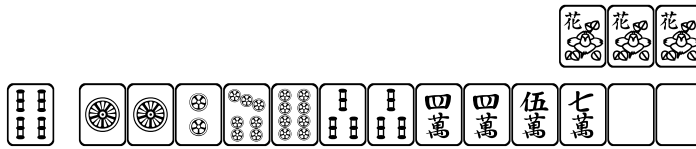
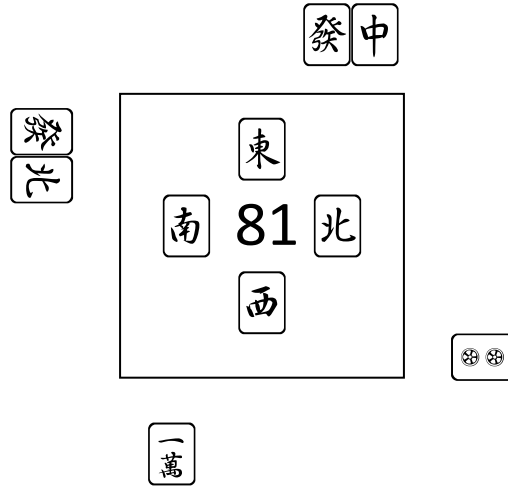
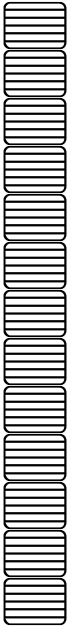
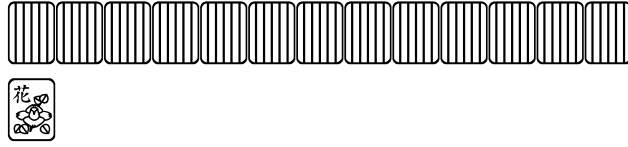


Here is an analysis of our options:



- 7 pairs. 3 away. Need to pick the first two. Can discard .
- Chicken hand. 4 away. Need two pungs and 2 chows. Wait for a pung. Discard .
- Knitted straight + pair + chow/pung. 4 away. Need 3 specific tiles + a double-sided chow. Discard .
- All pungs. 5 away. Can call 4 pungs. Discard .
- Mixed straight/shifted chows. 5 away. Need 3 chows and pick or . Discard .
- All types. 6 away. Need to pick winds and make chows/pungs. Discard .

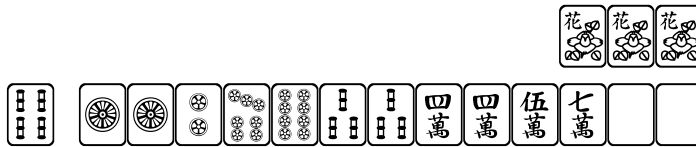
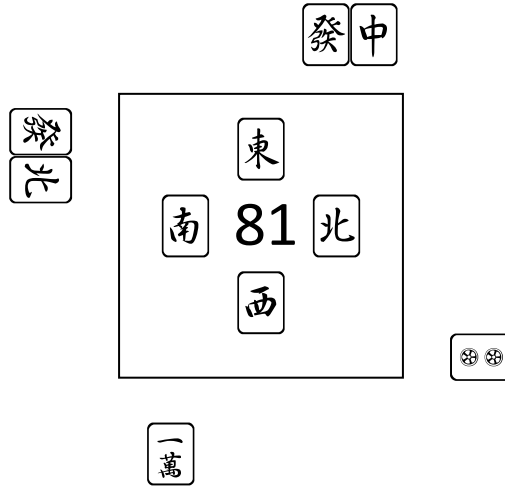
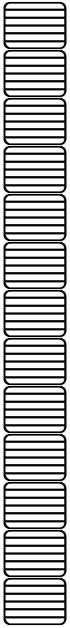
The tile that will keep most of those options open is probably .




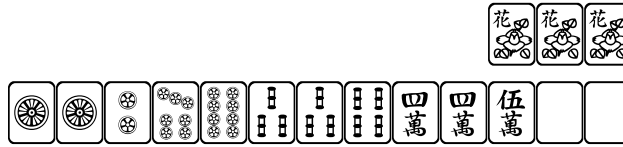
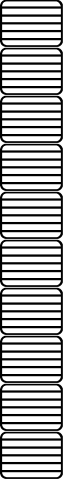
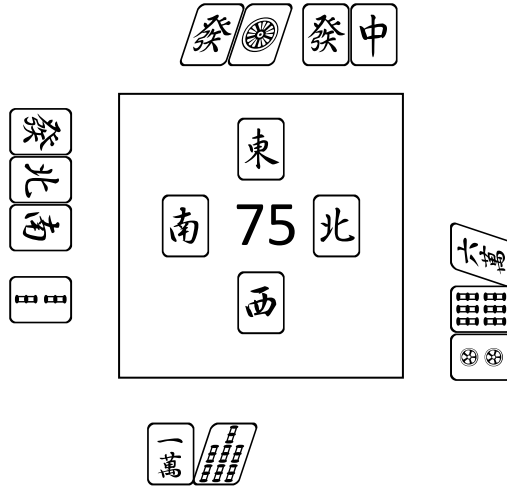
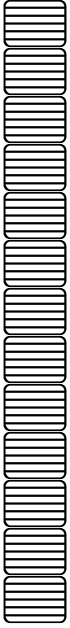


Q

We discarded , and the next time we picked . What shall we do now?



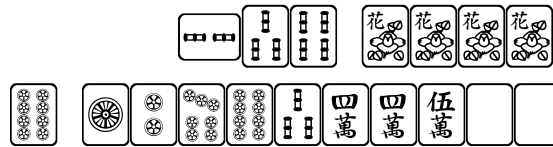
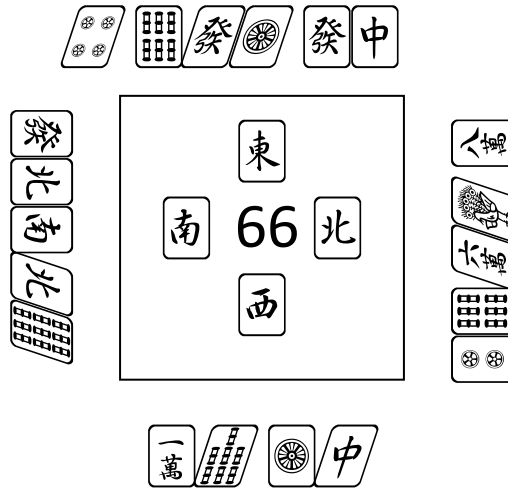
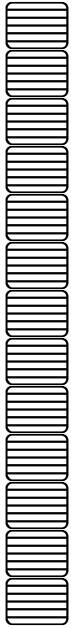
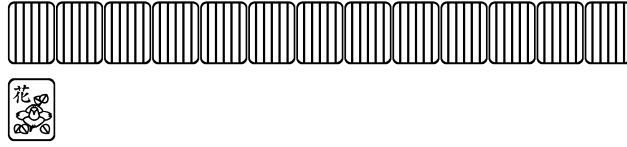
The least useful tile is . If we discard that, we have still the same options open as before and the chances of Mixed straight/shifted chows, and Chicken hand have increased.



Q

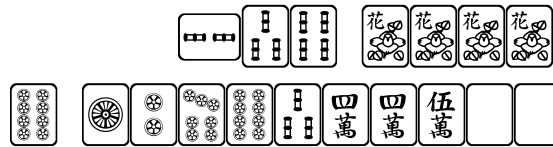
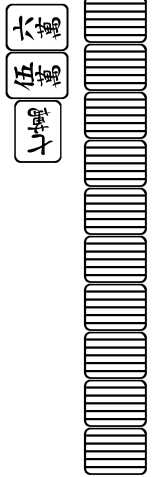
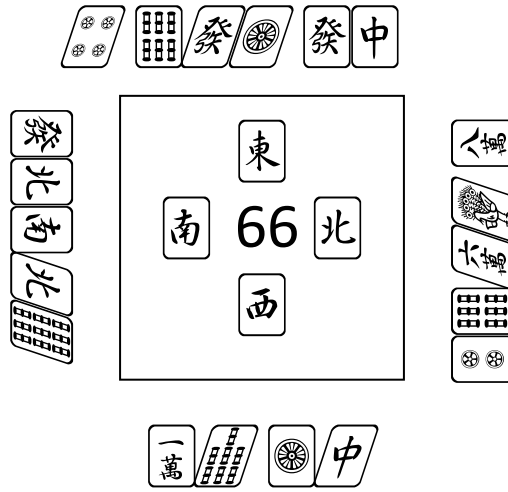
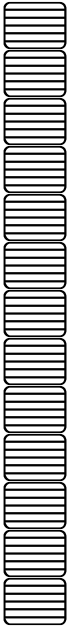
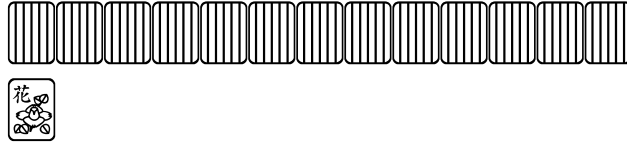
We discarded [七] and North made a chow. The next time we picked [伍], which we discarded immediately. Then South discarded [一]. Shall we make a chow, and in that case what shall we discard?








Q

We made the chow and discarded . The next time we picked , which we discarded immediately and then we picked . What shall we do now?



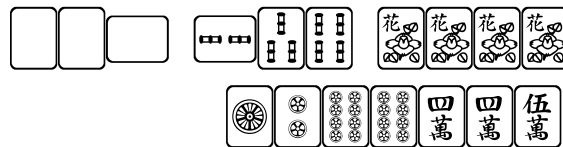
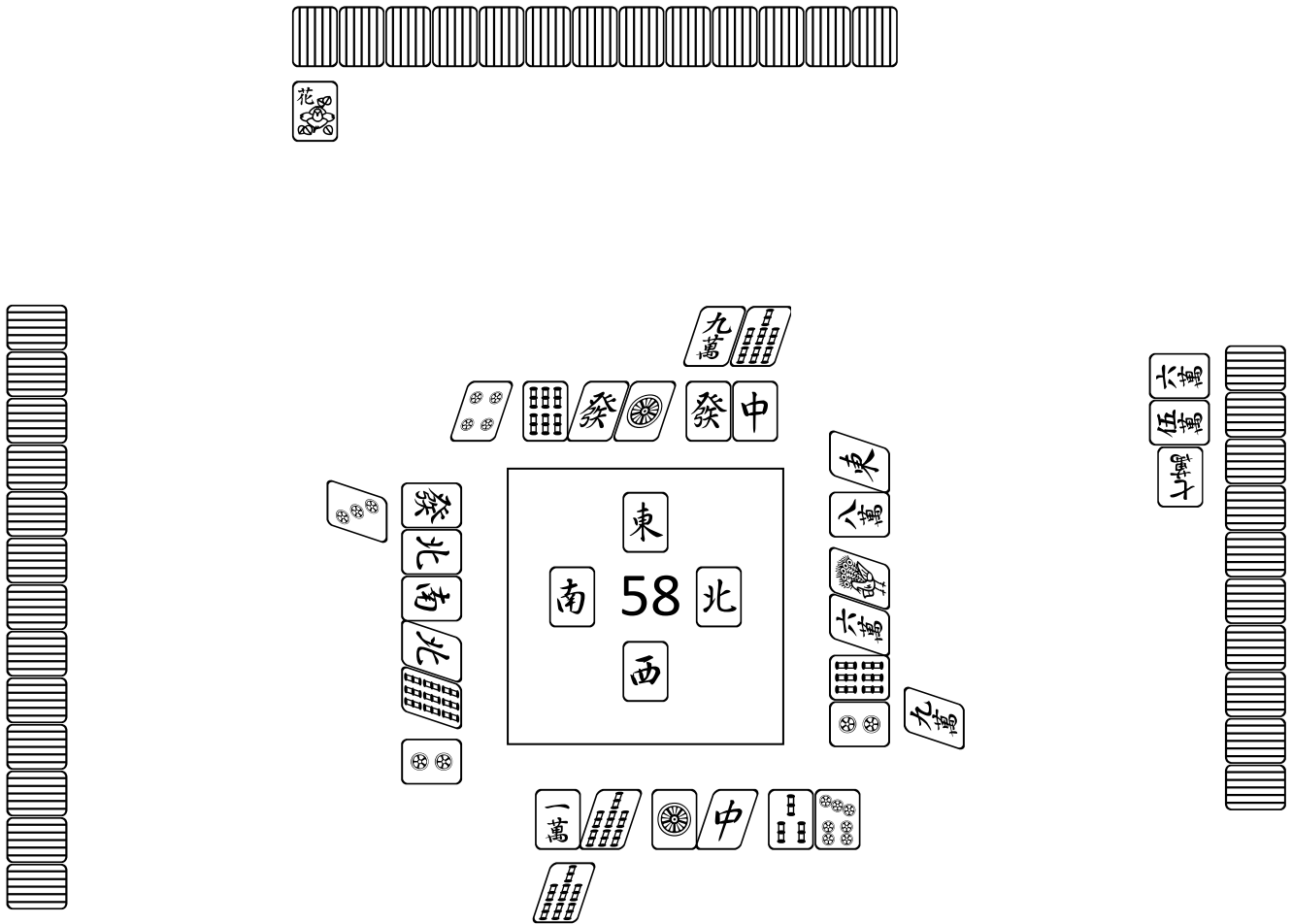
The extra  might be useful in a pung or a pair, and the second  could be used as a pung in a Chicken hand, but we currently have no use for the , so that is the best discard.














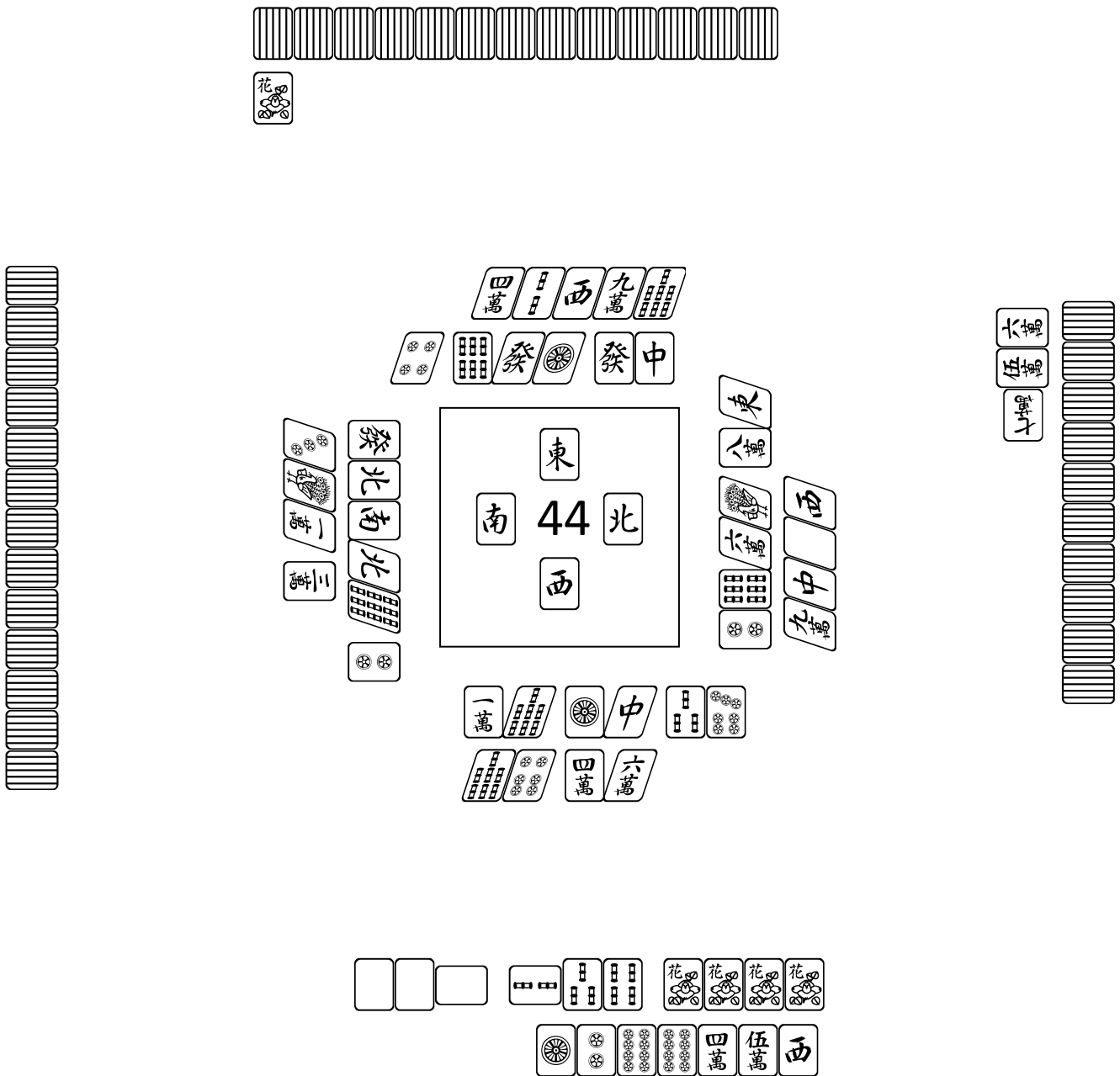






If we make the chow (and discard ) we will probably have to pick  since most likely, no one will discard  (or ). The advantage is of course that we will come to a wait. Another small advantage is that it could also look like we are waiting for all types, but in both cases, it would look like anything close to the  is dangerous. On the other hand, if we don't make the chow, we need to pick the  or  ourselves first. The advantage is that it is more difficult for the opponents to see what we need. There is also the possibility that we will get the chance to chow  and then they might not think that we need . This situation is very much a matter of playing style. In any case, it is very important that we do not hesitate before making the decision. (If we do, then we might as well make the chow, since it was obvious that we could do it.)





