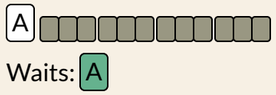
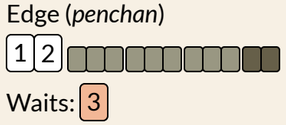
Common and Useful Mahjong Wait Patterns (*machi*)

Basic Wait Patterns

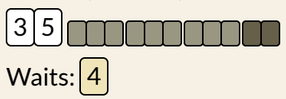
Single (*tanki*)



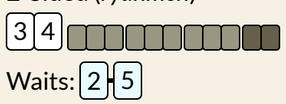
Edge (*penchan*)



Closed (*kanchan*)

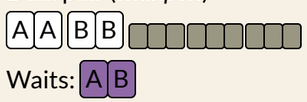


2-Sided (*ryanmen*)



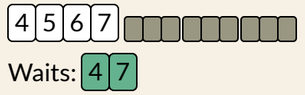
☐ will result in *pinfu* if other hand conditions hold; otherwise just worth no *fu*.

Dual pair (*shanpon*)

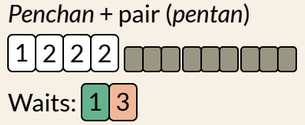


Combination Waits

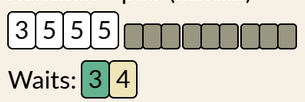
Tanki + sequence = dual *tanki* (*nobetan*)



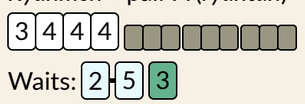
Penchan + pair (*pentan*)



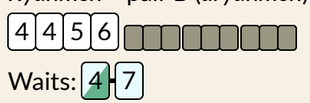
Kanchan + pair (*kantan*)



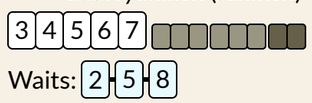
Ryanmen + pair A (*ryantan*)



Ryanmen + pair B (*aryanmen*)

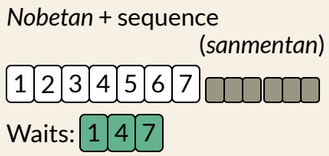


Ryanmen + sequence = dual *ryanmen* (*sanmen*)

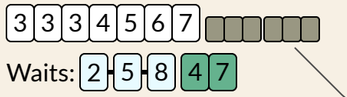


Complex Waits (up to seven tiles)

Nobetan + sequence (*sanmentan*)

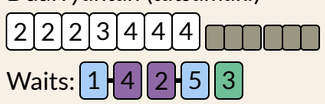


Nobetan + outside *ryantan*

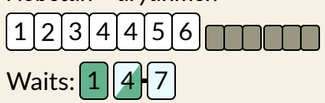


Dual *kantan* (*kantankan*)

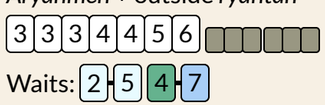
Dual *ryantan* (*tatsumaki*)



Nobetan + *aryanmen*



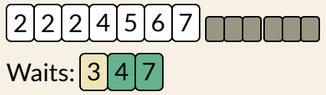
Aryanmen + outside *ryantan*



Shanpon + sequence (*entotsu*)

AA = any pair

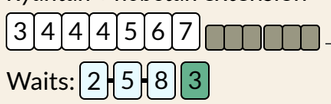
Nobetan + *kantan*



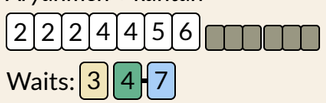
Nobetan + inside *ryantan*

Kantan + *ryantan*

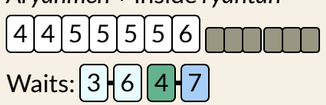
Ryantan + *nobetan* extension



Aryanmen + *kantan*



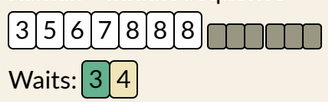
Aryanmen + inside *ryantan*



Connected *shanpon* + triplet

Inside *tanki* (*nakabukure*) + adjacent triplet

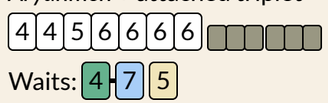
Kantan + middle sequence



Sanmen + end pair = *nobetan* + outside *ryantan*

Sanmen + off-center pair = *ryantan* + *nobetan* extension

Aryanmen + attached triplet



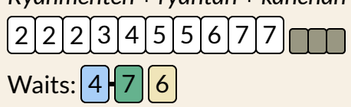
☐ indicates *ryanmen* results that cannot gain *fu* nor possibly result in *pinfu*.

