

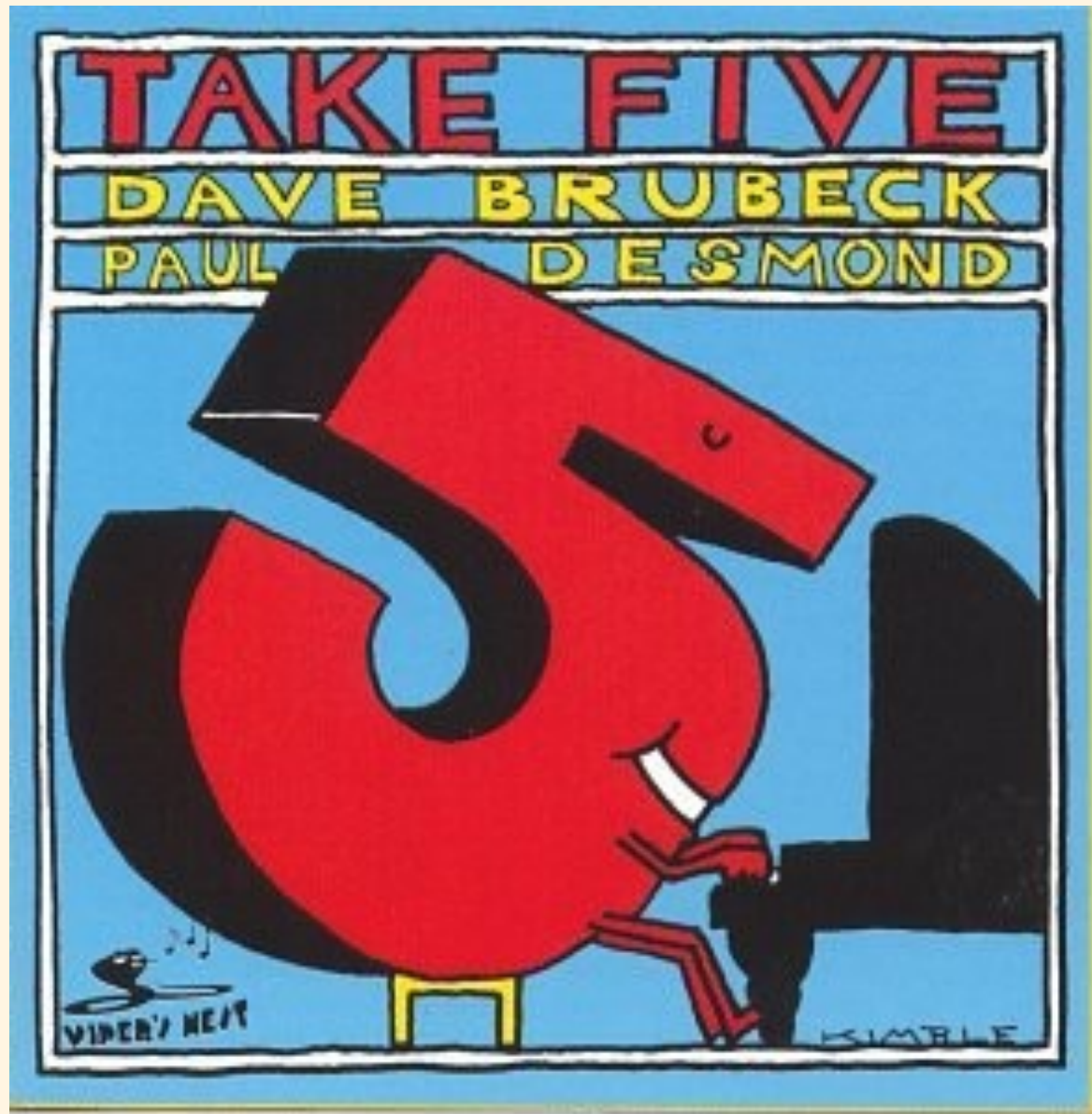
Riichi Seminar 2

Daina Chiba

16-17 August, 2018, Bielawa

Outline

- Day 1: Five Block Method
- Day 2: Calling Judgement



I.
FIVE BLOCK METHOD

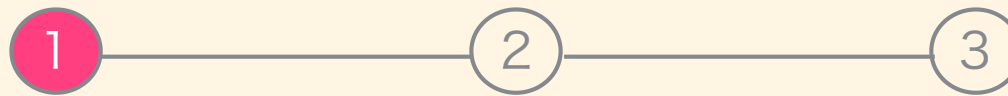
The Five Block Method

Step 1: Divide & Count

Step 2: Compare & Choose

Step 3: Judge

The Five Block Method



Count the number of blocks

$n < 5$, $n > 5$, or $n = 5$?

The Five Block Method



If $n < 5$,
choose which **floating tiles** to keep

The Five Block Method



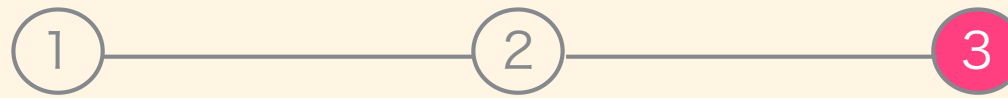
If $n > 5$,
choose which **blocks** to keep

The Five Block Method



If $n = 5$,
choose which **additional tiles** to keep

The Five Block Method



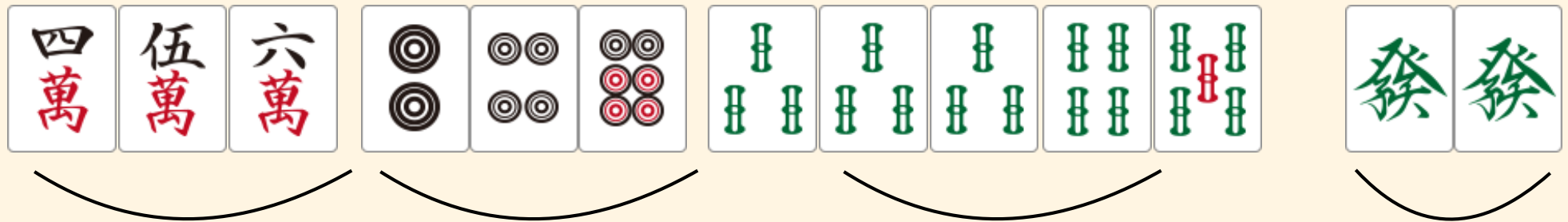
Judge exceptional situations

Step 1: Count the Blocks

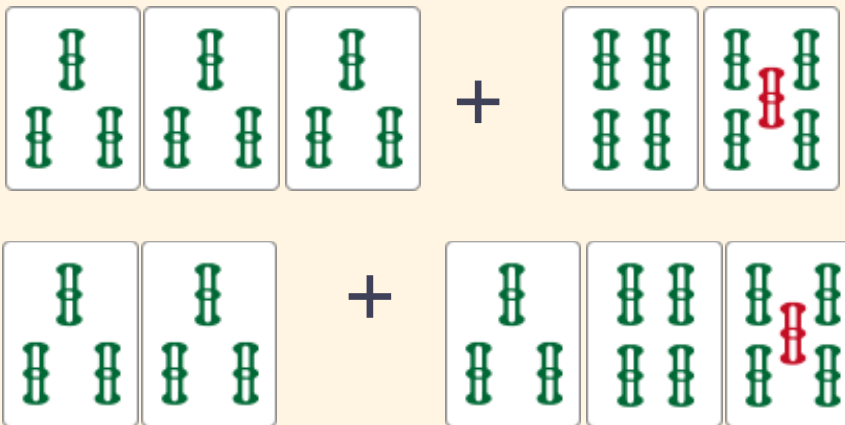


How do we divide the hand into blocks?