This development is ideal – at least almost. If we make the chow and discard 西, it could look like we are going for All types and have a single wait for a wind. Unfortunately, this was destroyed when we discarded 六. Now it only looks like Mixed shifted chows. However, we are in a better position than before, since there are four different Dot tiles that look dangerous: 二, 三, 四, and 五 could seem to be the most dangerous among them.



# Scores after hand 11

## UPPSALA MAHJONG

Round  Table

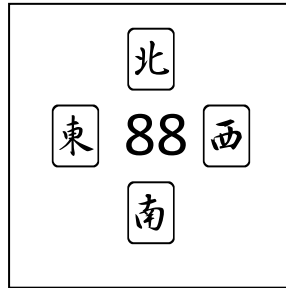
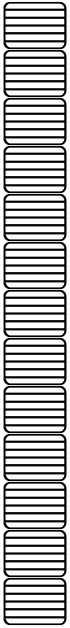


Player 1  Player 2  Player 3  Player 4  (Only names needed)


Round	Hand	Value	Winer (1-4)	Discard (1-4)	Score	Score	Score	Score	clock	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
Total				-45	-50	18	77	X		
South	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
	Total				25	-66	-20	61	X	
South	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
	Total				41	-37	-36	32	X	
West	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
	Total				60	-53	-5	-2	X	
West	10	11	2	4	-8	35	-8	-19		
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
	Total				44	-26	24	-42	X	
North	12									
	Total									
	13				西	北	南	東		
	Total									
North	14									
	Total									
	15									
	Total									
North	16									
	Total									
	Penalties									
	Total									
Table points										

# Hand 12

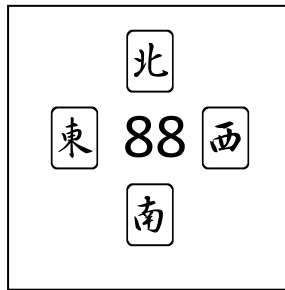
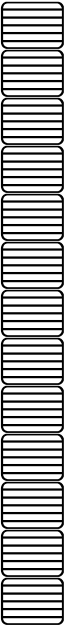
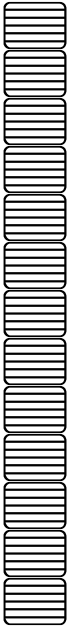
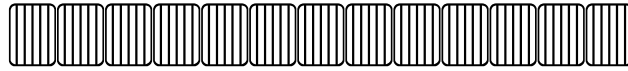
南 in 西 Round








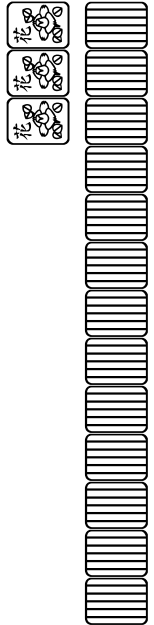
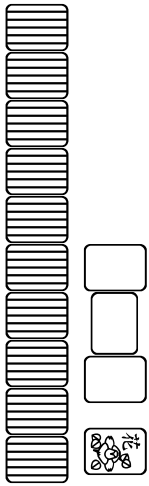
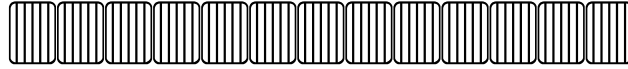
Q

We start this game with a quite mediocre starting hand. What do you think about the situation, and shall we make a chow with the  that East initially discarded?

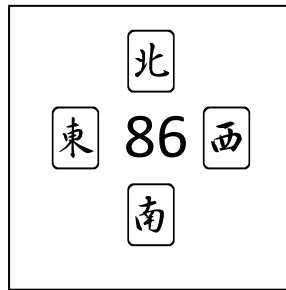




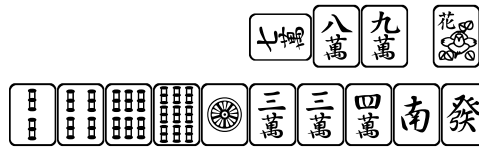
Tough situation. I am not sure what is the best thing to do here, but with a poor starting hand it is easy to feel stressed and start calling anything that comes in your way. In this case I think we anyway will need to have a chow  – either for a Mixed straight, or as a side combination to Mixed shifted chows. There are also possibilities for Chicken hand or All types if the hand develops in any of those directions. Therefore, I tend to want to make the chow. We can discard  or one of the honor tiles, and in that case  first, since it will only give one point as a pung for All types.



伍

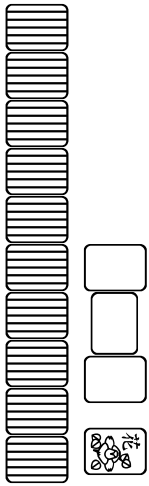
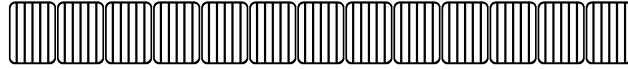


北

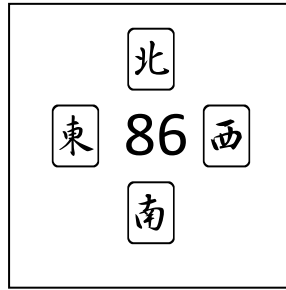


Q

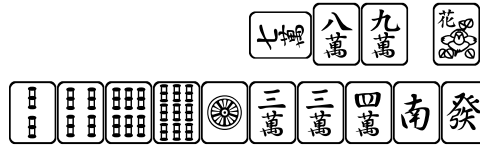
We made the chow    and discarded . Then West discarded , which was punged by East. East discarded . Shall we make a chow?



伍

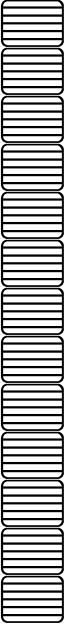
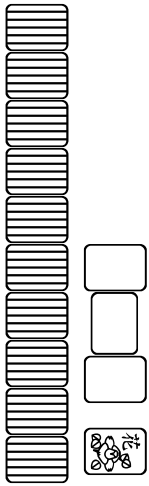
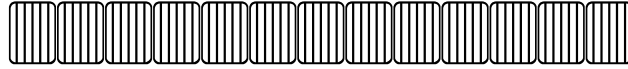


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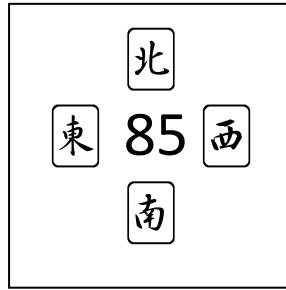


No, I don't think so. That would not really get us closer to Mahjong and it will destroy the only pair that we have.



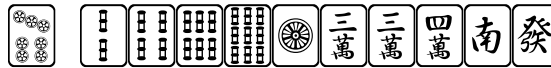


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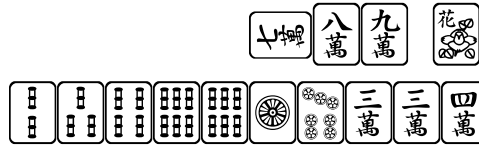
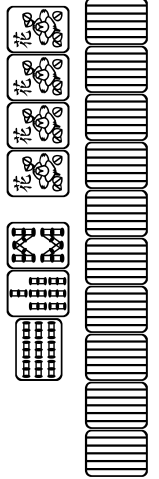
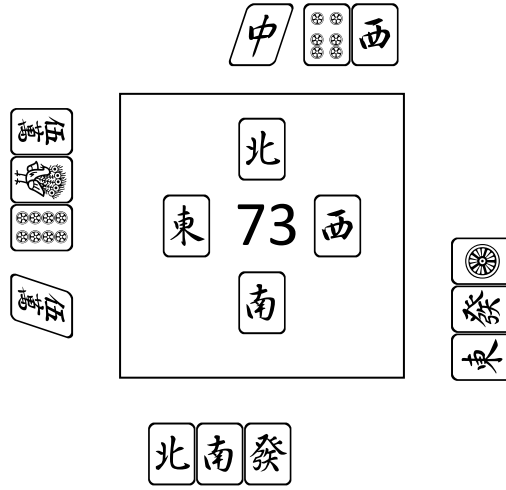
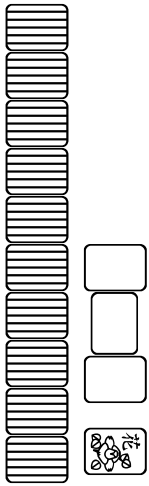


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七牌 八萬 九萬 花

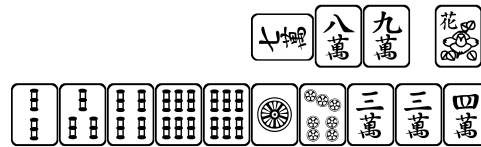
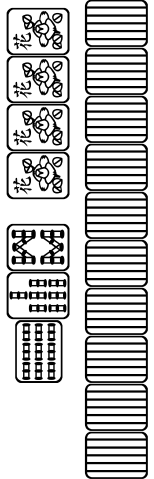
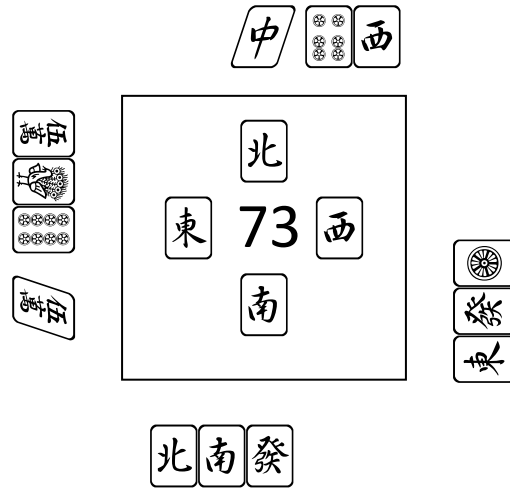
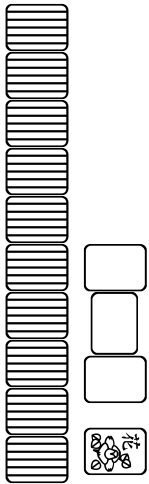
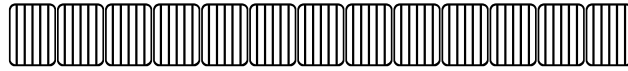





Our best option is still Mixed straight. Since it looks like East might be going for either Half flush or All types, the honor tiles might become dangerous. I think it is best to get rid of them before they become more dangerous.

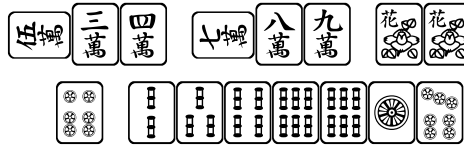
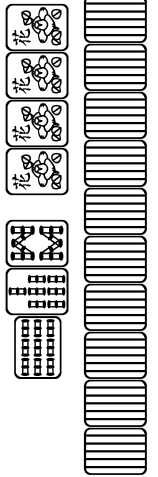
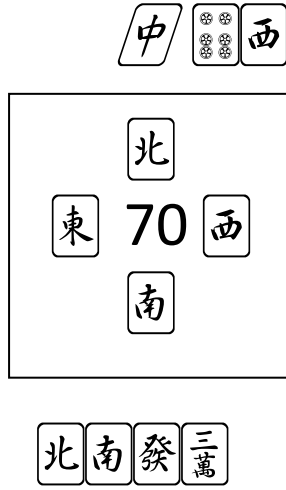
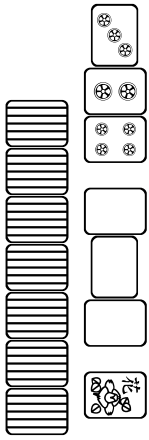
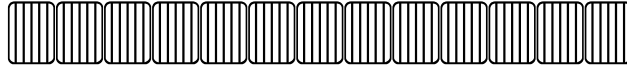


Q

We discarded our honor tiles, first 南 and then 發, and then also 發, which was chowed by West. In the meantime we have picked two useful tiles: 發 and 發. Then East discarded another 伍. Is this a better time to make the chow?



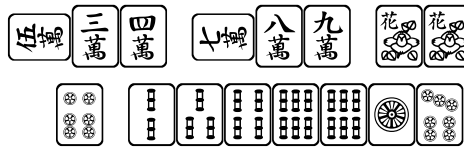
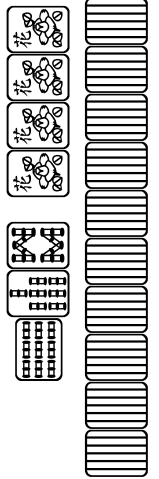
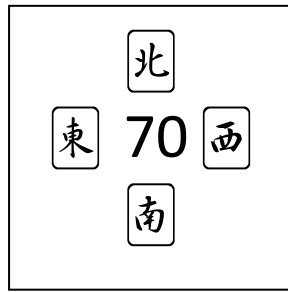
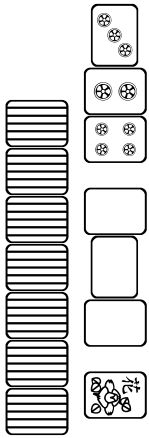
Now that we have a pair  and a chow , it suits us better to make the chow. We don't have much use of  anymore so we can discard that.








Q

We made the chow and discarded . Then East chowed and discarded . We have just picked . What shall we do now?

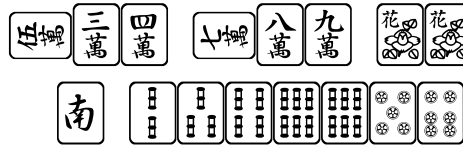




Previously in this game, there has not been a clear answer what was the best thing to do, but here we do have a best choice: discard  and hope to pick any of     to get to a wait.







(cont)

These factors will affect your decision:

- How big is the risk that the tile is the winning tile?
- How much is the opponent's Mahjong worth?
- How big is your chance of winning?
- How much is your Mahjong worth?
- What is the situation in the game (scores, hands left etc.)?

I have tried to summarize some basic principles for situations like this. Of course it is difficult to make exact calculations, but here are some thoughts:

- If you pay the Mahjong you will lose at least 48 points compared to the winner (4 x 8 + 2 x value), and you will lose the value of the Mahjong compared to the other players. But if you defend and do not pay, you will still lose at least 40 points to the winner (4 x 8 + value).
- If it is better to pay to the dangerous player, than that someone else makes the Mahjong, then it is correct to take the risk, e.g. if the dangerous player is far behind (or far ahead).
- If it is worse to pay to the dangerous player, than that someone else makes the Mahjong, then you should not take the risk.
- Otherwise your hand should be worth at least as much as the dangerous hand, and your chances of winning should be at least as good as for the other players (after you have successfully discarded the dangerous tile), i.e., in most cases you should have come to a wait and the wait should be good.

So, what shall we do in the current situation? Our risk of discarding the winning tile is close to 50%. The dangerous hand is cheap, but so is ours. The situation in the game is tight, so it does not really matter which of our opponents that wins. Our chance of winning (if we survive discarding 南) is pretty good, since we have a wait that is not obvious. I think it is a close call, but I would tend to defend here. If we discard the two 南 (which might be dangerous for West and North), we still have a chance to improve the hand. If we pick another 南 we can make a Chicken hand, or if we first get to make or pick a chow 南, we can self-pick the single wait for 南.



