American mah jongg: the Charleston

Before the first discard, the players exchange tiles. Each pass is three tiles, face down.

First Charleston: compulsory

1	→	**RIGHT**	Three tiles to the player on your right.
2	↑	**ACROSS**	Three tiles to the player opposite you.
3	←	**LEFT**	Three tiles to the player on your left. **Blind pass allowed.**

Second Charleston: optional

Any one player can stop it after pass 3. No reason is necessary.

4	←	**LEFT**	Three tiles to the player on your left.
5	↑	**ACROSS**	Three tiles to the player opposite you.
6	→	**RIGHT**	Three tiles to the player on your right. **Blind pass allowed.**

Courtesy pass: optional

7	↕	**ACROSS**	You and the player opposite each say 0, 1, 2 or 3. You exchange the **lower** number of tiles.

The rules to remember

- **Never pass a joker.** If you get one, give it back.
- Pass your three tiles first. Then pick up the tiles that you received.
- All other tiles are legal passes: flowers, winds, dragons, pairs.
- Memory word: ROLLOR. Right, Over, Left, Left, Over, Right.

The blind pass

- Allowed on pass 3 (first Left) and on pass 6 (last Right) only.
- Take 1, 2 or 3 of the tiles that come to you. **Do not look at them.**
- Add your own tiles to make three. Pass them on.
- Use it when you cannot spare three tiles.

After the Charleston

- East has 14 tiles and makes the first discard. Each other player has 13.
- Count your tiles. A wrong count before or during the Charleston means a new deal.

Advice from teachers. These points are not rules.

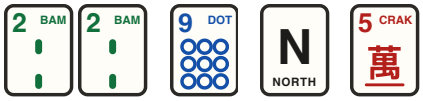
- Choose two or three sections of the card that fit your rack. Pass the three tiles that fit none of them.
- Look for pairs first. A joker cannot be in a pair, so a pair is hard to make.
- Do not pass a pair to one player.
- Do not pass three tiles that fit together: three like numbers, three numbers in a row, three of one suit, three winds.
- You have three tiles to spare? Continue with the second Charleston.
- The usual reason to stop: a strong hand and fewer than three spare tiles.
- Watch the tiles that come to you. A tile that comes back is a tile that nobody wants.

Teachers do not agree on these points

- **Flowers.** Most teachers keep them. Some pass a lone flower.
- **Winds and dragons.** Some pass them freely. Some hold them until they have a hand.
- **A pair that fits nothing.** Keep it, or split it between two players.

Ask your group

Some groups have their own rules for the blind pass, the stop and the courtesy pass. This sheet gives the League rules, as public sources report them.



Keep the pair. The single tiles that fit nothing are the first to go.