Step 1: Count the Blocks



Count 33345 as two blocks

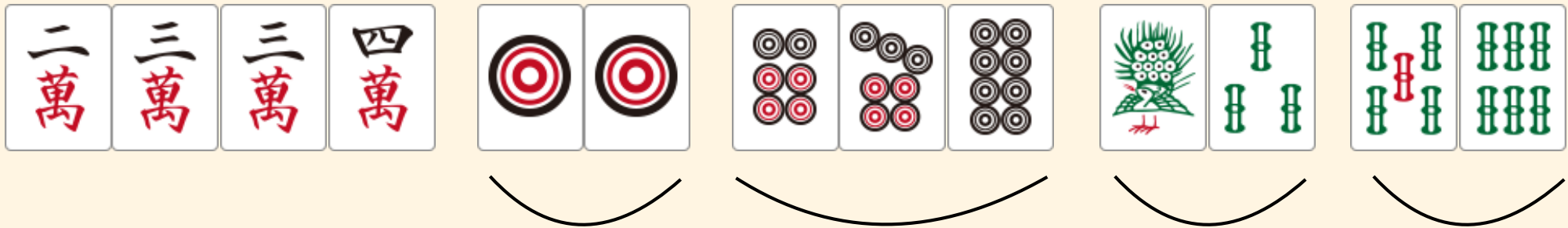


Step 1: Count the Blocks



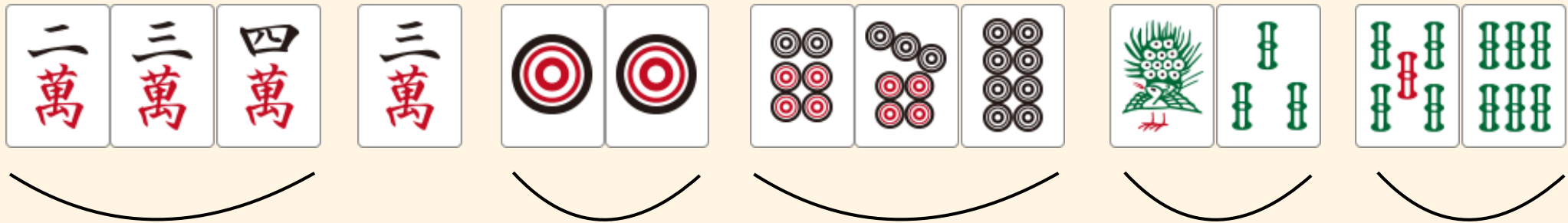
How do we divide the hand into blocks?


Step 1: Count the Blocks



- Two blocks in pinzu
- Two blocks in souzu
- So we only need one block in manzu

Step 1: Count the Blocks



- Two blocks in pinzu
- Two blocks in souzu
- So we only need one block in manzu.  as a **floating tile**

Step 1: Count the Blocks

- Not all hands have exactly five blocks.
 - Some hands may have 4 or fewer.
 - Some hands may have 6 or more.
- What we do in Step 2 depends on the number of blocks.


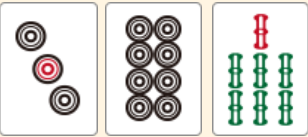
Step 1: Count the Blocks



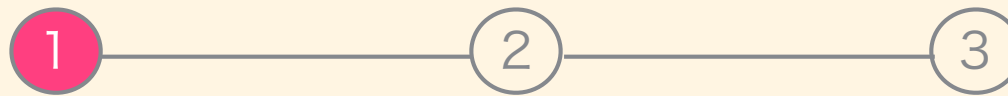
How do we divide the hand into blocks?

Step 1: Count the Blocks



- Easy to identify four blocks
- Since there are only four blocks, need one more block using 
-  are called **floating tiles**.

The Five Block Method



Count the number of blocks

$n < 5$, $n > 5$, or $n = 5$?

The Five Block Method



If $n < 5$,
choose which **floating tiles** to keep

The Five Block Method



If $n > 5$,
choose which **blocks** to keep

The Five Block Method



If $n = 5$,
choose which **additional tiles** to keep

Step 2: Compare and Choose

- When 4 or fewer blocks in a hand, choose **which floating tiles** to keep.
- What kinds of floating tiles are better to keep?

Ranking of Floating Tiles

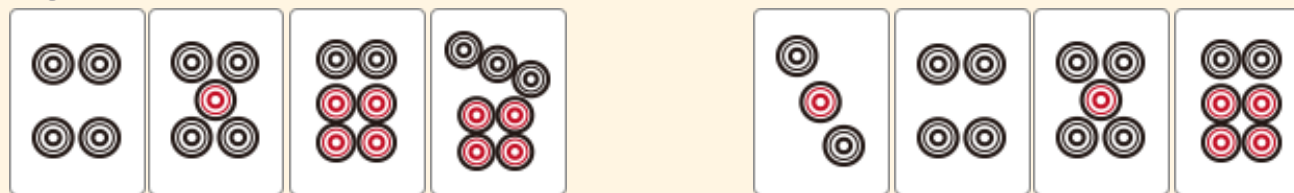
- A. 4-tile combination
- B. Isolated 3-7 ($3,7 > 4,5,6$)
- C. Isolated 2, 8
- D. Isolated 1,9
- E. Isolated honor tiles
- F. Suji tiles (1 when you have 4)

- Dora tile = **up** two ranks
- A tile next to a triplet = **down** one rank
- A tile next to a run = **up** one rank

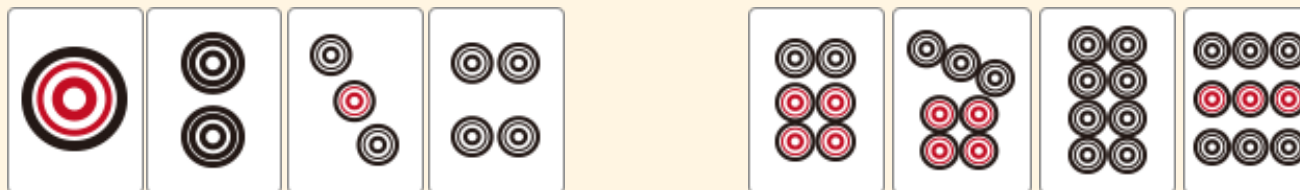
4-tile combination 1

Stretched single (4-consecutive tiles):

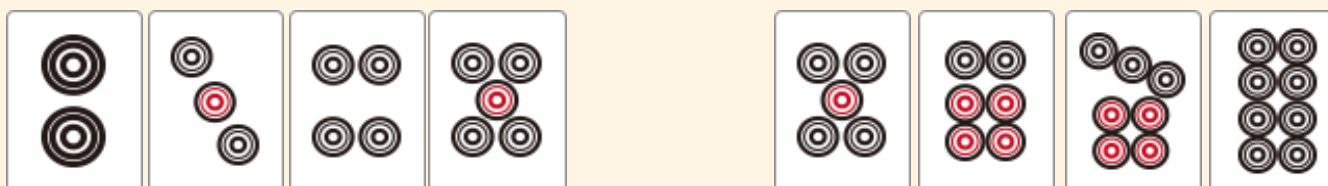
The strongest ones are the two middle ones:



Note that stretched single with terminals are only barely stronger than an isolated 4 and 6:

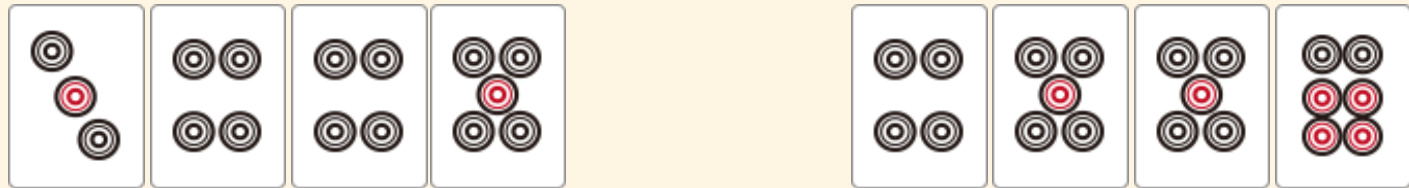


The following are in between the above two sets:



4-tile combination 2

Bulging float (nakabukure), for example:



Note that bulging float shapes with terminals are only barely stronger than an isolated 2 or 8:





Ranking of Floating Tiles

- A. 4-tile combination
- B. Isolated 3-7 ($3,7 > 4,5,6$)
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Honor Tiles

Among honor tiles:

1. Your seat wind tile: eg.,  if you are West
2. Dragon tile:   
3. Prevailing wind tile:  or 
4. Valueless wind tile

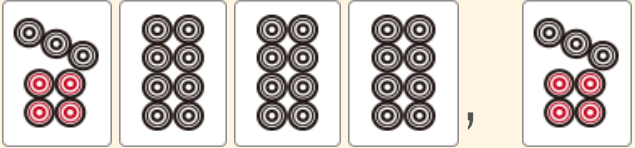

Discard 4 first, 3 next, then 2, and 1 last.

Ranking of Floating Tiles

- A. 4-tile combination
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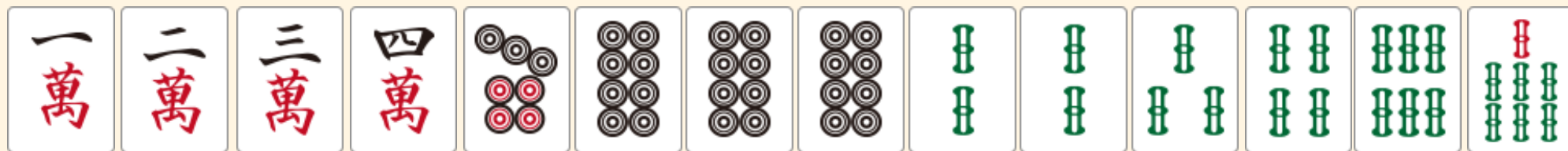
Next to a Triplet

When you have ,  becomes a side wait only with the fourth 8p. Even with 6p, the resulting side-wait is weak.

—> When 4 or fewer blocks in a hand, a tile next to a triplet is **a weaker floating tile** than an isolated tile.

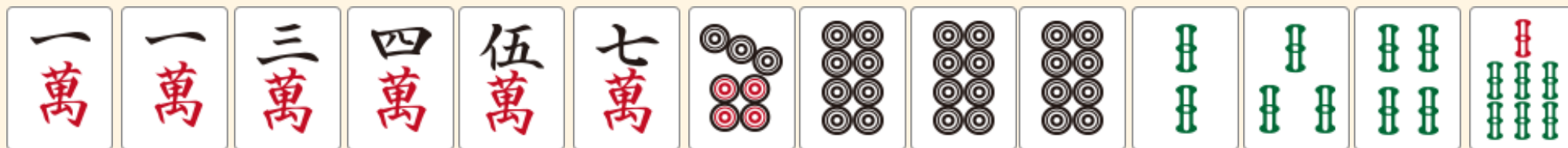
Might be confusing because we tend to think that shapes like 7888 are strong.

Next to a Triplet







When you have a headless hand with five blocks, **7888p is strong**. ==> Discard 2s

However, when you have a hand with 4 blocks or fewer, **7888p is weak**. ==> Discard 7p



Next to a Run

- Isolated  is weak.
- However, when combined with   , it becomes as valuable as isolated 2 or 8 (= up one rank)

Ranking of Floating Tiles

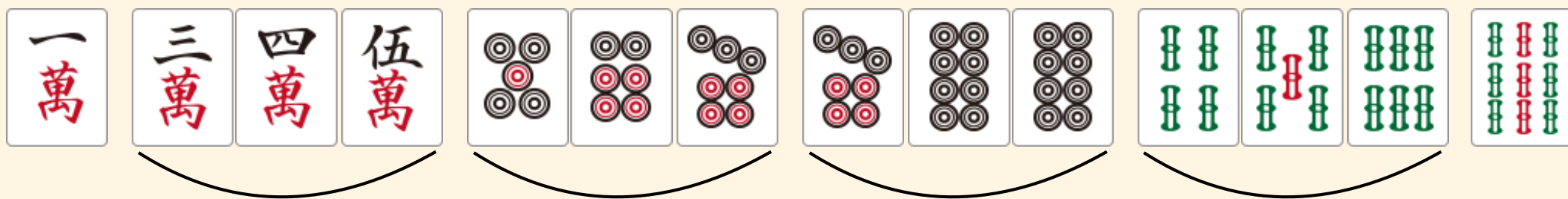
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- F. Suji tiles (1 when you have 4)

- Dora tile = **up** two ranks
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- A tile next to a run = **up** one rank

Exercise 1



Exercise 1

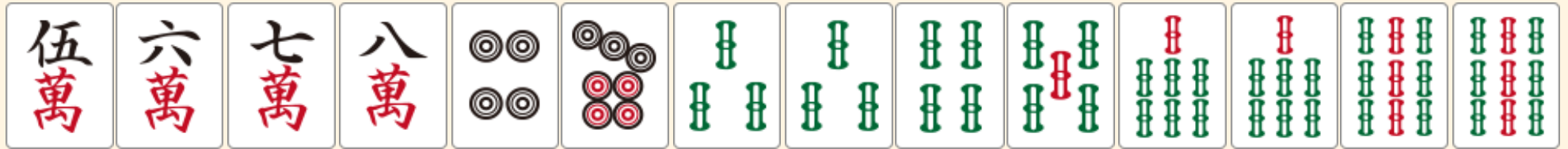


Four blocks, so compare floating tiles.

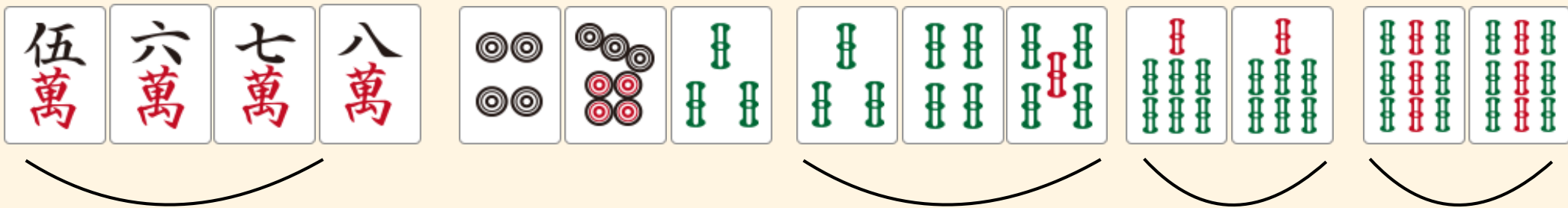
1m is next to a run, whereas 9s is isolated.

—> Discard 

Exercise 2



Exercise 2



8m vs 4p vs 7p vs 3s

- Keep 8m as part of 4-tile combination
- Keep 3s as it is next to a run
- Not useful to keep both 4p and 7p

—> Discard 4p

The Five Block Method



If $n < 5$,
choose which **floating tiles** to keep

The Five Block Method



If $n > 5$,
choose which **blocks** to keep

Step 2: Compare and Choose

- When 6 or more blocks in a hand, choose **which blocks** to keep.
- What kinds of blocks are better to keep?