# Scores after hand 12

## UPPSALA MAHJONG

Round  Table

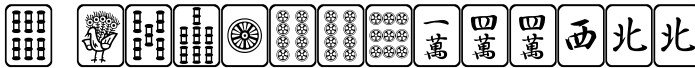
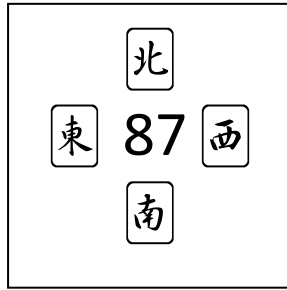
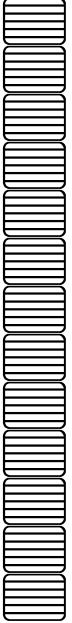
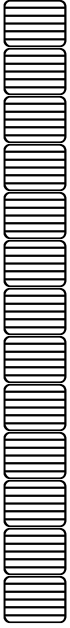
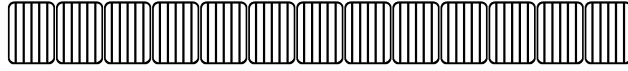


Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winer (1-4)	Discard (1-4)	Score	Score	Score	Score	clock	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 東
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	4	13	1	3	37	-8	-21	-8		 南
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
	Total				25	-66	-20	61	X	
West	6	13	2	1	-21	37	-8	-8		 西
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
	Total				41	-37	-36	32	X	
North	8	15	3	1	-23	-8	39	-8		 北
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
	Total				60	-53	-5	-2	X	
East	10	11	2	4	-8	35	-8	-19		 東
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
	Total				44	-26	24	-42	X	
South	12	14	2	1	-22	38	-8	-8		 南
	Total				22	12	16	-50	X	
	13				西	北	南	東		
	Total									
West	14									 西
	Total									
	15									
	Total									
North	16									 北
	Total									
	Penalties									
	Total									
Table points										

# Hand 13

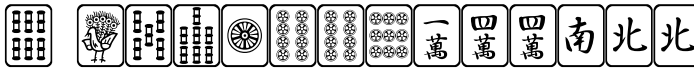
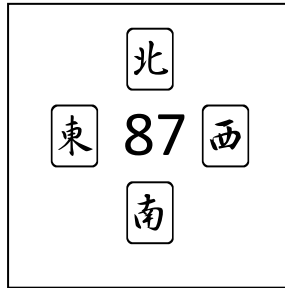
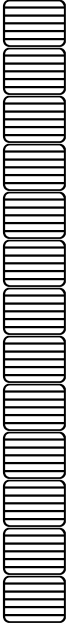
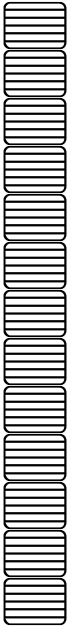
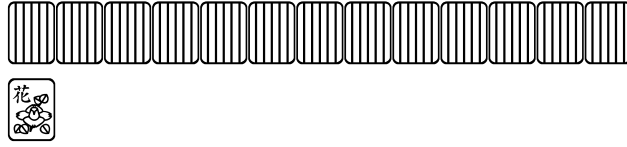
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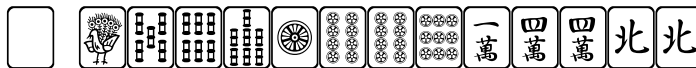
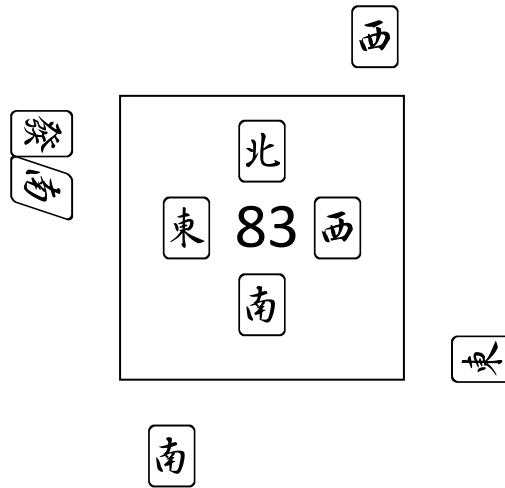
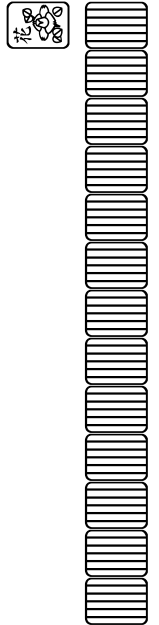
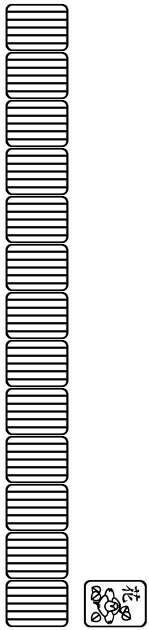
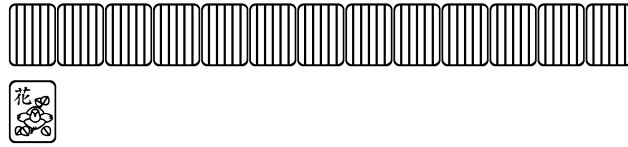
What is your opinion of the starting hand? What shall we discard?





































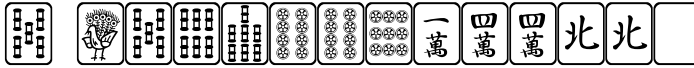
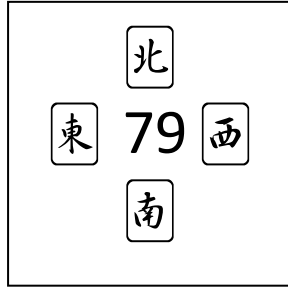
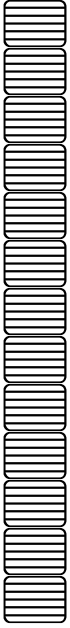


A quite mediocre starting hand, but there is potential for some different combinations, e.g. Chicken hand, All types, Mixed shifted chows or Mixed straight. We can't see any real use for 南, so we can start by discarding that.



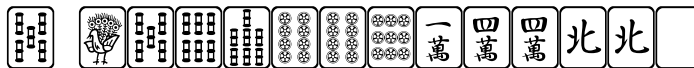
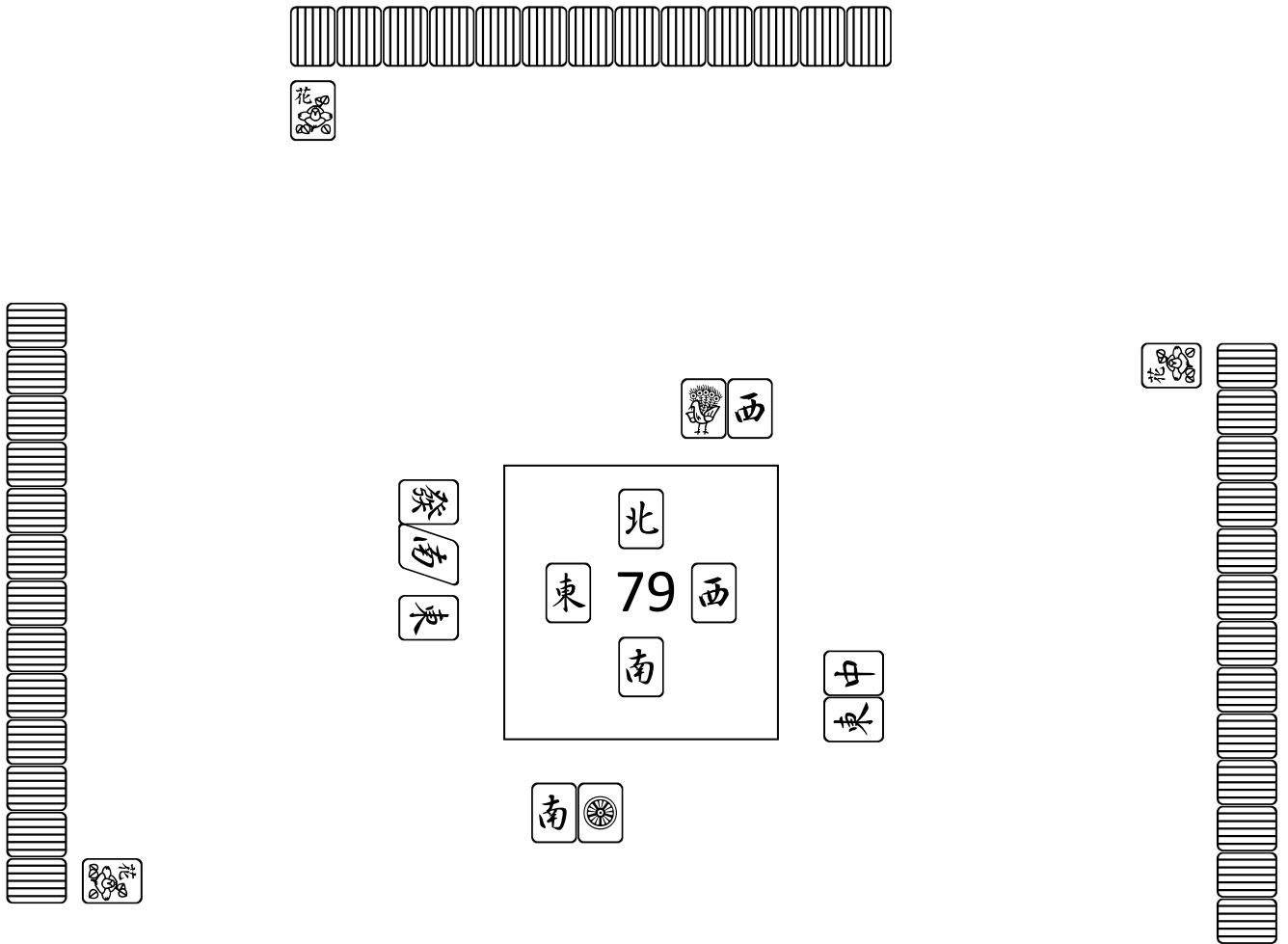















Now we have come 4 away from All types, but we need to keep other options open as well, e.g. Chicken hand (4 away), Mixed straight (5 away), Mixed shifted chows (5 away). If we want to keep , we should discard one of the ones, but which? For All types we have a good combination in                                    

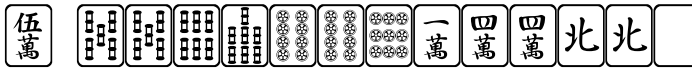
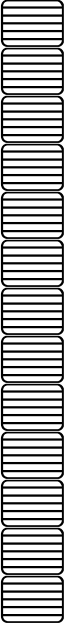
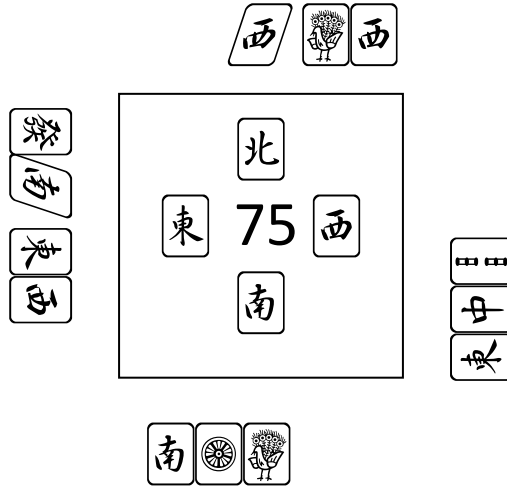
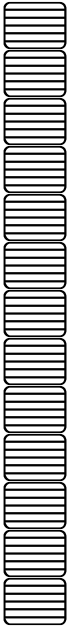
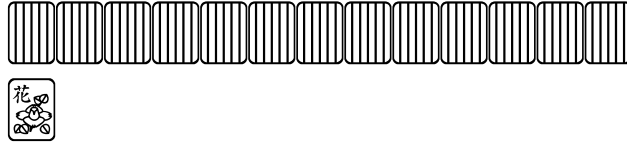


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
We discarded , and then we picked . What shall we do now?

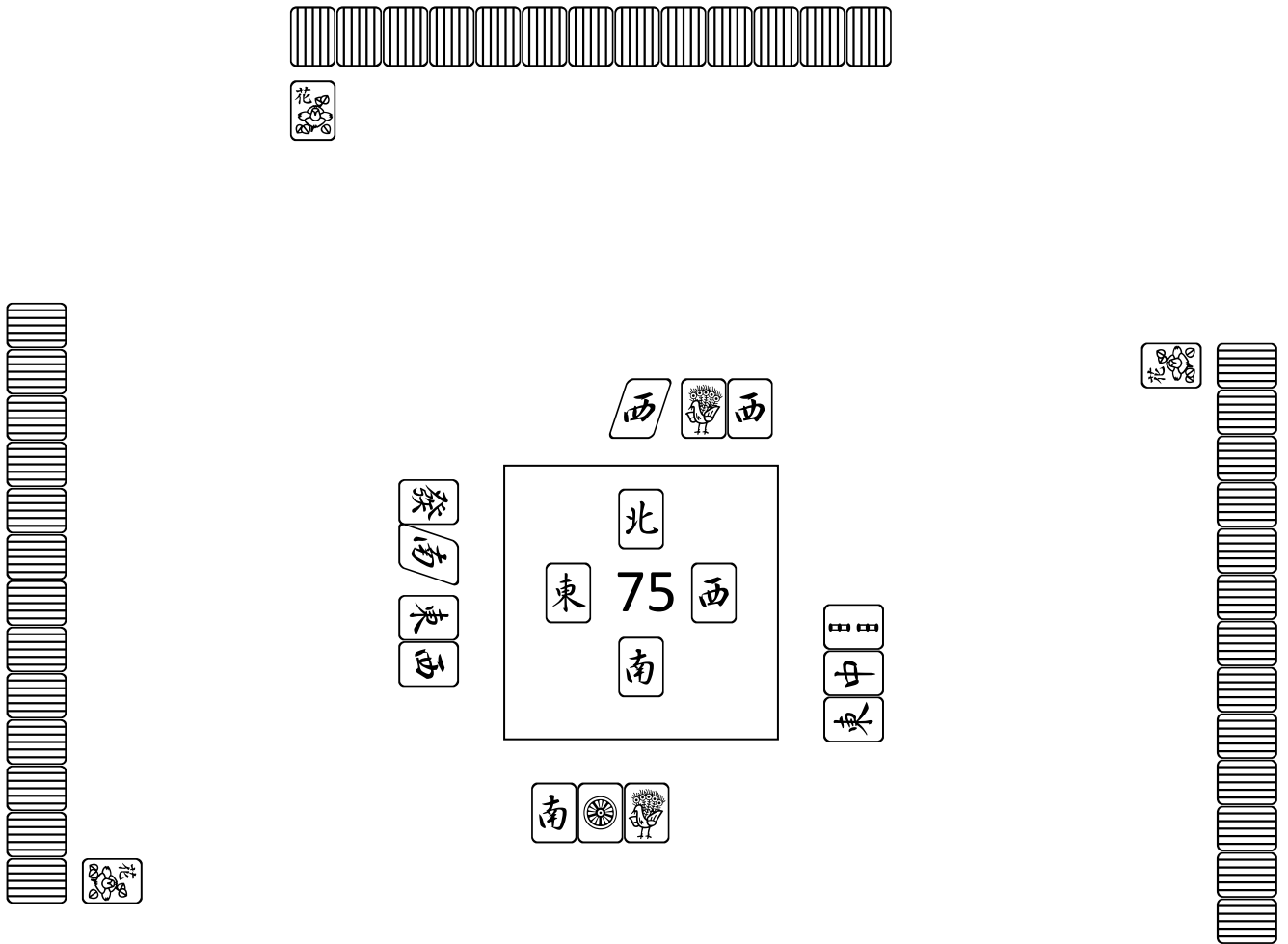


We have now 4 pairs, so 7 pairs is also an option. 7 pairs is only 3 away, but then we need to pick two pairs ourselves first before we get to a wait. The choice for discard is either  or . Which is the best? In both cases we are equally far away from using them in a Mahjong (5 from Pure shifted chows, or 5 from Mixed straight). For Pure shifted chows we need to pick tiles for both   and  , whereas for Mixed straight we need to pick tiles for    and then we can chow  and . Further, there is already one  at the table, so there is a smaller chance to use that for 7 pairs. In this situation I don't think it matters that Pure shifted chows gives a few more points, so the best discard is .



