



SEVEN QUESTIONS

Every turn at the table is one of these decisions.
Answers follow Riichi Book 1.

KHALIICHI · RIICHI CLUB · RIICHI.AE

WHICH TILE DO I CUT? *Every ordinary turn*

- Cut** Loners go first: lone honours → terminals → 2s and 8s → middle floaters.
- Count** Then check groups: four plus a pair is five blocks. With five, every extra tile is a spare.
- Keep** The strongest shapes, ranked below. Between equals, keep the side nearer the dora.

SHAPE STRENGTH *Strongest to weakest*



Two-sided + pair: run plus a pair in reserve. The third tile is redundant: trim here first.

Pair + gap: fills two ways, but the waits stay thin.

Double gap: fills on 3 or 5, eight tiles. Every tile counts; cutting an end halves it.

Five blocks and no floaters? Trim redundant tiles first (the spare 5 above); only then break the weakest shape from its outer end.

WHICH HAND? *Pick a lane by turn 6*

- Default** Sequences toward a closed riichi. Most common.
- Flush** Eight or more of one suit plus honours early: commit to Half Flush; calls welcome.
- Pairs** Four pairs, few sequences. Middle pairs: Seven Pairs, closed. Honour or terminal pairs, or a triplet in hand: All Triplets, pon freely.
- Licence** A pair of dragons or your wind is a standing licence to open.

SHOULD I CALL? *Pon · chii*

- Yes** Value Tiles: pon readily. Big patterns: commit early. All Simples: only close, with two or more dora.
- No** No yaku after the call, or no real progress. A distant cheap hand keeps building closed.
- Test** Name the finished hand's yaku before your hand touches the tile.

SHOULD I KAN? *Fourth tile in hand*

- Yes** Closed kan that leaves you ready (or you already are), pushing, wait unchanged. You are the likeliest winner of the new dora.
- No** Far from ready, hand is cheap, a riichi is out, or the kan breaks a shape. And not while leading: kan raises the stakes, and variance favours whoever is behind.

THE ORDER OF QUESTIONS *Each turn*

- Is anyone threatening?** Push or fold: make a decision.
- Ready and closed?** Check if you should riichi.
- Otherwise:** cut the least useful tile and keep building.

THE FURITEN TRAP

If any tile of your wait sits in your own discards, you cannot ron on any of them; only self-draw wins. Letting a winning tile pass puts you in the same state until your next draw, and permanently under riichi. Read your own pond against your full wait before declaring.

SHOULD I RIICHI? *Closed and ready*

- Yes** By default, even on a bad wait. It adds a han, One Shot and Ura Dora chances, and pressure.
- No** Already mangan-class with a yaku (win quietly); the wait is bad, the hand cheap, and you can name the tiles that upgrade it, and you're before turn 12.
- Test** No clear reason not to? Declare.

PUSH OR FOLD? *Against any threat*

A threat is a riichi declaration, but also two melds from one player or a dora leaving their hand. Respect those almost as strongly. Dealer hands pay half again more and repeat: fold harder against the dealer, push a little wider as one.

READY Push with a good wait or decent value. Cheap and bad wait: prefer safe tiles when they exist.

ONE AWAY Fold unless mangan-class with good shape.

TWO+ AWAY Always fold.

WHAT IS SAFE TO CUT? *Folding · safest first*

- Their own discards:** anything the declarer has already discarded. 100% safe against them, no reading needed.
- Matching ends:** any tile three away from one in their discards. Beats two-sided waits only; a middle tile needs both its ends gone.
- Honours seen twice:** only a pair wait remains possible.
- Terminals & one-chance:** fewer live shapes can want them.

Their pond shows → and are safer, never fully safe.

Once you fold, fold completely: safest tile every turn, and the hand no longer exists.