

Pivot Challenge Worksheet

A staged training tool for practicing real-time pivot decisions

The Pivot Challenge breaks the game into four natural stopping points. At each stage, you pause, reassess your hand, check feasibility, and decide whether pivoting is even possible. This worksheet helps you see how hand strength, timing, and table conditions change throughout the game.

Stage 1: First Left, Plan A at This Stage

What hand are you developing right now?

Why does this hand make sense based on the tiles you have:

Pivot Feasibility Check

Are there *any* Plan B options? If yes, list the options:

Stage 2: End of Charleston

Plan A Status Update

How has Plan A evolved?

Stage 3: ~70 Tiles Remaining

Reassess Plan A

How would you describe the strength of your hand (e.g., strong, moderate, weak, wounded)?



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What changed?

External Factors (Discards & Exposures)

Check all that apply:

- Key tile discarded
- Opponent exposed needed tile
- Shape no longer fits category
- Key tile discarded
- No growth through two or more picks
- Other: _____

Is a Pivot Possible Now?

Yes Maybe No

If yes/maybe, which hand could you pivot to?

List remaining live tiles for that hand:

Opponent exposures affecting feasibility:

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Pivot Point Check

Is there enough wall depth left to attempt a pivot?

Yes Maybe No

If yes, what are the remaining obstacles?

Stage 4: ~50 Tiles Remaining

Plan A Reality Check

At this point in the game, is Plan A viable?

Yes Maybe No

If not, what makes it impossible?

Last-Chance Pivot Milestone

Is any pivot still feasible?

Yes Maybe No

If yes, which hand?

What are the dependencies?

Are there enough tiles left in the wall?



Pivot Feasibility Check

If a pivot is not reasonable, is it time to fold and block?

- Yes Not Yet Unsure

What defensive cues do you see?

Final Reflection

Which stage felt hardest to evaluate? Why?

At which stage did you first see your hand weaken or collapse?

Which pivot felt real, and which was imaginary (or impossible)?

What did this challenge teach you about timing?

How will this change the way you approach pivot decisions in your next game?