Q

We discarded , and then we picked . What shall we do now? You can also think about which tiles you would pung or chow with this hand.

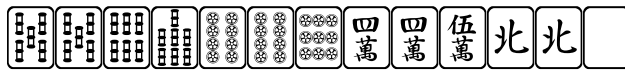
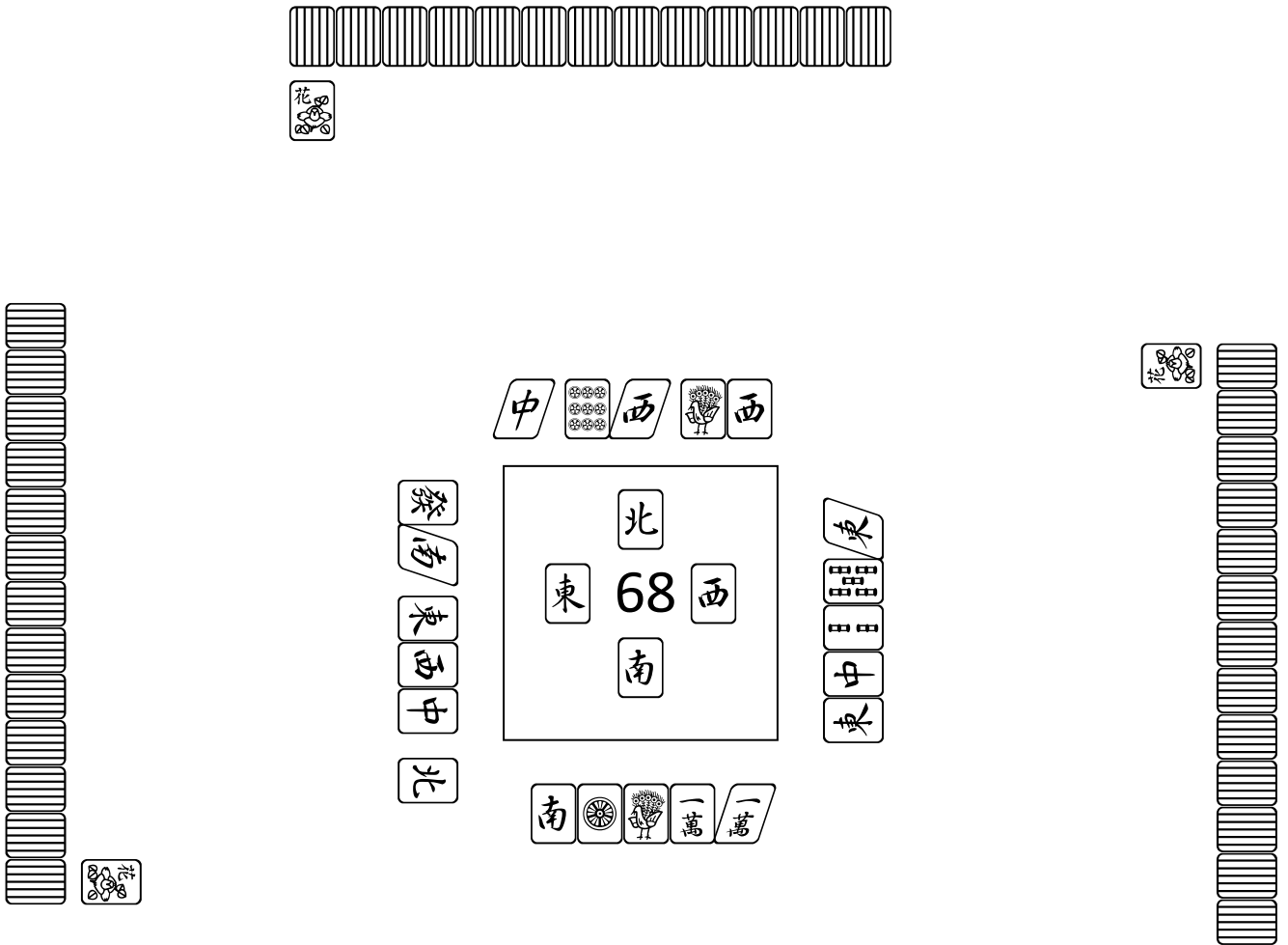


伍萬 四萬 四萬 北 北







We have several possibilities that we want to keep open. Chicken hand and All types are both 4 away. We also have 7 pairs, which could perhaps also turn into All pungs. Then we can also make Mixed shifted chows, but that is further away. If we decide to open the hand we should keep as many of those options as possible open, e.g. if we make a chow or pung in Dots or Characters, then we can still go for either All types or Chicken hand, but then we have closed the door to 7 pairs.

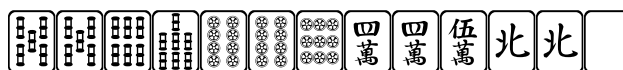
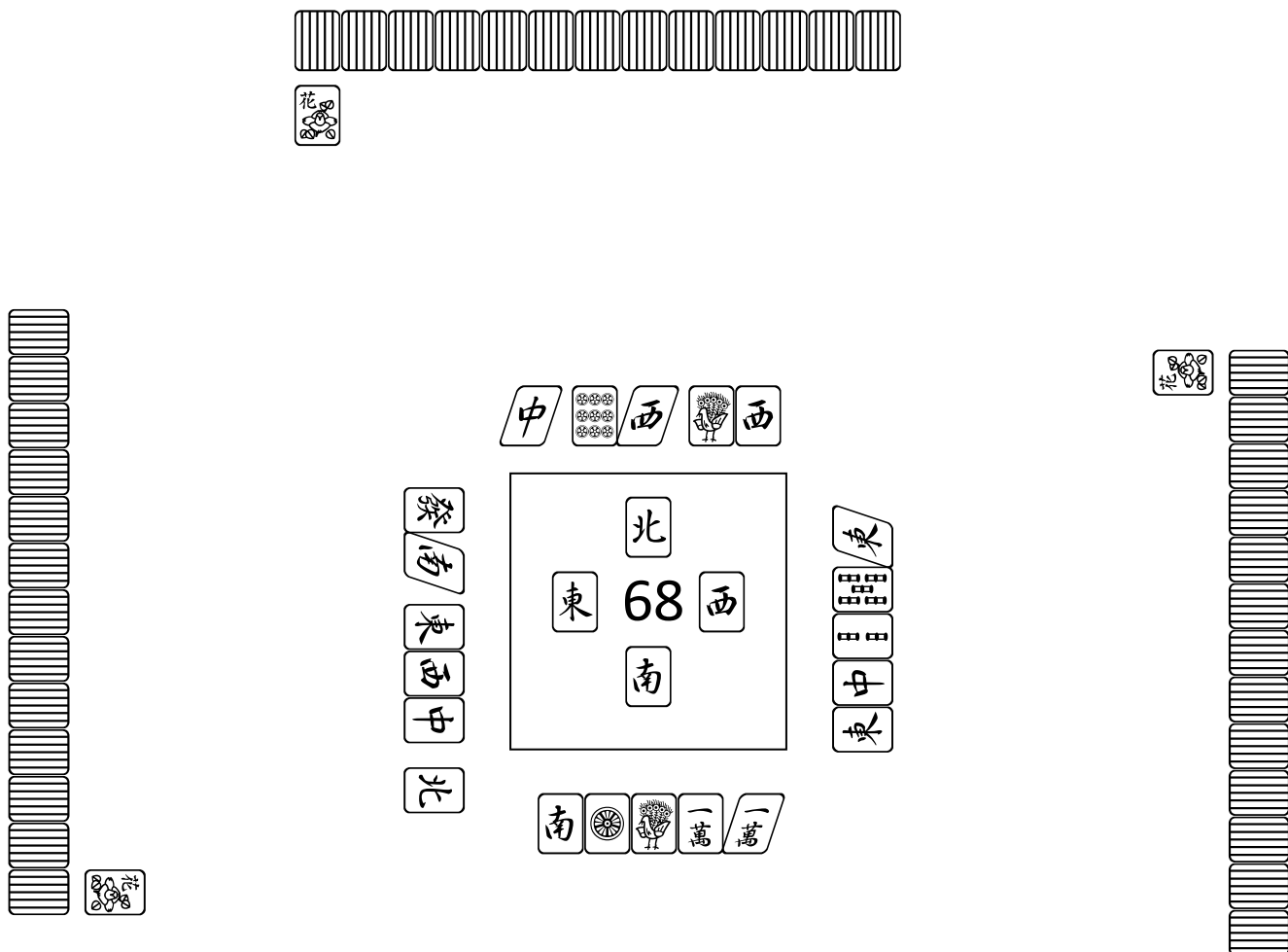
The tile that we have the least use for is 一萬.



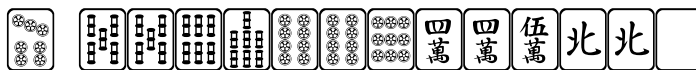
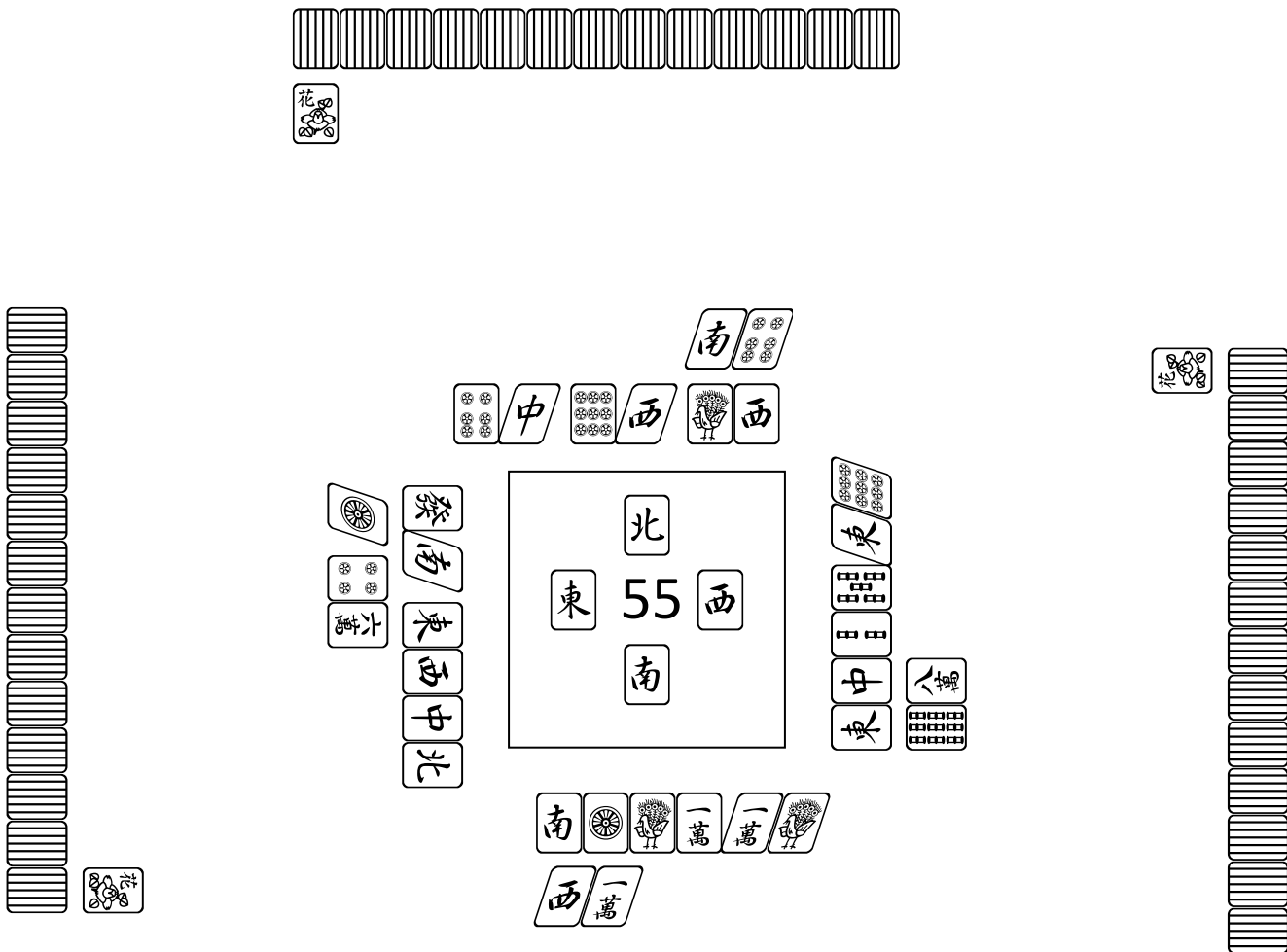
Q

We discarded , and then we decided not to pung . The next time we picked another , which we discarded immediately. Then East discarded . Shall we make a pung (and in that case, what shall we discard)?




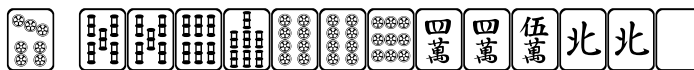
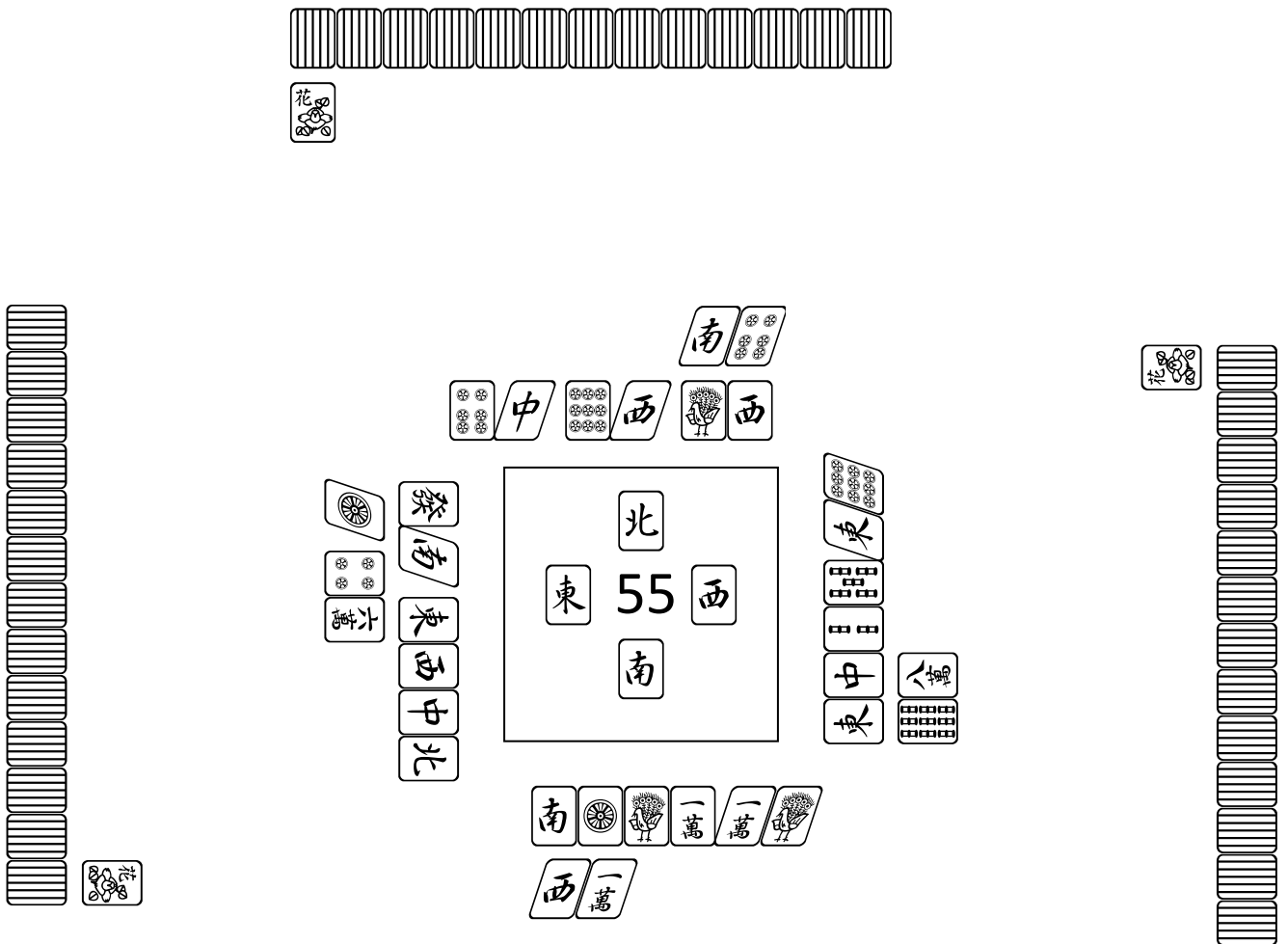


If we make the pung in this situation, there is a risk that we will end up having an obvious single wait for . I would prefer to go for Chicken hand, since then it is more difficult for the opponents to see what we are waiting for. And if you compare the chances for All pungs and 7 pairs, it is most often best not to pung if you don't already have a pung.