Ranking of Blocks

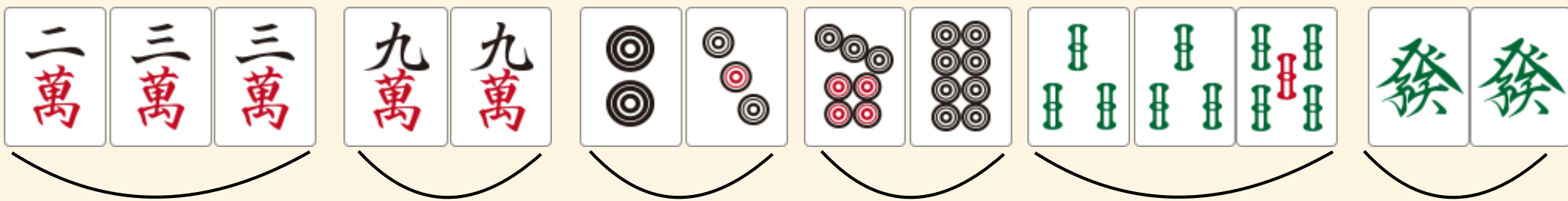
- A. Side-wait proto-runs
- B. Proto-runs accepting 5 or more tiles (e.g., 446, 246, 799, etc.)
- C. Closed-wait proto-runs, pairs (when there are 2 pairs)
- D. Edge-wait proto-runs
- E. Pairs (when there are 3 pairs or more)

WWYD?

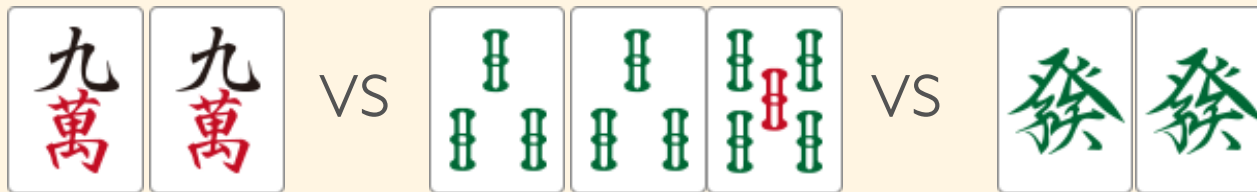



How many blocks?

WWYD?



6 blocks in a hand, so get rid of the weakest one.



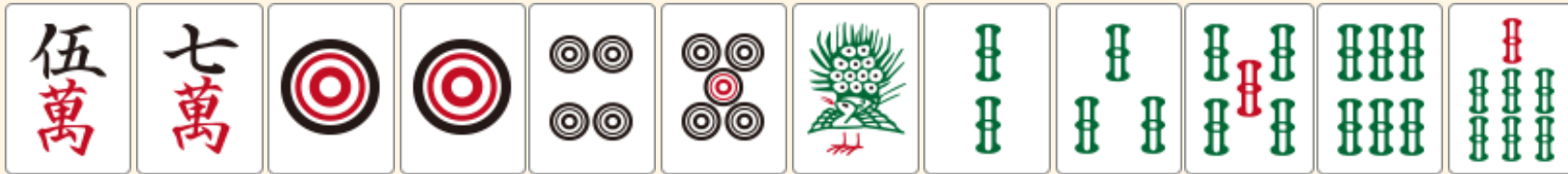
Discard 

The Five Block Method



If $n = 5$,
choose which **additional tiles** to keep

Additional Tiles



A. Redundant tiles

B. Supporting tiles

C. Floating tiles

Additional Tiles:

1. Redundant tiles



- Tiles that are unrelated to the rest of the hand are **redundant tiles**.
- Redundant tiles we keep for defense (such as honor tiles) are called **safe tiles**.

Additional Tiles:

2. Supporting tiles



- Tiles that strengthen particular blocks are called **supporting tiles**.
- The presence of 5m allows the hand to accept 1p and another 5m.

Additional Tiles:

3. Floating tiles



- If we draw 4-7s or 5-8s, discard 57m.
- Tiles that are a candidate for another block are called **floating tiles**.

Additional Tiles

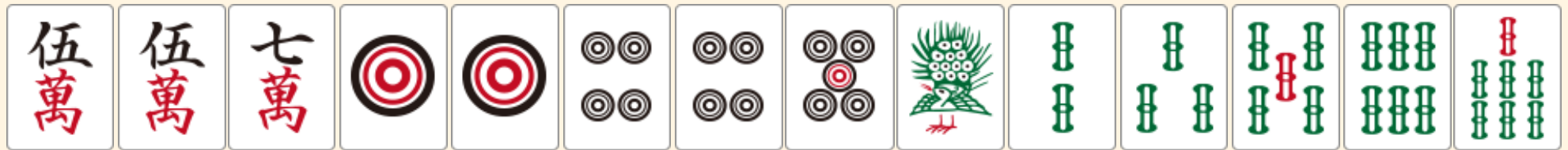


A. Redundant tiles: e.g., 西 (West), 一萬 (10,000), 二萬 (20,000), 四筒 (4 Discs)

B. Supporting tiles: e.g., 三萬 (30,000), 伍萬 (50,000), 七萬 (70,000), 九萬 (90,000), 四筒 (4 Discs), 五筒 (5 Discs)

C. Floating tiles: e.g., 二條 (2 Strips), 三條 (3 Strips)


Additional Tiles



- Supporting tiles are the most important among the three.
- In particular, keep a supporting tile for **weaker** blocks.



Safe tile vs Floating tile



- All the porto-runs are good.
- Discard  to keep a safe tile.

Safe tile vs Floating tile

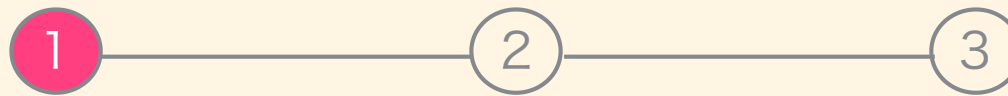


- 2 or more bad proto-runs in a hand.
- Discard  to keep a floating tile .

When $n = 5$

- A. Supporting tiles $>$ floating tiles or safe redundant tile $>$ redundant unsafe tiles
- B. Safe tile $>$ Floating tile if all the blocks are good
- C. Floating tile $>$ safe tile if 2 or more blocks are bad
- D. In comparing supporting tiles, prioritize those for weaker blocks

The Five Block Method



Count the number of blocks

$n < 5$, $n > 5$, or $n = 5$?

The Five Block Method



If $n < 5$,
choose which **floating tiles** to keep

The Five Block Method



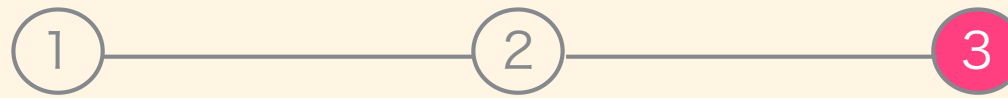
If $n > 5$,
choose which **blocks** to keep

The Five Block Method



If $n = 5$,
choose which **additional tiles** to keep

The Five Block Method



Judge exceptional situations

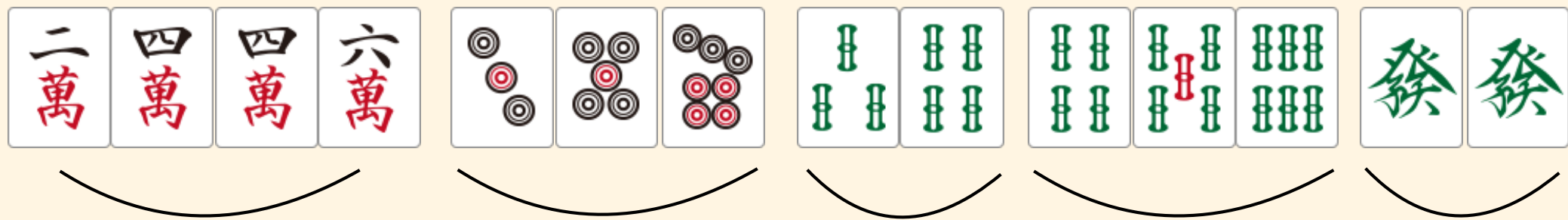
Exercise 3




Dora:



Exercise 3







- We already have five blocks.
- Discard .
- Each block should have at most three tiles.