Gap *shanpon* + inside triplet

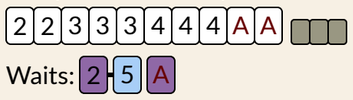
Additional Complex Waits

Here are some 10-tile patterns that don't extend directly from the patterns above!

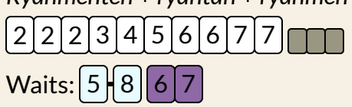
Ryanmenten + *ryantan* + *kanchan*



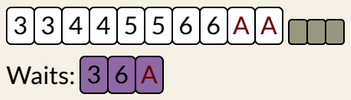
Shanpon + *kantan* + *ryantan*



Ryanmenten + *ryantan* + *ryanmen*



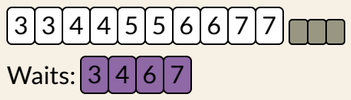
Triple *shanpon*



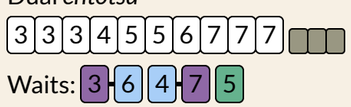
Double *entotsu*

second suit

Quadruple *shanpon*



Dual *entotsu*

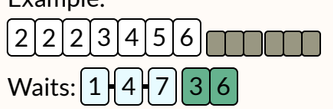


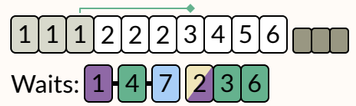
Tips for Extending and Finding Waits

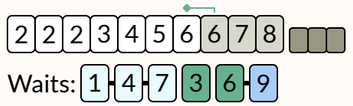
Notice how basic waits become combination waits, and how combination waits become 7-tile patterns, by the addition of a nearby sequence or triplet. This can be extended onto 7-tile patterns to obtain additional waits with 10- or full-hand patterns.

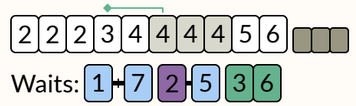
Sequence extensions add a *suji* (three-number gap) to the wait when they overlap with or are adjacent to *tanki* and *ryanmen* waits. Triplet extensions add waits when they are close to *tanki* tiles, along the lines of the *pentan*, *kantan*, and *ryantan* combinations.

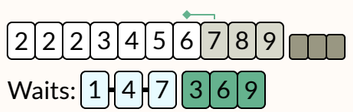
Example:

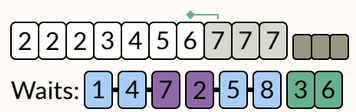












When looking for waits in closed flush (*chinitsu*) hands, a standard strategy is to simplify by pulling out sequences or triplets. Pull out two sets and you are left with a 7-tile pattern to analyze. Afterwards, see if a set you pulled out will extend any waits.

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

Information Sources

Riichi Mahjong Wiki: https://riichi.wiki/Machi

JP Wikipedia: https://ja.wikipedia.org/wiki/聴牌

ウザク式 麻雀学習 牌効率 by G・ウザク

麻雀技術の教科書 by 井出洋介, 小林剛

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Training Resources

Mahjong Waits Trainer
https://mahjong-trainer.netlify.app/

Timed *Chinitsu* Quizzes
http://hinakin.main.jp/mckonweb/index.htm
何待ち = find all waits; Lv2 = *noten* possible; Lv3 = only complex waits; Lv4 = unsorted tiles
何切る = cut tile for widest wait

Bamboo Mahjong (1v1 game)
https://www.gamedesign.jp/games/bamboo/
開始 = start
立直 = *riichi*; ロン = *ron*; ツモ = *tsumo*