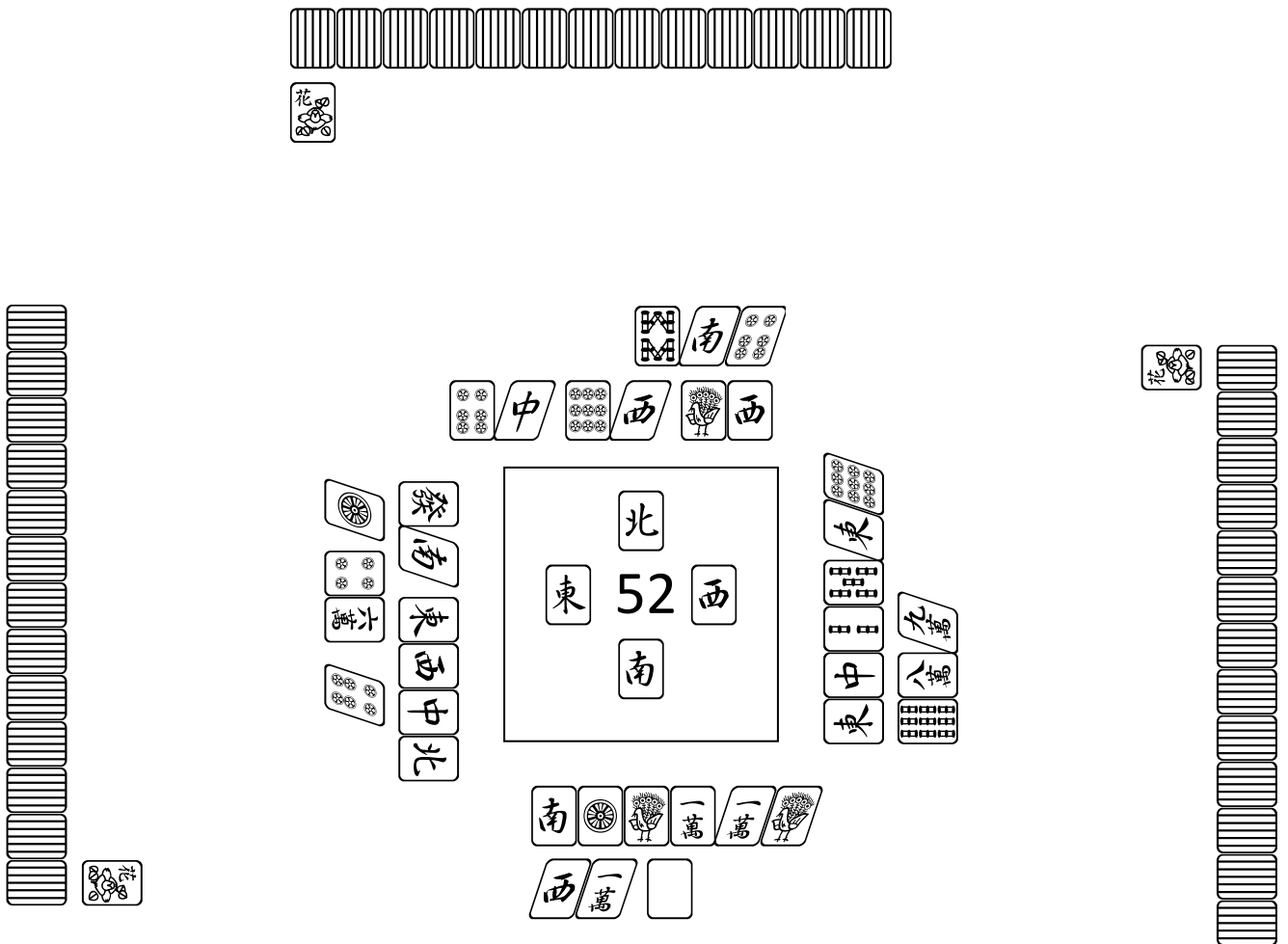
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We decided not to make the pung and after a few rounds we picked . What shall we do now?













Now we are in a situation where we need to make a choice and give up some of our options: 7 pairs (discard from one of the pairs), All types (discard ) , or discard e.g.  and go for Mixed shifted chows together with 7 pairs. I think the best option is to discard  . Then we keep the possibilities for Chicken hand, 7 pairs and Mixed shifted chows, which all are more flexible than All types, and probably more difficult for the opponents to read.





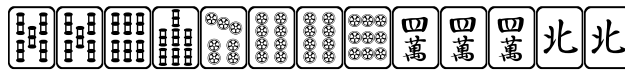
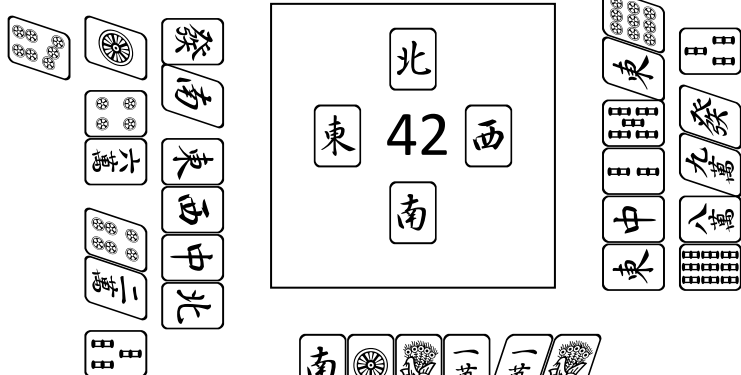
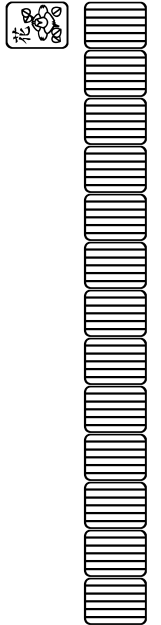
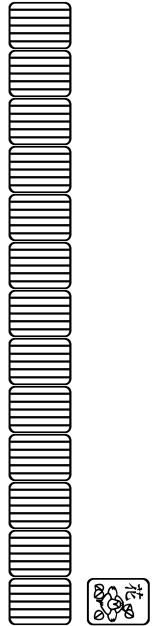
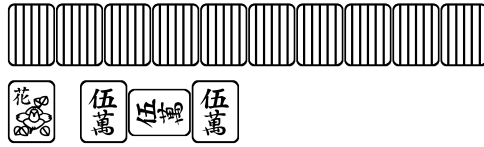
四萬 四萬 伍萬 北 北



If we make the chow , then we only need a chow  to have Mixed shifted chows. We also need another combination + a pair, e.g.  + 北 北, i.e., if we make the chow, we are only 2 away and we can chow both those tiles. The problem is that we will risk to get a bad wait. E.g. if we get a chance to chow (or pick) , then we need to self draw  to have enough points. Alternatively, if we first get to chow (or pick) , then we can win on  for a Chicken hand. But if we are going for chicken hand, we already have  and have the chance to pick something that fits together with e.g.  or . I think it is best not to make the chow here and instead wait until we pick something that will make the hand go in a certain direction.

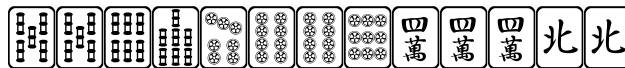
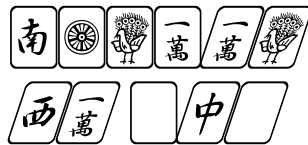
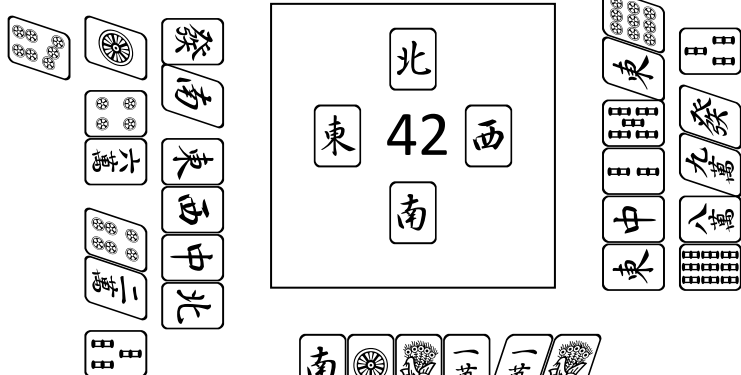
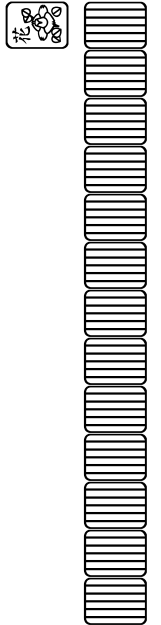
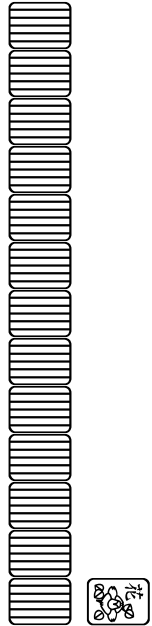
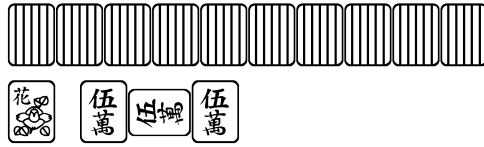






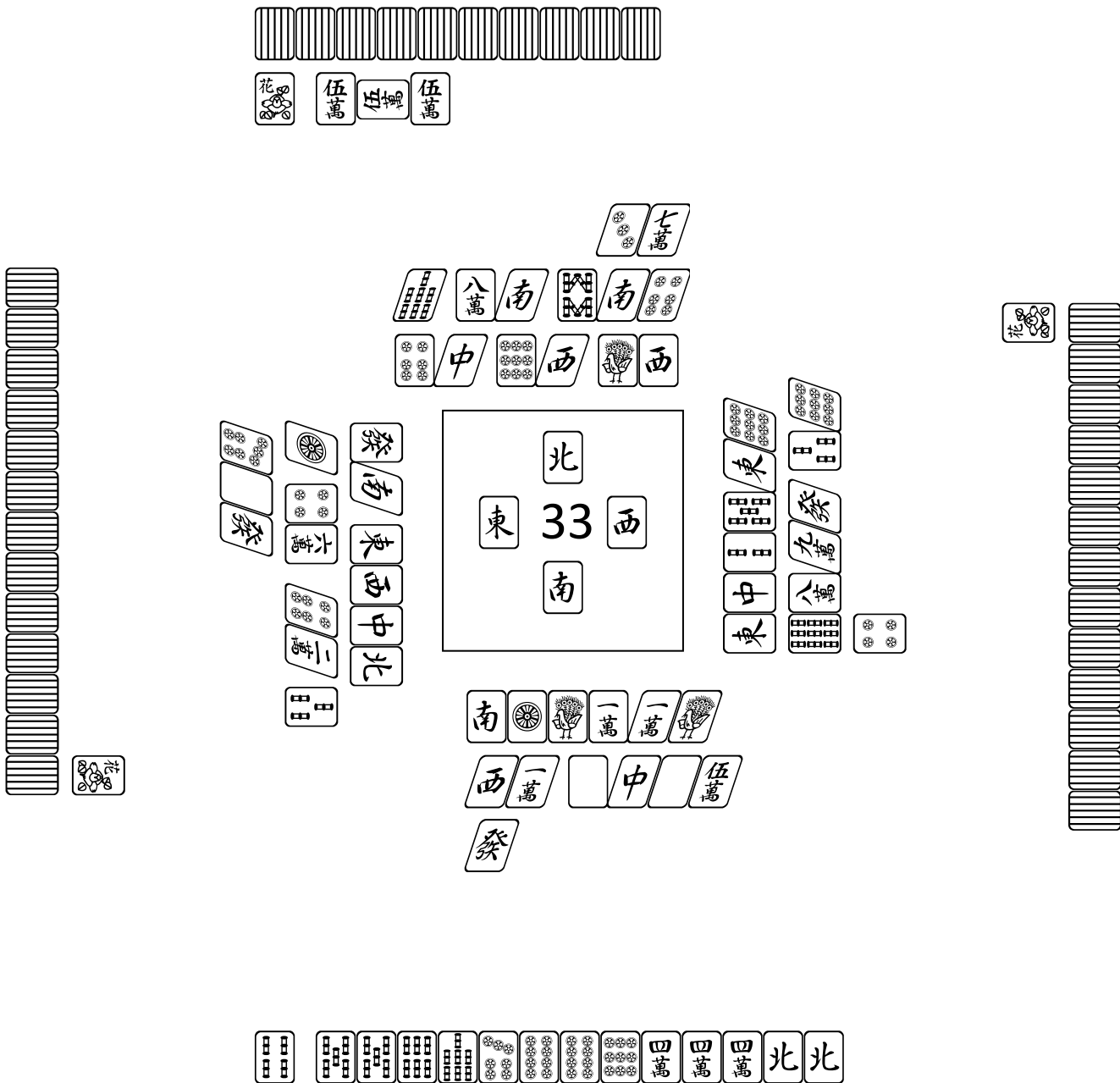
We discarded  , which was punged by North. Then we picked





It would have been nice to make a chow , discard and wait for to complete a Chicken hand. Unfortunately, has become last tile, so we cannot do that (and would give a Double chow). Thus, we should not make the chow.

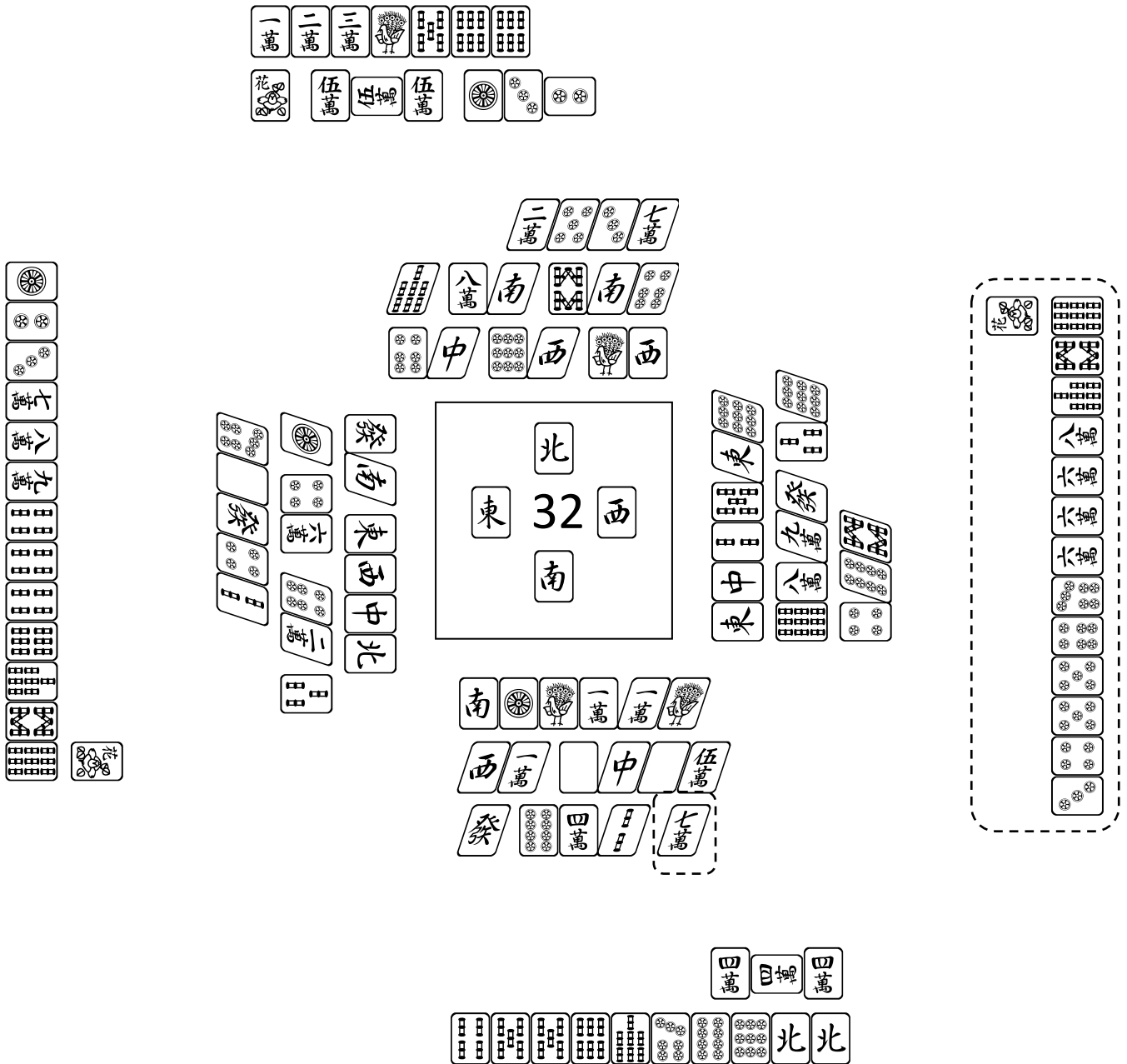




Now we are one step closer to Chicken hand, so in order to follow that path, we discard .