Exercise 4



Exercise 4

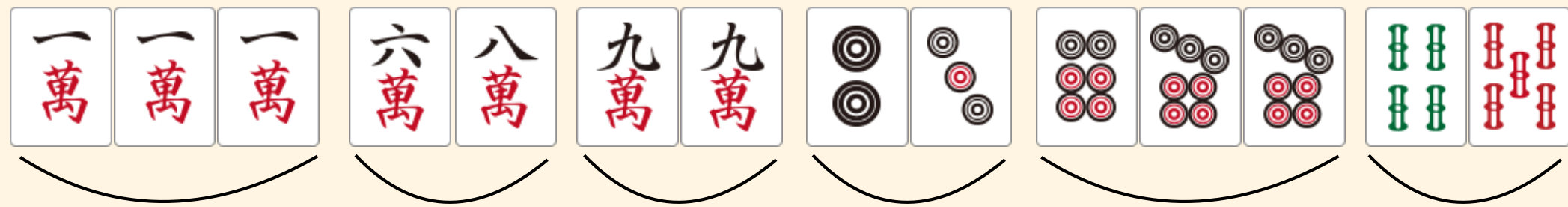


- Need a fifth block, so we decide which of the three floating tiles (  ) to keep.
- Discard  .

Exercise 5



Exercise 5

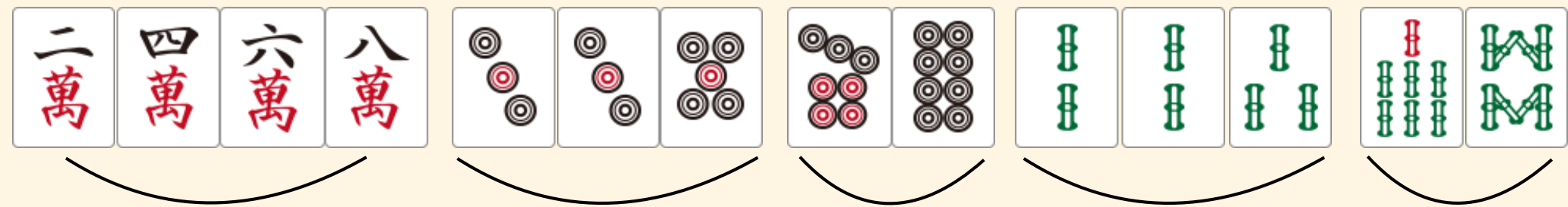




- There are six blocks, so get rid of the weakest.
- Discard 六萬. After that, each time side wait gets complete, discard 八萬, then 四.

Exercise 6

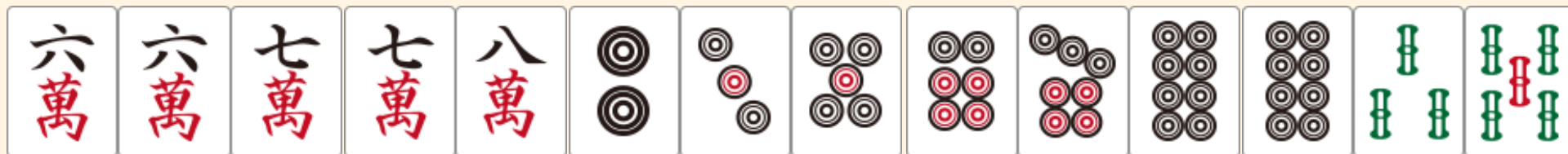


Exercise 6

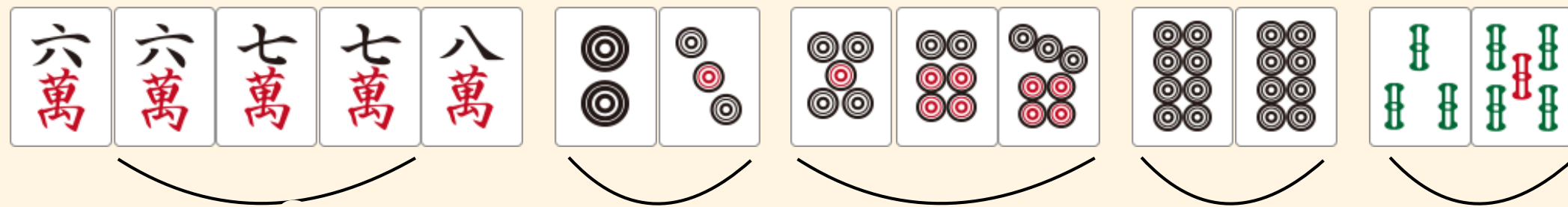


- We already have five blocks.
- Each block should have **at most three** tiles.
- Discard  (not , not to kill sanshoku of 678).

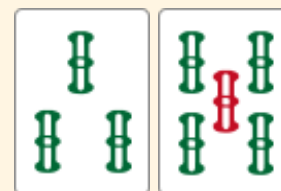
Exercise 7



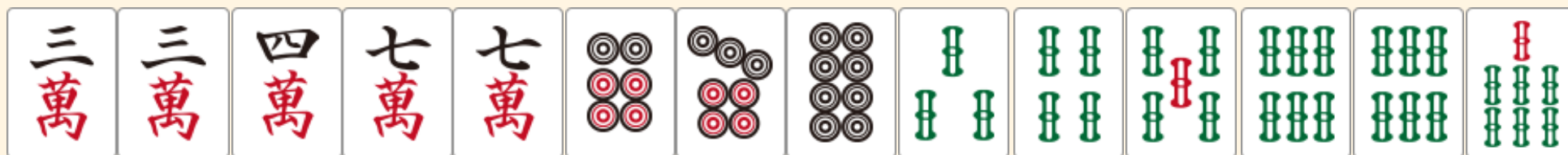
Exercise 7



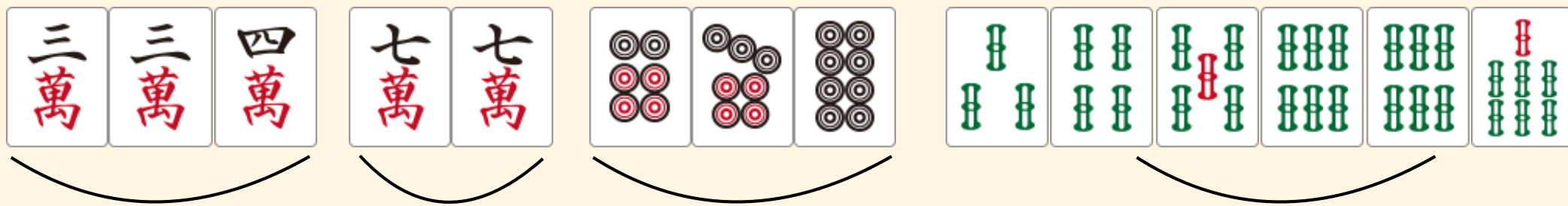
- Six blocks
- Discard the weakest block:



