

Passing Blind in The Charleston

The purpose of the Charleston is to gather tiles that strengthen your starting position by passing and receiving 3 tiles up to six times. The first Charleston is compulsory where you pass and receive 3 tiles in 3 passes. The second Charleston is like the first but it is optional and can be stopped by any player with no questions asked. Players are permitted to pass up to 3 tiles blind in the first left and last right.

Keep in mind that it just as important to build your hand as it is to pass defensively to your opponents because they are attempting to improve their starting position too. There will always be some level of risk in every pass but you can minimize that risk by making shrewd decisions.

If your hand has progressed to the point where you have less than three tiles to pass or you have tiles that create a risky pass, consider passing blind. However, use this option wisely because you could create a risky pass inadvertently with the unknown tiles from the incoming pass. Also, it tells your opponents that you may be closing in on a win and they can use that to their advantage.

The strategies in these guidelines may help if and when you need to make a decision to pass blind.

Situation

Between two categories

Between hands in one category

Committed to one hand with 4 or more discards, or

Committed to one hand and you have a gap with 3 discards

Committed to one hand with 2 or fewer discards, or

You have risky discards (i.e., Flower, multiple Dragons, multiple Winds, Like Numbers, Pairs)

Pass Blind

No

No

No

Yes

Next Step

Choose the category that uses the most of your multiples or, if you have no multiples, the most of your tiles; if there are gaps in one of the categories, choose the category with no gaps

Choose the hand that uses the most of your multiples or, if you have no multiples, the most of your tiles; if there are gaps in one of the hands, choose the hand with no gaps

Pass as normal for the 2nd left; if you run out of discards for the cross pass, you will need to sacrifice a needed tile:

- When playing a jokerless hand with singles, pass a single because it can be claimed to win
- When not playing a jokerless hand, pass a tile that will not leave a gap
- If the sacrifice was adverse, recover during the pick and discard phase of the game

The number of tiles you pass blind is situational but pass as few blind as possible. A risky pass may be worth the risk ...

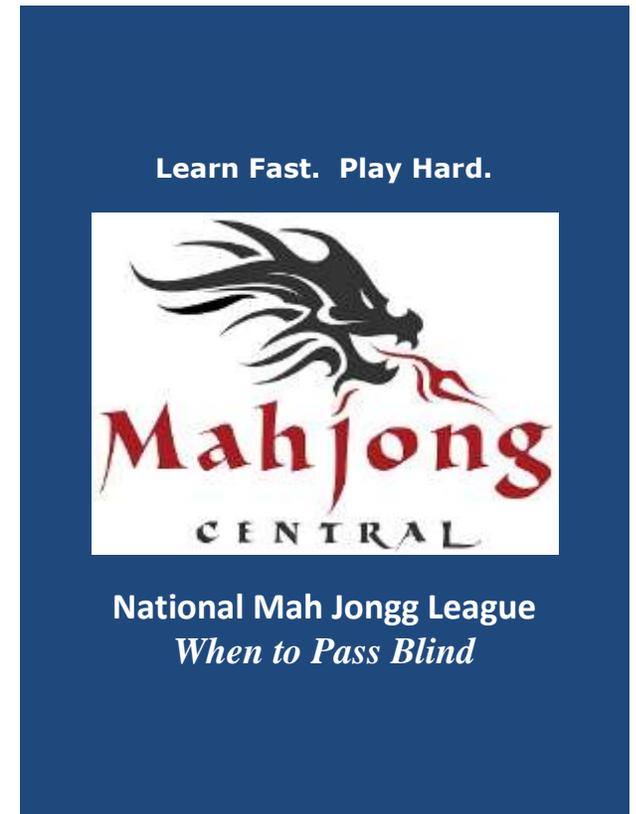
- If you are set (i.e., able to claim a discard for each component of your hand)
- If you are two tiles from a ready hand

Regardless, pass the most innocuous tiles especially because you won't know the supplemental tiles from your incoming pass.

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- 1. Print double-sided on 80 lb cover stock*
- 2. Cut above the dotted line then trim edges to create a consistent margin*
- 3. Tri-fold and hand out*