



First Charleston REQUIRED



1. Right

Pass 3 to the player on your right



2. Across

Pass 3 to the player opposite



3. Left

Pass 3 to your left. Blind pass allowed.



Stop or continue?

Any player may stop the Charleston here, for any reason and without explaining, before anyone picks up their second Left. If nobody stops it, everyone must play the second Charleston in full.

Second Charleston OPTIONAL



4. Left

Pass 3 to your left



5. Across

Pass 3 to the player opposite



6. Right

Pass 3 to your right. Blind pass allowed.

Courtesy pass OPTIONAL

Players sitting opposite each other may swap 0 to 3 tiles. Each pair decides for itself, and nobody has to pass more than they want, so you swap the smaller number. It happens even if the second Charleston was stopped. No blind passing, and no Jokers.

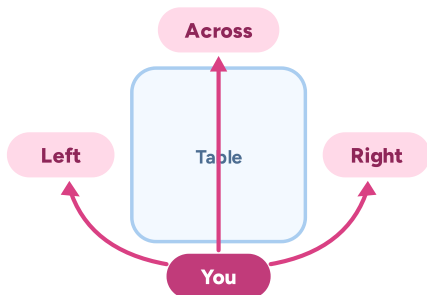
The rules

- **Never pass a Joker**, in any pass, including the courtesy.
- Set your three tiles out face down before you pick up the ones passed to you.
- **Blind pass** (on the first Left and last Right only): send on one, two or three of the tiles being passed to you, without looking, to make up your three.
- Passing goes on before anyone draws from the wall. East then starts play by discarding.

Beginner strategy

- **Keep** Jokers, natural pairs and tiles that fit more than one hand.
- **Pass** isolated singles and Winds or Dragons you don't need.
- Aim at a section of the card, not one line. The Charleston will narrow it down.
- Don't break up a good pair just to make three. That's what the blind pass is for.
- Hand already strong after the first Charleston? You can stop the second.

Which way is right?



Right is the player on your right as you sit. Turns in play also move to the right (counterclockwise).

Quick questions

I don't have three tiles I want to give away.

On the first Left or last Right, blind pass. On other passes you must still pass three, so pick the least useful.

Can I pass tiles I received earlier?

Yes. Once tiles are in your hand, you can pass them on in a later pass.

Can one player stop the second Charleston?

Yes. Any single player may stop it after the first Charleston, without giving a reason.