We made the pung and discarded the same tile (一萬) so that we could wait for a Chicken hand. Unfortunately, the game ended by us discarding (中) for West to do Mahjong.

**Analysis:** If you have a pair in winds or dragons and some tiles of the other kind, you can often keep the possibilities for both All types and Chicken hand open for quite a long time. I prefer to do this than to rush into All types by making the pung early. It will in many cases be more difficult for the opponents to see what you need for a Chicken hand than for All types. In both cases you need to be careful to make sure that you get no points, or enough points, respectively. In this case we got to a nice double-sided wait for a Chicken hand, but ended up discarding the winning tile, which was not easy to see.

# Scores after hand 13

## UPPSALA MAHJONG

Round  Table



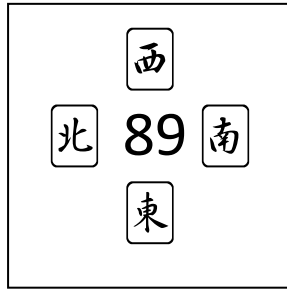
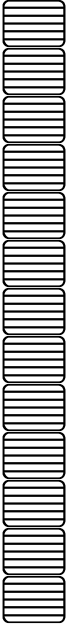
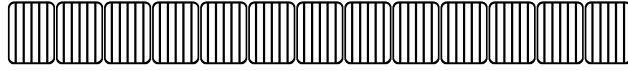
Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winer (1-4)	Discard (1-4)	Score	Score	Score	Score	clock	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 <input type="text" value="東"/>
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
	Total				-45	-50	18	77	X	
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	South	5	9	1	3	南 33	東 -8	北 -17	西 -8	
Total				25	-66	-20	61	X		
6		13	2	1	-21	37	-8	-8		
Total				4	-29	-28	53	X		
7		13	1	4	37	-8	-8	-21		
Total				41	-37	-36	32	X		
8		15	3	1	-23	-8	39	-8		
Total				18	-45	3	24	X		
West	9	18	1	4	北 42	西 -8	東 -8	南 -26		 <input type="text" value="東"/>
	Total				60	-53	-5	-2	X	
	10	11	2	4	-8	35	-8	-19		
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
	Total				44	-26	24	-42	X	
	12	14	2	1	-22	38	-8	-8		
	Total				22	12	16	-50	X	
North	13	11	1	3	西 35	北 -8	南 -19	東 -8		
	Total				57	4	-3	-58	X	
	14									
	Total									
	15									
	Total									
	16									
	Total									
Penalties										
Total										
Table points										

# Hand 14

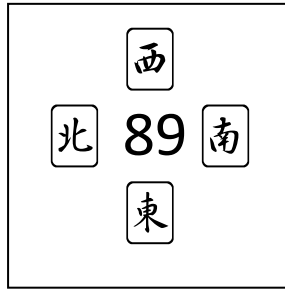
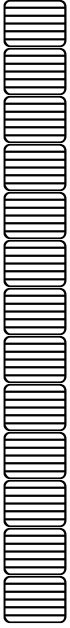
東 in 北 Round












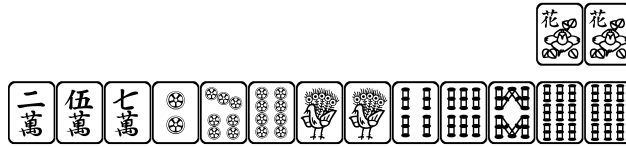
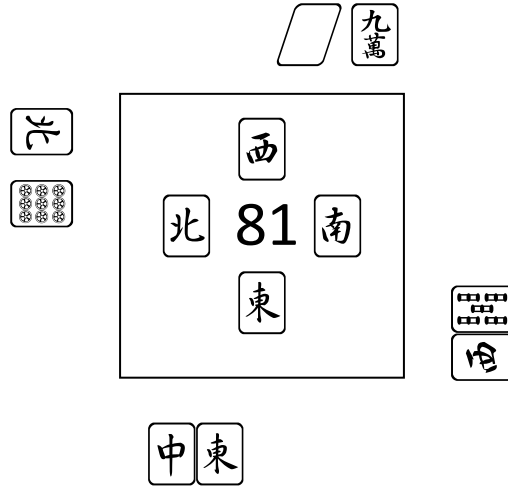
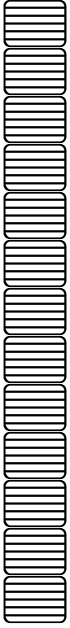
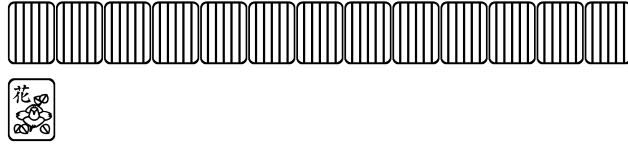


Q



What is your opinion of the starting hand? What shall we discard?

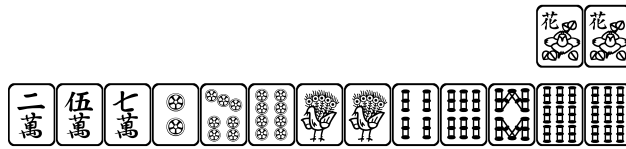
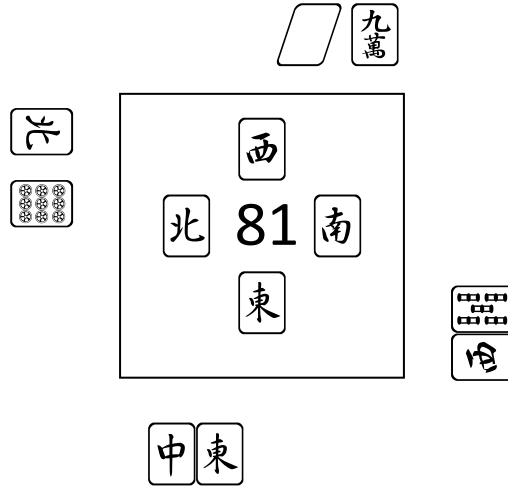
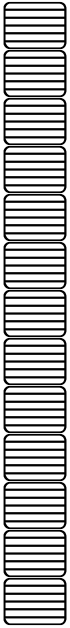


Mixed shifted chows is the most realistic option. We can make a chow , and  or , and , , or , and we have also two pairs and possible terminal pungs  and . The  might become useful later, but we have no real use for the honor tiles, so we can start by discarding them.



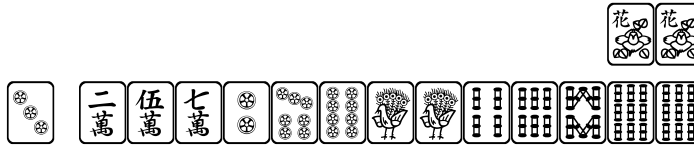
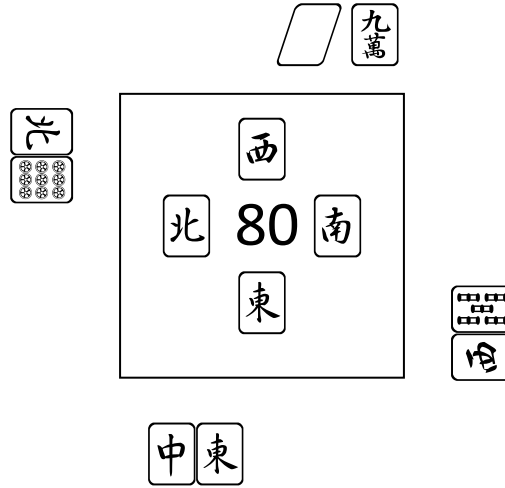
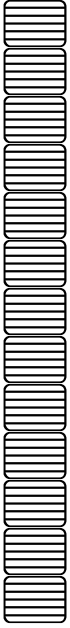
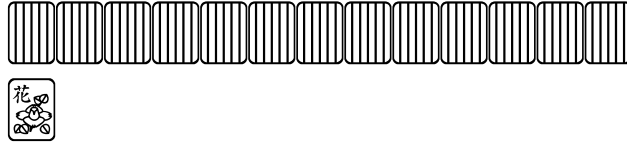
Q



We decided to discard our honor tiles first. In the first round we picked , and before our next turn North discarded . Shall we make a chow?

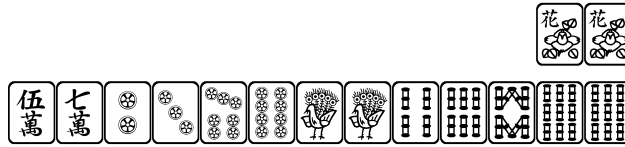
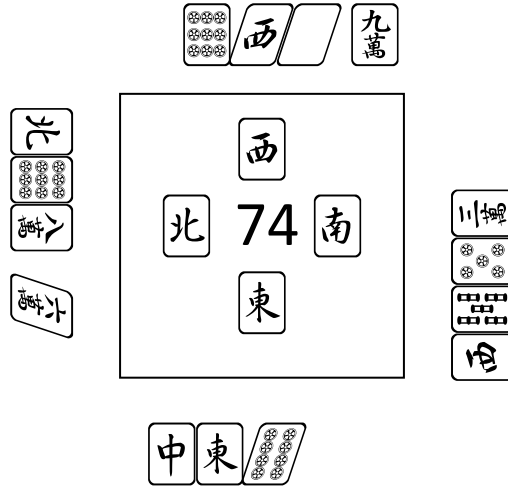
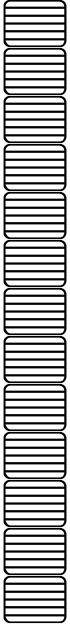


No, the hand is too flexible to lock for a certain combination at this point.








Mixed shifted chows is still the main option, and we have got a new candidate for our side combination in , so then we don't have any use for .

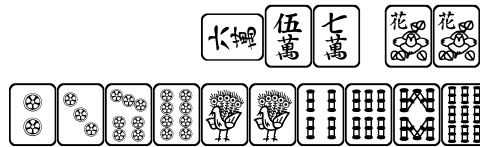
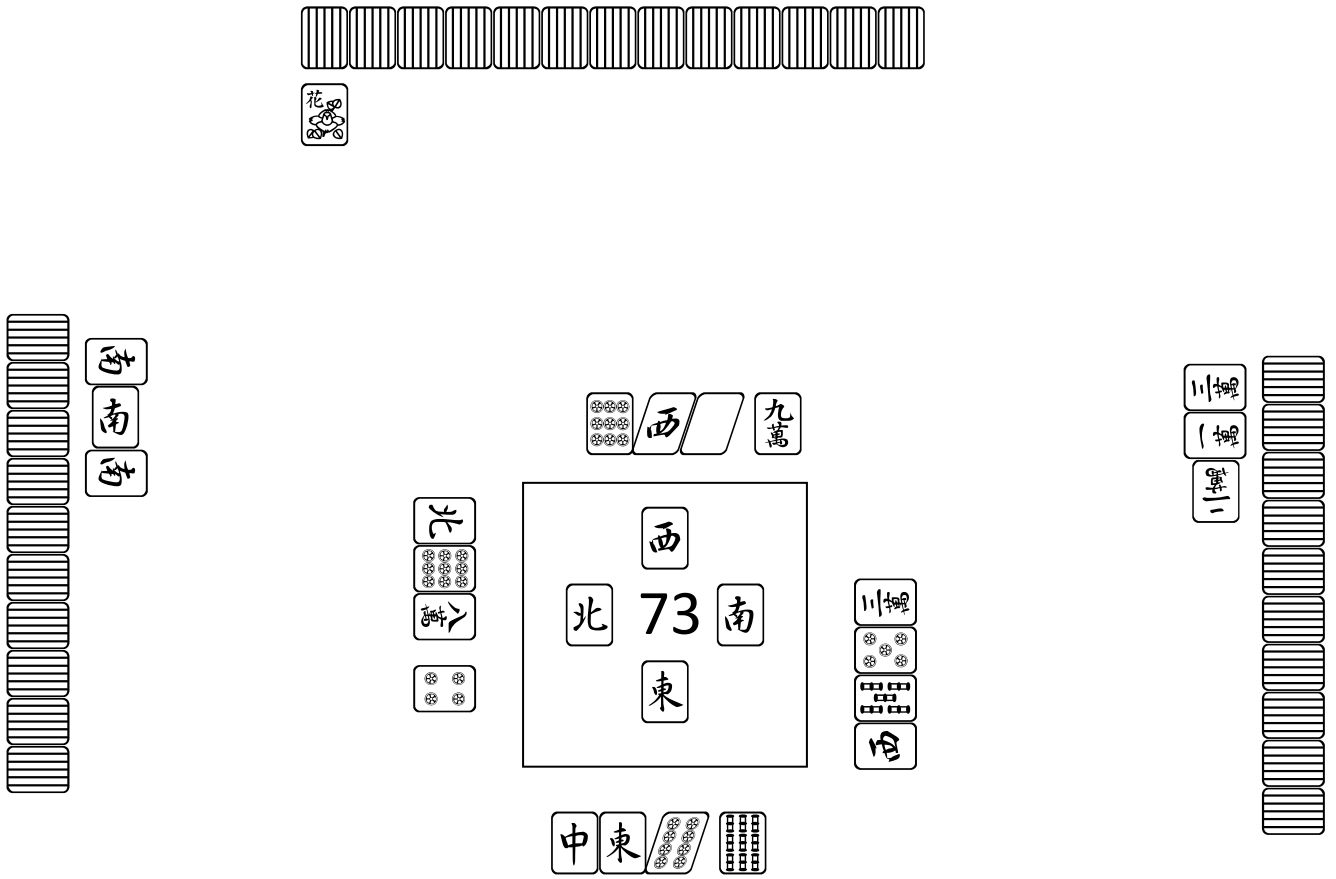


Q

We discarded , which was chowed by South. The next turn we picked another , which we discarded immediately. Then North discarded . Shall we make a chow, and in that case what shall we discard?





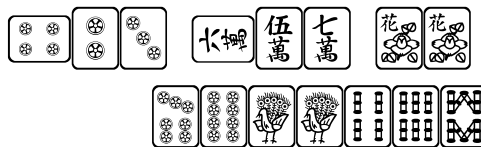
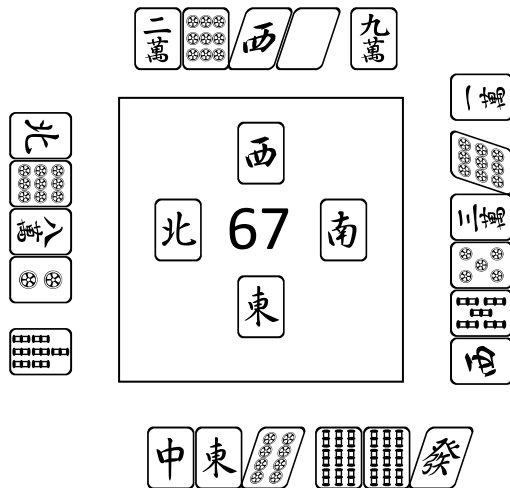
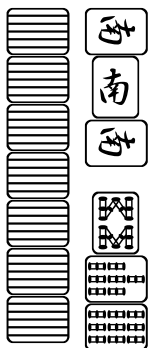
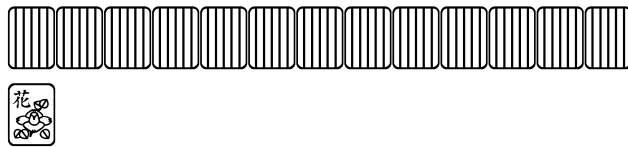






Q

We made the chow and discarded . Then South picked and discarded , which was punged by North. North discarded . Shall we make a chow, and in that case what shall we discard?