Exercise 8



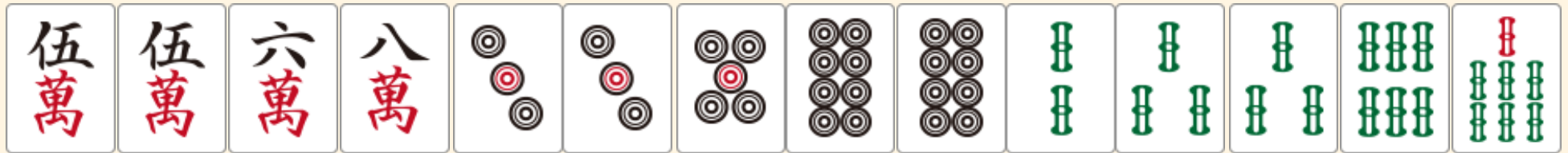
Exercise 8



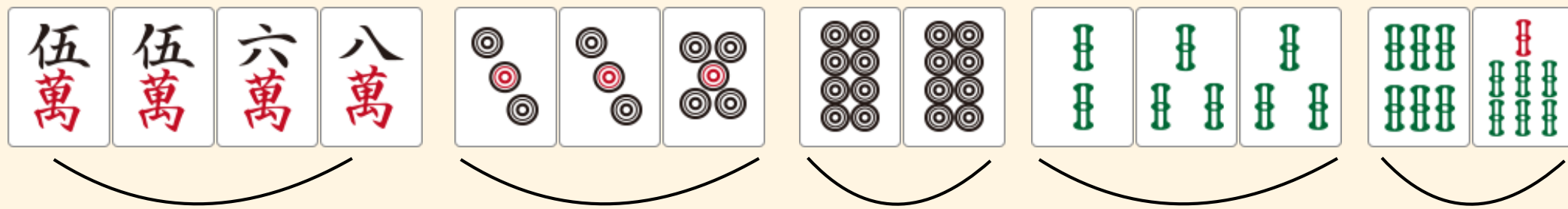
- Five blocks, so compare supporting tiles.
- Prioritize those for a weaker block.

- Discard .

Exercise 9



Exercise 9



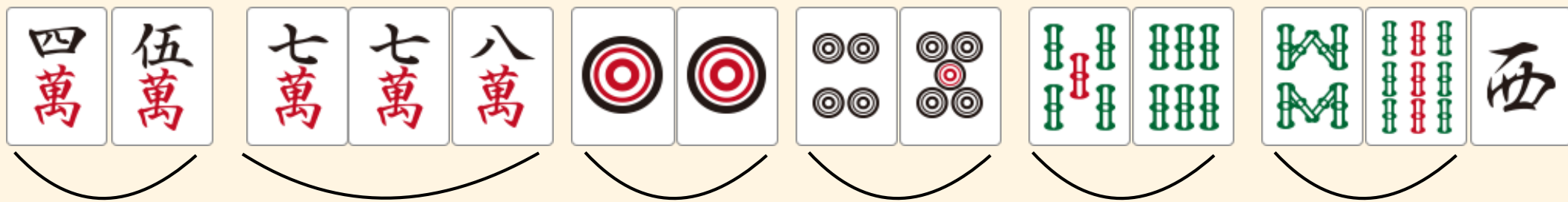
- Five blocks, so compare additional tiles.

-  is redundant.

Exercise 10



Exercise 10



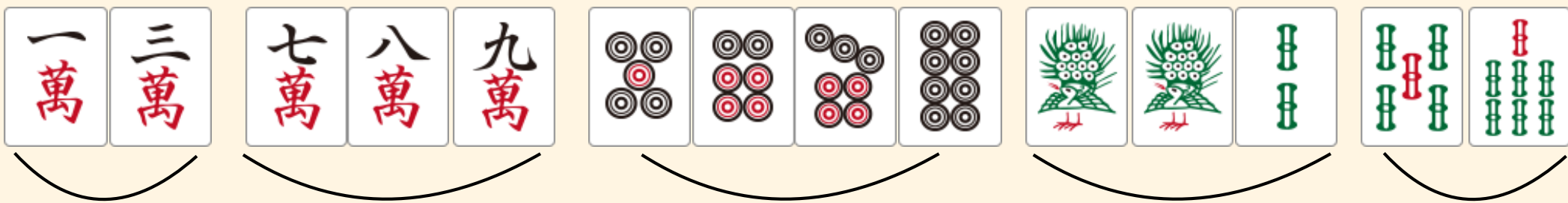
- Six blocks
- Even when drawing 7s later, we will discard 89s anyway.

- Discard .

Exercise 11



Exercise 11



- Supporting 2s vs floating 8p ?
- Head is going to be 1s anyway, so no need to have a supporting tile.
- Floating 2s vs floating 8p ==> Discard 2s



2.

CALLING JUDGEMENT

Calling

- Fewer theories, more exceptions
- Difference of opinions even among strong players
- Will present a lot of WWYD examples

Pros and Cons

Pros

- Advances the hand

Cons

- Scores will be cheaper
- Fewer tiles in the hand

Pro | Advance the hand

- From n-away to (n-1)-away
- From n-away with bad waits to n-away with good waits
- What tiles would you call?



Con | Fewer tiles in the hand

- Fewer tiles to defend with
- Fewer floating tiles



Con | Fewer tiles in the hand

- Fewer tiles to defend with
- Fewer floating tiles



Calling Judgement

Call = advancing the hand at the cost of defense and scores

Call when the demerit of calling is small and the merit is big.

Scores

Tradeoff between speed and values:

- fast & expensive
- fast & cheap
- slow & expensive
- slow & cheap

Expensive vs Cheap


"Expensive": usually means 5200 - 8000 or higher

"Expensive" open hand: 3900 (5800) or higher

Two caveats:

- A. In South-4, the meaning of "expensive" changes.
- B. Relative values: how much cheaper the hand becomes **relative to not calling**.

Relative values

Would you call ? (East-1, 6th turn)



dora



dora



Cheap and Cheaper

Even with a cheap hand, if it does not become much cheaper relative to the closed value, call.

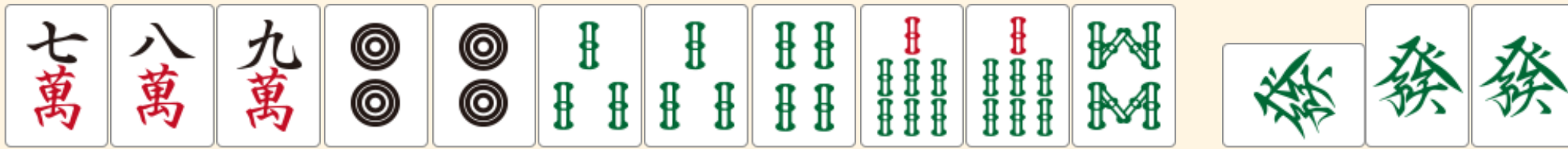
If the hand becomes much cheaper by calling, don't call.


How to Improve Speed

In all the examples below, we don't (need to) care about the hand value (South-4, 2nd place, 500 point to 1st).

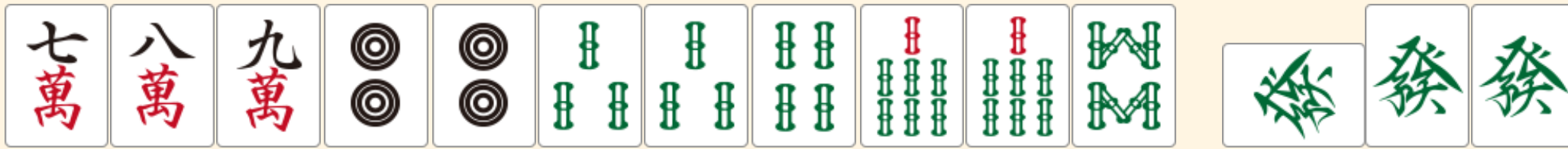
Just focus on improving the speed.



WWYD?



- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st

WWYD?