Yes, make the chow and discard . Now we are waiting for a . It is still not obvious what we are waiting for. It could be either  or .







# Scores after hand 14

## UPPSALA MAHJONG

Round  Table



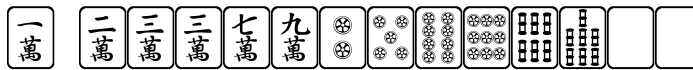
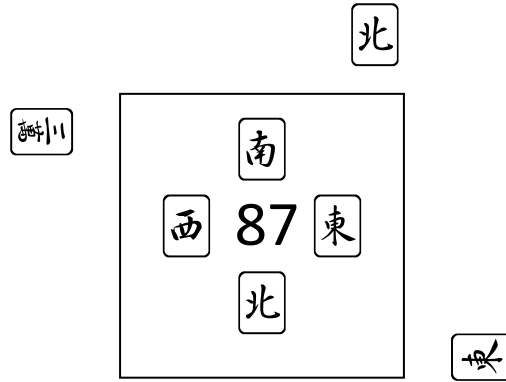
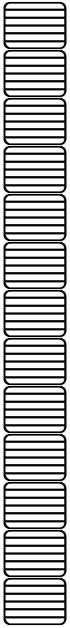
Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discard (1-4)	Score	Score	Score	Score	Bank	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 <input type="text" value="東"/>
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	4	13	1	3	37	-8	-21	-8		 <input type="text" value="東"/>
	Total				-8	-58	-3	69	X	
	5	9	1	3	東 33	南 -8	北 -17	西 -8		
	Total				25	-66	-20	61	X	
West	6	13	2	1	-21	37	-8	-8		 <input type="text" value="東"/>
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
	Total				41	-37	-36	32	X	
North	8	15	3	1	-23	-8	39	-8		 <input type="text" value="東"/>
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
	Total				60	-53	-5	-2	X	
East	10	11	2	4	-8	35	-8	-19		 <input type="text" value="東"/>
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
	Total				44	-26	24	-42	X	
South	12	14	2	1	-22	38	-8	-8		 <input type="text" value="東"/>
	Total				22	12	16	-50	X	
	13	11	1	3	西 35	北 -8	南 -19	東 -8		
	Total				57	4	-3	-58	X	
North	14	16	1	-	72	-24	-24	-24		 <input type="text" value="東"/>
	Total				129	-20	-27	-82	X	
	15									
	Total									
16										
Total										
Penalties										
Total										
Table points										





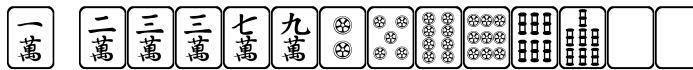
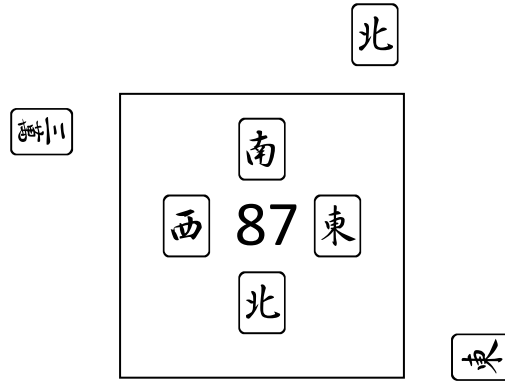
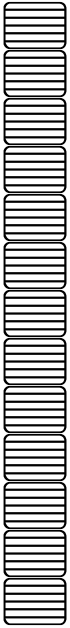
# Hand 15






北 in 北 Round



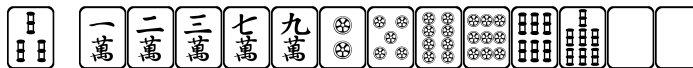
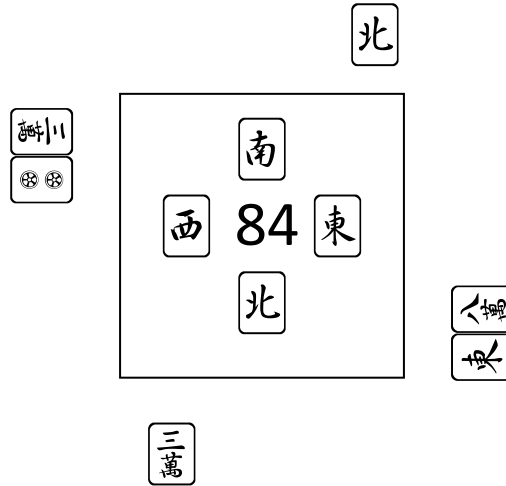
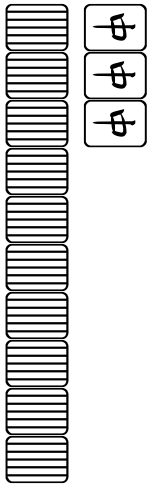
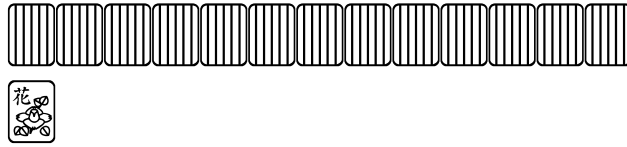
Q

We started this hand by deciding not to pung  and instead we picked . What is your opinion of the starting hand? What shall we discard?



We have some different options, e.g. Mixed straight, Mixed shifted chows, Chicken hand, Outside hand, Knitted straight. The two least useful tiles at the moment are probably  and . I would discard  first, since there are more tiles left around  for outside hand, and  could also be used for Knitted straight.

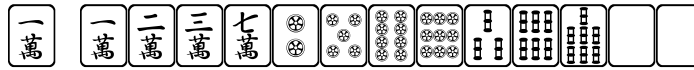
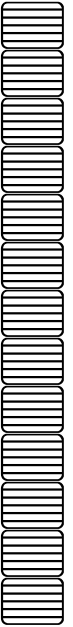
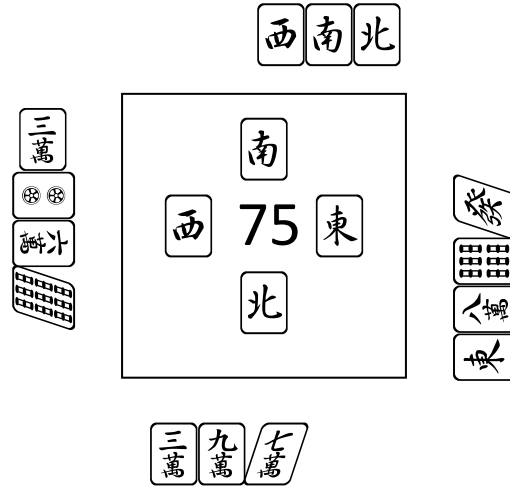
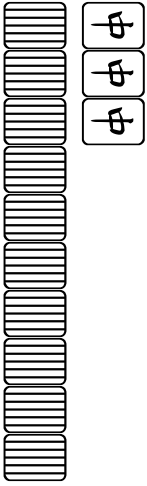
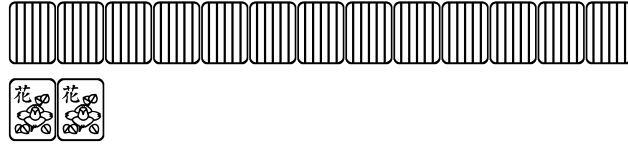







Now we have one main option: Knitted straight + pair + chow. This is 3 away and we need to pick 2 specific tiles and make a double-sided chow with or . We can discard , or . Then we also have three other options which all are 4 away:

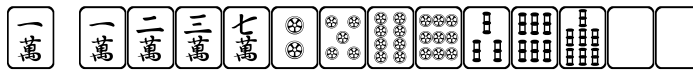
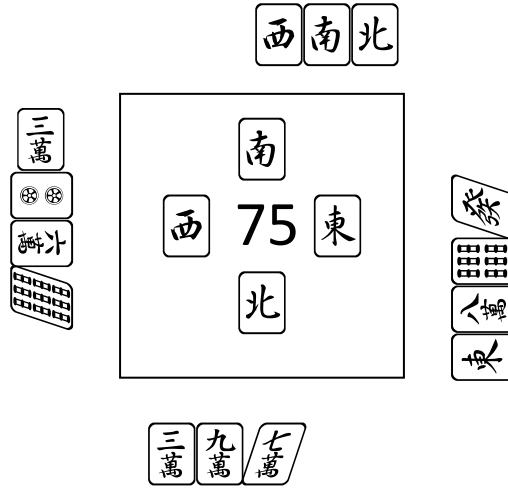
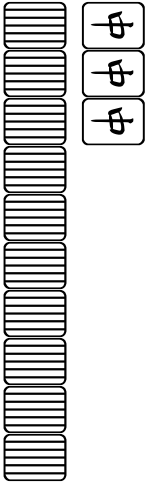
- Mixed straight, 2 specific tiles to chow, need to pick . Discard .
- Mixed shifted chows, double sided chow + one of two 789 can be chowed, Need to pick for the third chow. Discard or . Need to make sure that we have enough points.
- Chicken hand: Double sided chow + edge wait + need to pick for another chow. Cannot have double/terminal chows, edge/closed wait. Discard .






I think the most flexible is to discard .



Q

We discarded  and the next time we picked , which we discarded immediately. Then we picked . What shall we do now?



Now we have got the side combination for the Knitted straight, so we need to pick  or  to get to a wait. We can discard  or .  is probably more likely to become dangerous later, so I think it is best to discard it as early as possible.





# Scores after hand 15

## UPPSALA MAHJONG

Round  Table

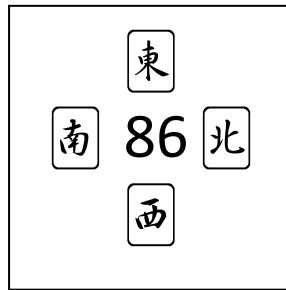
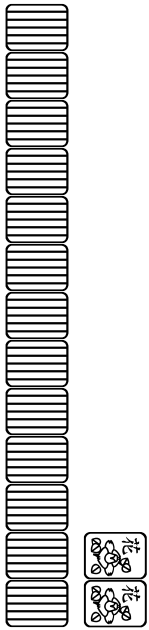
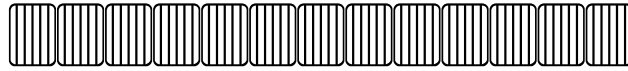


Player 1  Player 2  Player 3  Player 4  (Only names needed)

Round	Hand	Value	Winner (1-4)	Discard (1-4)	Score	Score	Score	Score	chw	Rotation
East	1	11	4	1	-19	-8	-8	35	X	 <input type="text" value="東"/>
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	 <input type="text" value="南"/>
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	 <input type="text" value="西"/>
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	 <input type="text" value="北"/>
	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
East	Total				60	-53	-5	-2	X	 <input type="text" value="東"/>
	10	11	2	4	-8	35	-8	-19		
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
South	Total				44	-26	24	-42	X	 <input type="text" value="南"/>
	12	14	2	1	-22	38	-8	-8		
	Total				22	12	16	-50	X	
	13	11	1	3	西 35	北 -8	南 -19	東 -8		
West	Total				57	4	-3	-58	X	 <input type="text" value="西"/>
	14	16	1	-	72	-24	-24	-24		
	Total				129	-20	-27	-82	X	
	15	10	4	2	-8	-18	-8	34		
North	Total				121	-38	-35	-48	X	 <input type="text" value="北"/>
	16									
	Total									
	Penalties									
Total										
Table points										

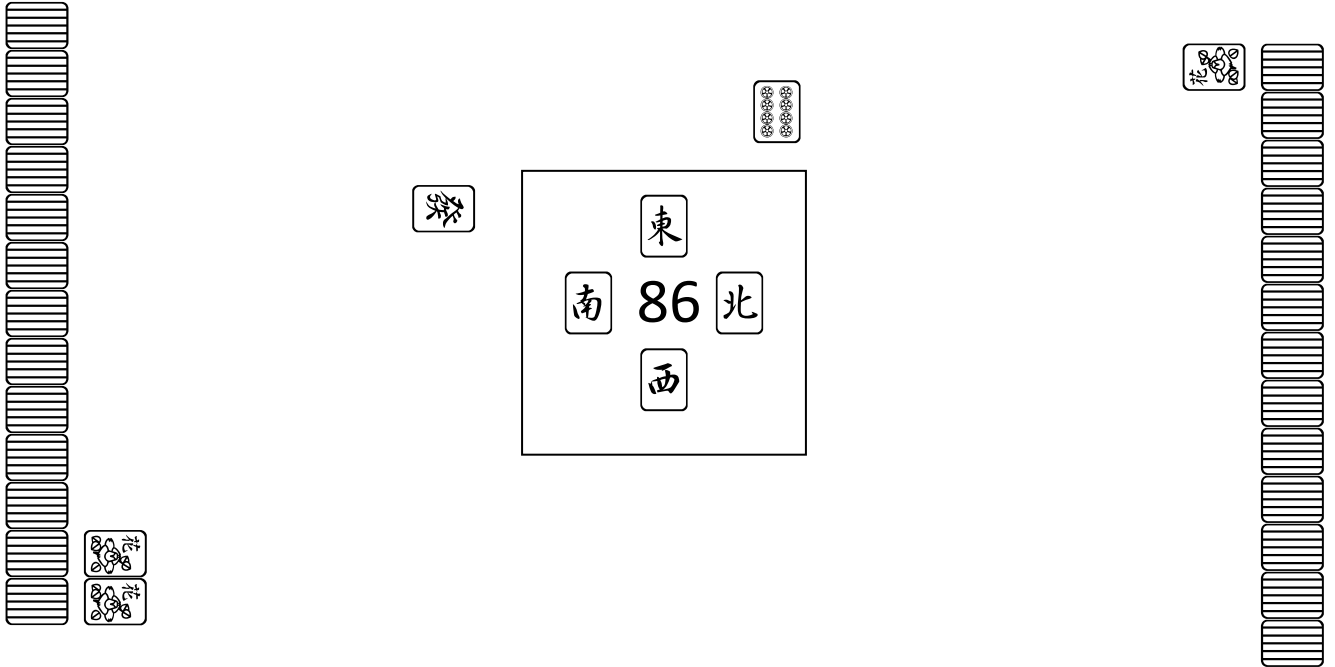
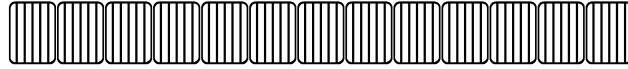
# Hand 16

西 in 北 Round



**Q**

This is the last hand of this game. The scores are: North +121, West (us) - 35, East -38, South -48. What are your thoughts about the scores and the starting hand?



We have four possible outcomes of this game:

- 1) If we win big, we can pass North and win the game.
- 2) If we win a cheap hand, or if North wins self-drawn or from one of the others, we will become second
- 3) If East or South wins self-drawn or from one of the others, or if we pay at most 12 points to North or East, we will become third.
- 4) If we pay to South or pay 14 points or more to North or East, we will become last.

(continued on the next page)



(cont)

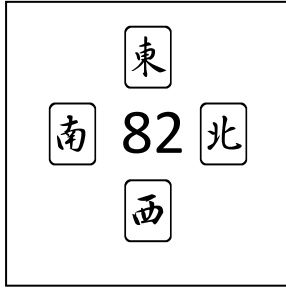
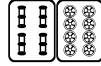
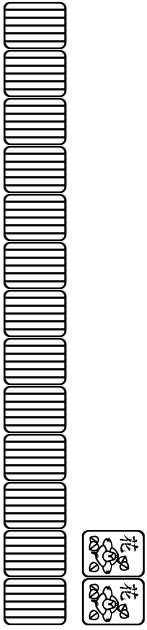
How big hand do we have to get in order to win the game? The difference between us and North is 156 points. The formula to use in this situation is based on the number 32.

First, we subtract 32 from 156, which gives 124. This is how many points we need from any player. Then we divide 124 by 2 = 62, which is the number of points needed if taken from North. Finally we divide by 62 by 2 again = 31, and this is how much we need self-drawn. (Note that you need to round up after each division, in case of odd numbers.)

So what realistic chances to we have in order to get that many points? We have four pairs, so 7 pairs is a possibility. That would give 24 points, and if we do it self-drawn, we get Fully concealed, which is 4 more points. Then we can do All simples for 2 more points, and if we get at least one flower we have 31 points. Another option is Four concealed pungs, which gives 64 points and would be enough also taken from North. We want to keep these options alive, and at the same time also be able to go for a quick Mahjong to secure the second place. Then we also need to make sure that we don't pay the Mahjong and risk to come last. It is important to do these calculations of how many points you need before the last hand of the game.

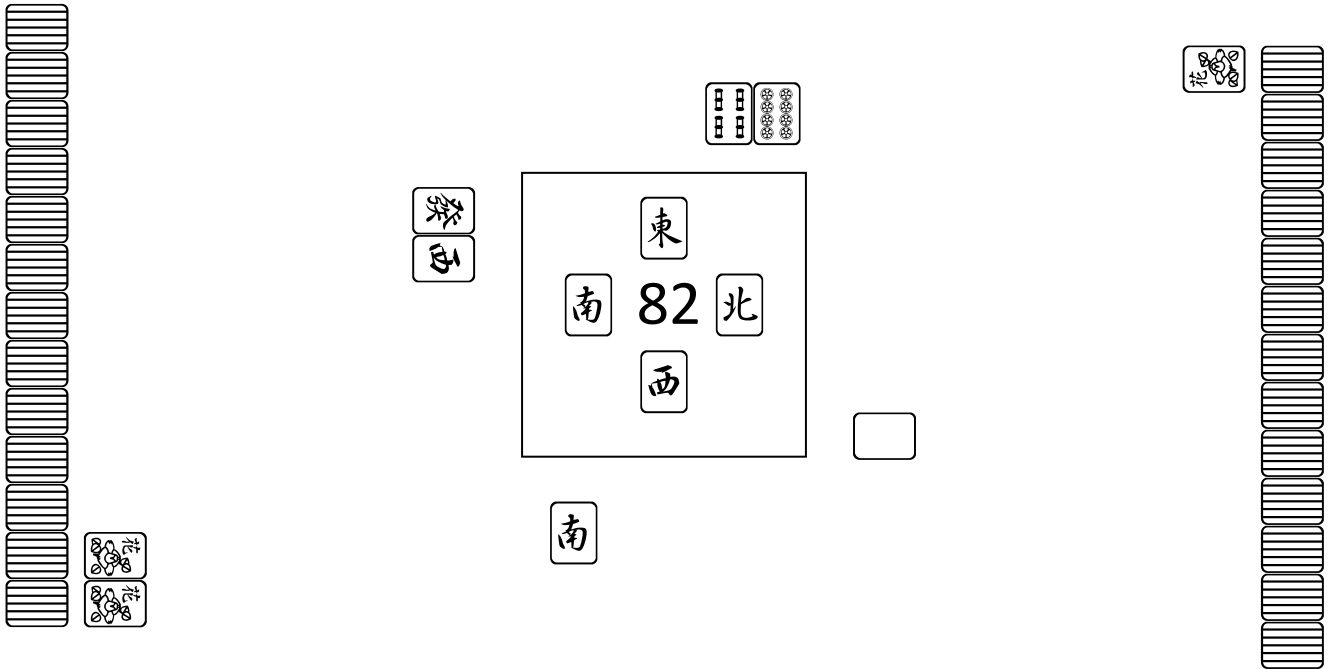
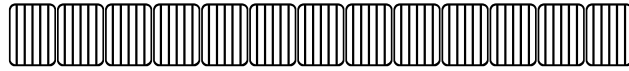
For a quick hand, we have possibilities like Mixed shifted chows, Mixed straight, All Pungs, or Concealed + All chows + All simples.

We don't have any use for 南 in any of the plans above, so let's discard that tile first.



Q

We discarded 南, and the next time we picked 二. What shall we discard?



It is more likely that we will become last, than that we will win. In both cases the difference is two points, so we should go for a quick Mahjong, but keep the possibility for the big hands open as long as possible. In the current situation, the best chance is Mixed shifted chows , , . We can also make a Mixed straight, but then all the pairs will be used in the chows. There are also possibilities to make 7 pairs, All pungs, Concealed + All chows + All simples. The choice is between discarding or , but since the can be used either in a side combination or in Mixed straight, it is better to keep it and discard .





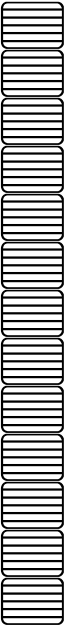
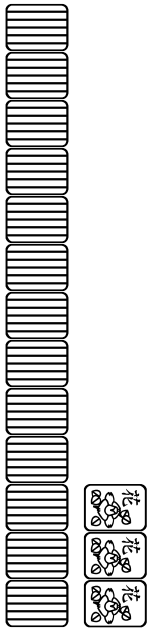
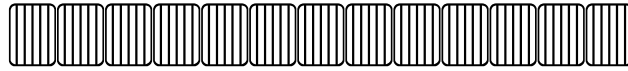



















Diagram of a Mahjong table with the following elements:

- Top center: 二萬 (Two Ten Thousand) and 一萬 (One Ten Thousand) tiles.
- Center: A square table with '東' (East) at the top, '西' (West) at the bottom, '南' (South) on the left, and '北' (North) on the right. The number '73' is in the center.
- Right side: A '中' (Middle) tile and an empty slot.
- Bottom center: 南 (South) and 一萬 (One Ten Thousand) tiles.



The question is if we still want to keep the chance for 7 pairs and All pungs, or if we should optimize our chances for a chow-based hand. Or to put it in another way: shall we give up our chances to win the game and go for the best chance to become second?

I think the sensible play is to go for the chow-based hand now, and then the best option is Mixed shifted chows           with   as the pair and either   or   as basis for the side combination. Thus, we can discard one of the .



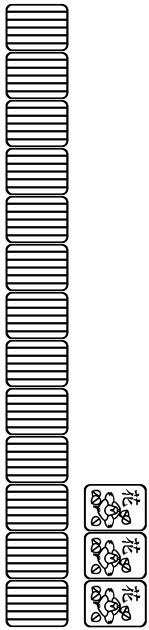
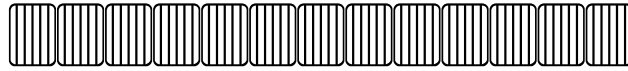







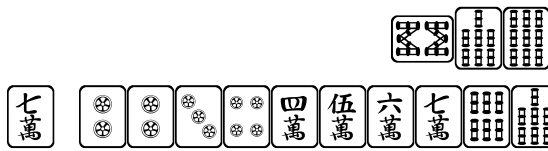
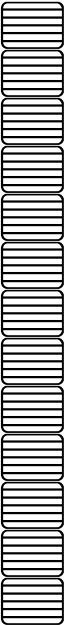
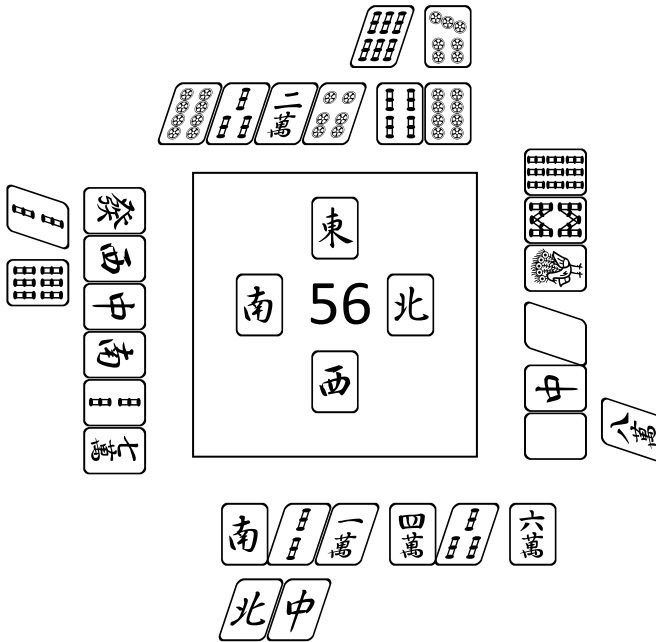
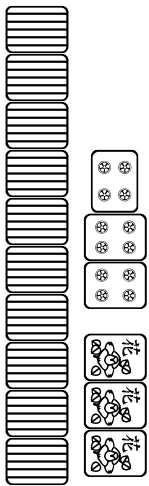
Diagram of a Mahjong table layout:


- Top:** A hand of cards including 二萬 (20,000), 三萬 (30,000), 四萬 (40,000), 五萬 (50,000), 六萬 (60,000), and 七萬 (70,000).
- Center:** A square table with the number 73 in the middle. The four directions are labeled: 東 (East) at the top, 南 (South) on the left, 北 (North) on the right, and 西 (West) at the bottom.
- Bottom:** A hand of cards including 南 (South), 一萬 (10,000), 二萬 (20,000), 三萬 (30,000), 四萬 (40,000), 五萬 (50,000), 六萬 (60,000), and 七萬 (70,000).
- Left Side:** A vertical stack of four cards: 發 (Fa), 西 (Xi), 中 (Zhong), 南 (Nan), and a pair of 日 (Ri) tiles.
- Right Side:** A vertical stack of three cards: a tree icon (Feng), a blank tile, and a 中 (Zhong) tile.

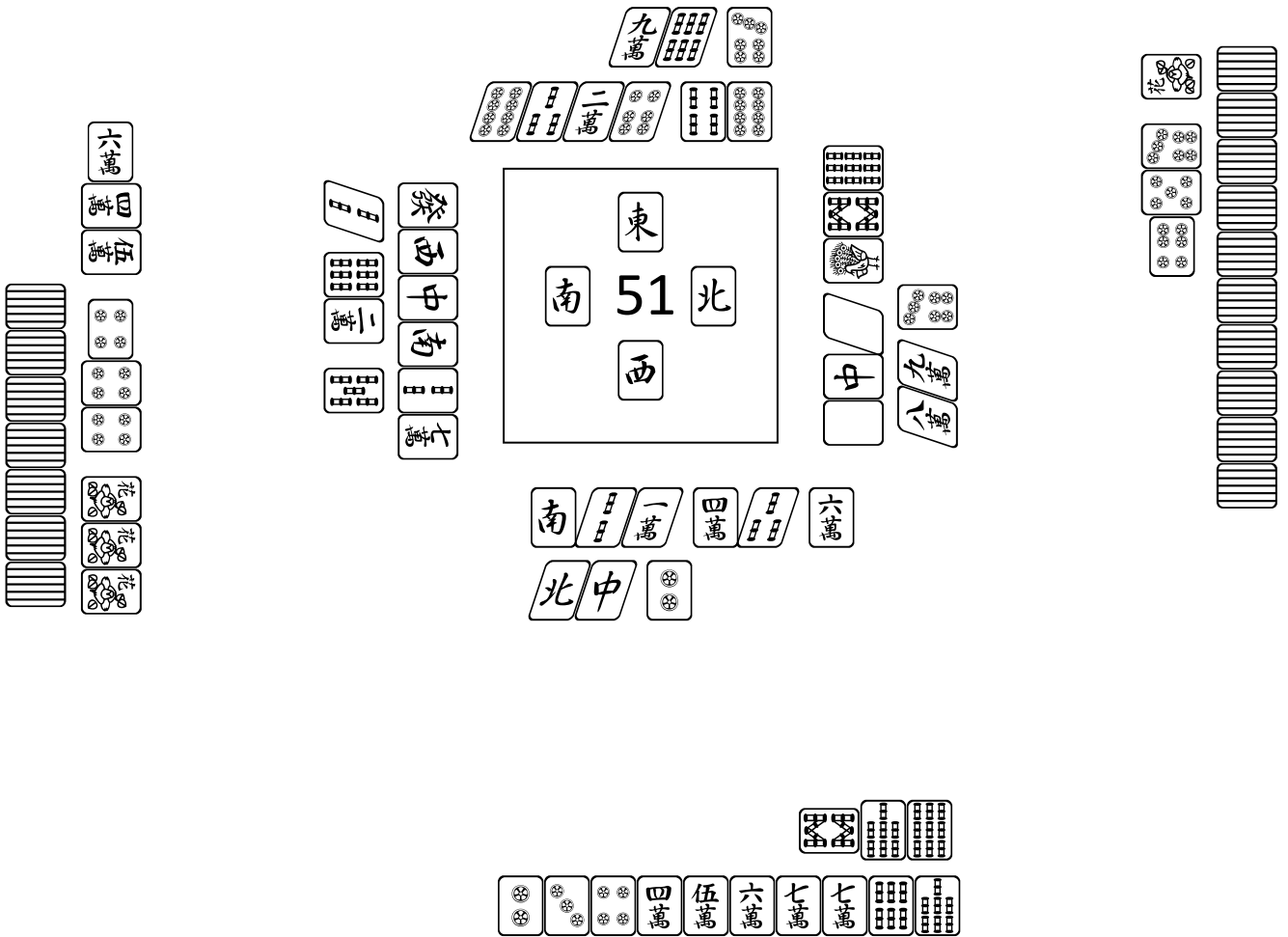
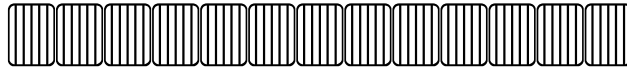


Yes, we can make the chow  as the side combination to our Mixed shifted chows. Then we can discard either  or . There is no clear clue of what is best, but I would keep  and discard , since that makes the hand more flexible if it develops in another direction.









Now we have got the possibility to go for either Mixed shifted chows or Mixed straight, and we don't have any use for two  anymore.



Q

We discarded  and the next turn we picked and discarded , which was chowd by North. East picked and discarded , which South chowd. Then south discarded . Shall we make a chow, and in that case what shall we discard?









# Final scores after hand 16

## UPPSALA MAHJONG

Round 1 Table 1



Player 1 東 A Player 2 南 B Player 3 西 US Player 4 北 D (Only names needed)

Round	Hand	Value	Winnor (1-4)	Discarder (1-4)	Score	Score	Score	Score	Desk	Rotation
East	1	11	4	1	-19	-8	-8	35	X	
	2	26	4	2	-8	-34	-8	50		
	Total				-27	-42	-16	85	X	
	3	10	3	1	-18	-8	34	-8		
South	Total				-45	-50	18	77	X	
	4	13	1	3	37	-8	-21	-8		
	Total				-8	-58	-3	69	X	
	5	9	1	3	南 33	東 -8	北 -17	西 -8		
West	Total				25	-66	-20	61	X	
	6	13	2	1	-21	37	-8	-8		
	Total				4	-29	-28	53	X	
	7	13	1	4	37	-8	-8	-21		
North	Total				41	-37	-36	32	X	
	8	15	3	1	-23	-8	39	-8		
	Total				18	-45	3	24	X	
	9	18	1	4	北 42	西 -8	東 -8	南 -26		
East	Total				60	-53	-5	-2	X	
	10	11	2	4	-8	35	-8	-19		
	Total				52	-18	-13	-21	X	
	11	13	3	4	-8	-8	37	-21		
South	Total				44	-26	24	-42	X	
	12	14	2	1	-22	38	-8	-8		
	Total				22	12	16	-50	X	
	13	11	1	3	西 35	北 -8	南 -19	東 -8		
West	Total				57	4	-3	-58	X	
	14	16	1	-	72	-24	-24	-24		
	Total				129	-20	-27	-82	X	
	15	10	4	2	-8	-18	-8	34		
North	Total				121	-38	-35	-48	X	
	16	11	3	4	-8	-8	35	-19		
	Total				113	-46	0	-67	X	

Penalties				
Total	113	-46	0	-67
Table points	4	1	2	0

# Summary

Just like in a real game of Mahjong, there are situations where there is no correct answer to what is the best choice, and sometimes you make the best choice but get unlucky and lose anyway. In this game I think we had many quite interesting situations, even though we did not always make the winning choices. At least I have found it useful to go through these situations in more detail, which you can do when you are not forced to make fast decisions, as you are at the table. I hope you also have found this interesting and inspiring – but please don't use it against me at the tables 😊

If you do not agree with the choices made or have other views on how to play in some certain situations, then I would love to hear your thoughts. You can contact me, e.g. by email to [petter@rainfall.se](mailto:petter@rainfall.se) or via Facebook.

*Petter Ranefall, Uppsala 2020*