- Perfect 1-away hand if discard  or .
- Dora is less likely to come out; could become dangerous later.

- Discard


WWYD?



- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st

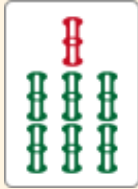
WWYD?



- No need to pursue high scores.
- Terminal pairs are more likely to come out.
- Discard . Call everything.

WWYD?



- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st

WWYD?



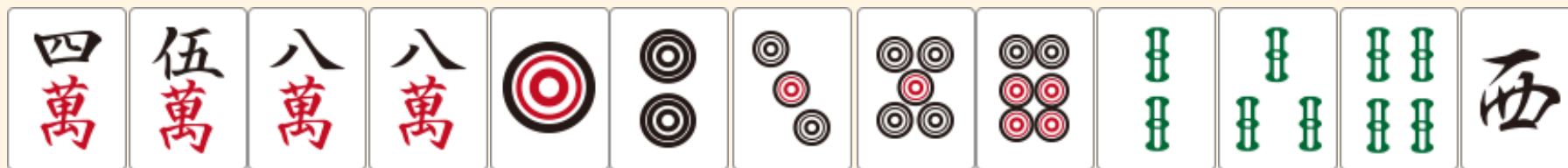
- If draw 6m:

-  : difficult to open

-  : easier to open



- Discard 

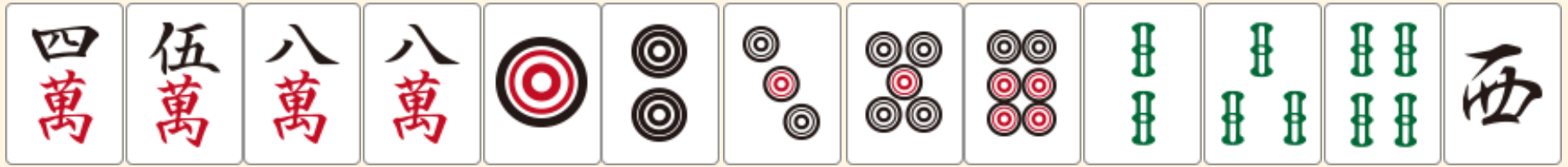


- Dora = 北
- South-4, 3rd turn
- 2nd place, 500 point to 1st

• Draw 三萬 六萬 四黑中 六黑中 ==> Discard 西

• Draw 四萬 伍萬 八萬 四黑中 六黑中 ==> Discard 西

• What other draws should lead you to discard 西?

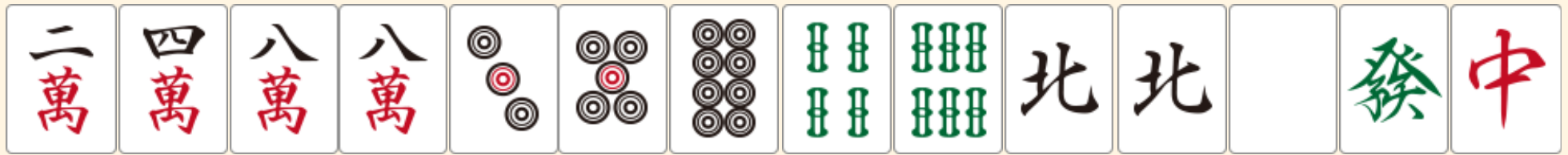



- If draw  or , keep them

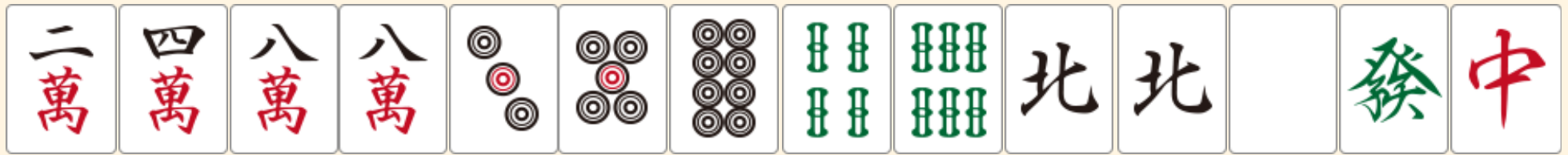



- Now, if we pon  or , we can call    

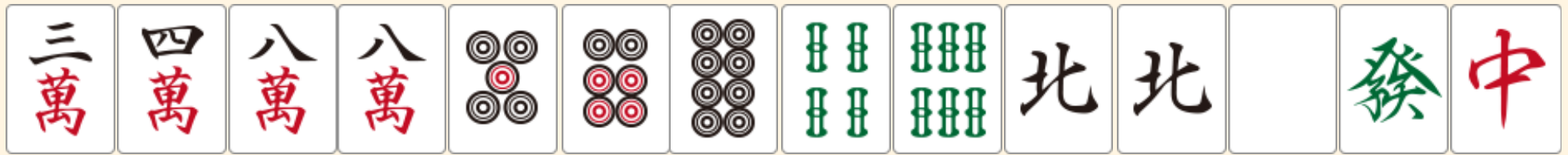
- Since you can utilize the discard of your left player, it is **twice as fast**.




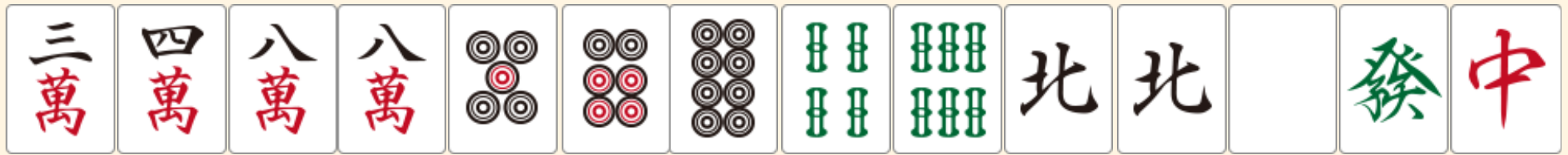
- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st
- WWYD?



- If you keep the hand closed, it is too slow.
- There are four tan'yao blocks.
- Make a hedge between tan'yao and fanpai.
- Discard .



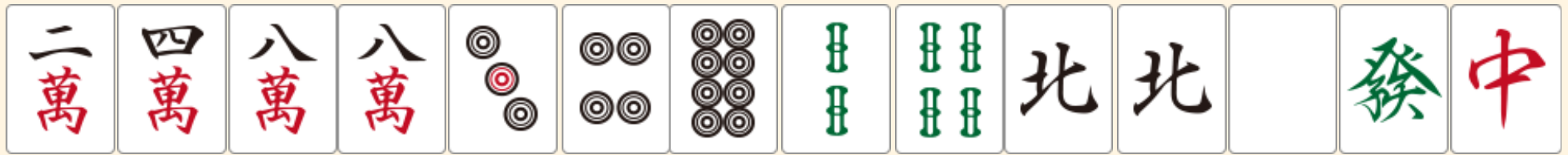
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- South-4, 3rd turn
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- WWYD?




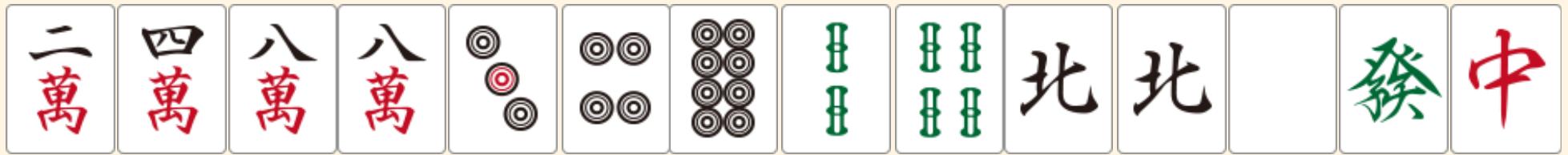
- Again, make a hedge between tan'yao and fanpai.

- Discard . Call everything.

- If souzu block were side wait, discard   



- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st
- WWYD?

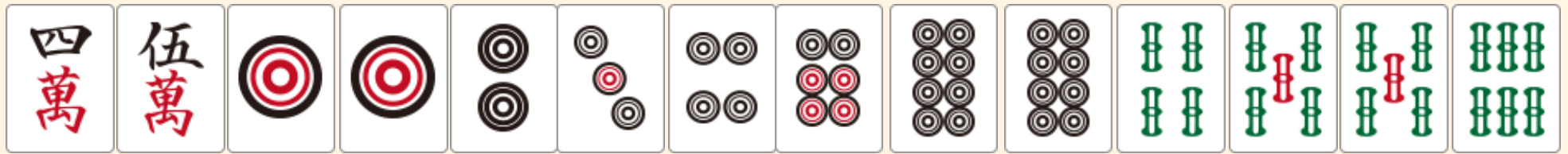



- Sanshoku possibility

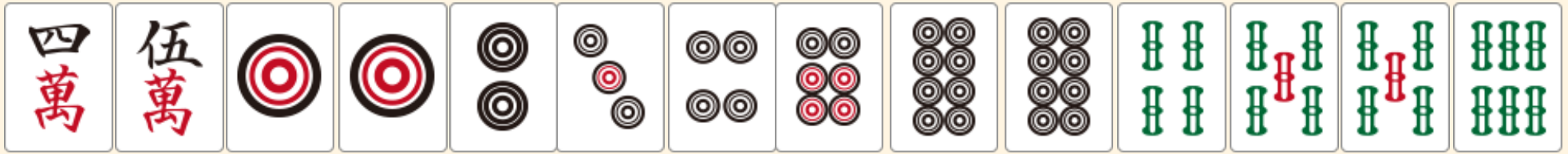
- Chii

- Discard





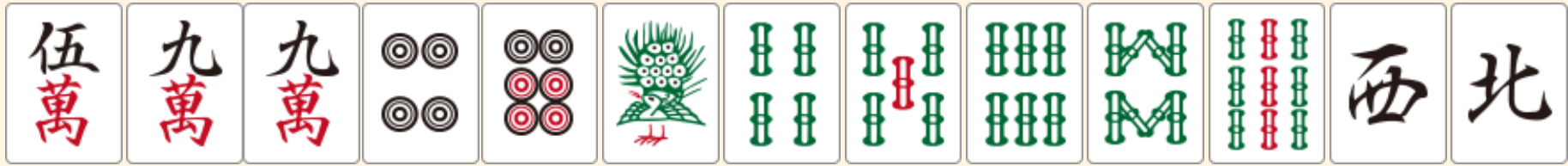
- Dora = 
- South-4, 3rd turn
- 2nd place, 500 point to 1st
- WWYD?




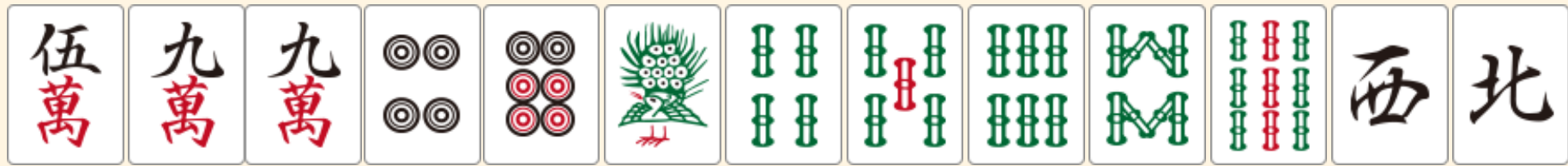
- Discarding  reduces tile acceptance



- Discard 

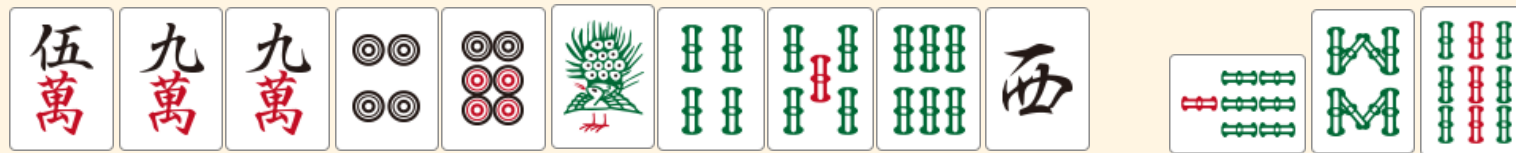
- Chii  



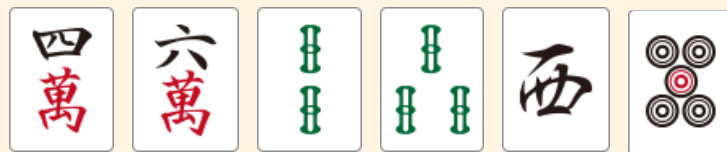
- Dora = 
- West seat, South-4, 1st turn
- 2nd place, 500 point to 1st
- What do you absolutely need to call?




- Call  and make a hedge between 456 sanshoku, ittsu, and fanpai.
- If you call 



- Draw of the following will advance this hand to 1-away





- Dora = 
- West seat, South-4, 1st turn
- 2nd place, 500 point to 1st
- What should you call?



- Call  or 

- If you call 



- Draw or call of   makes the hand ready.

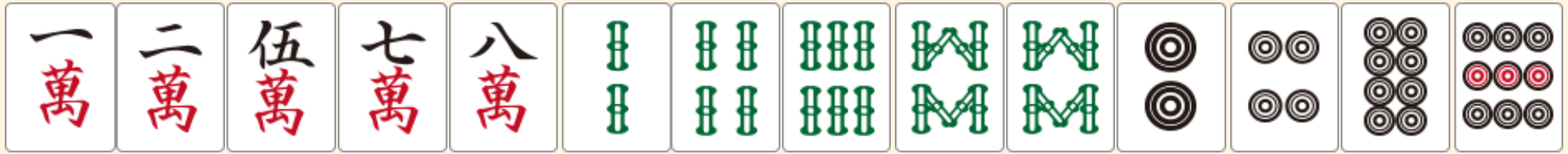



- Call 六萬 or

- If you call













- Draw of 二萬 六萬 makes the hand ready.
- Also, can call 二萬 六萬 to make the hand ready.




- Dora = 
- South-4, 1st turn
- 2nd place, 500 point to 1st
- What would you discard first?
- What would you discard next?





- Discard  first, then discard  next.
- No complete set, all bad-wait proto-runs.
Tan'yao is the fastest way to win.
- Rather than choosing between   and  
discard both  and .
-  and  could become a pair.



- Dora = 
- South-4, 1st turn
- 2nd place, 500 point to 1st

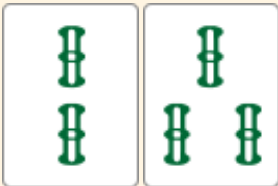
- Can call 
- Which one would you call, and why?



- Pon:  5 tiles left
- Chii:  1 tile left




Pon is better.



- Chii will make a  proto-run.
- However, tan'yao is not confirmed.


Don't call.



- Chii will make a  proto-run.
- Even though this is a closed-wait proto-run, this is good.
- The left player who discarded  early will be likely to discard  if he draws it.

Call.



- Chii will make a  pair.
- Pair can be the head / can call pon.

Call.



- Chii will advance the hand.

Call.



- Chii will create a run, but significantly reduce the possibility of making two blocks in manzu tiles.

Do not call.