Little reminders, close at hand

Four single-sided reference cards to keep beside your rack. Print at actual size and cut around each card. No folding or duplex printing.

The Charleston

FIRST

Pass to: Right · Across · Left

Receive from: Left · Across · Right

> Pause. Anyone may stop.

SECOND · IF EVERYONE AGREES

Pass to: Left · Across · Right

Receive from: Right · Across · Left

Stop before anyone looks at second-left tiles. Once begun, finish all three passes. Blind only on first left and last right; own plus unseen tiles total three.

Courtesy: exchange 0–3 agreed tiles across. No jokers.

Jokers have a job

3 or more

Use jokers in matching groups: pungs, kongs, quints and sextets.

- Never a single or pair, even to win.
- Never in a Charleston or courtesy pass.
- A discarded joker cannot be called.

Exchange: after drawing or completing a legal exposure call, trade a matching natural for an exposed joker before discarding. A redeemed joker cannot join the group just called.

Before you call

Mahjong? A discard may complete a single, pair or concealed hand if the whole hand matches your card.

Otherwise: call only for a complete pung, kong, quint or sextet in an exposed hand that fits your card and earlier exposures.

> No partial groups. No singles or pairs unless declaring mahjong.

Call the latest named natural discard before the next player racks, discards, starts a joker exchange or declares mahjong. Drawing alone does not close the window. A simultaneous call/rack favors the call.

Who pays what?

On a discard: discarder pays 2× the hand value; each other player pays 1×.

Self-picked: each other player pays 2×.

> **Eligible jokerless hand?** Double the card value first.

No extra bonus for Singles & Pairs. Quints hands on the supported NMJL card cannot qualify.

A win completed by joker exchange is self-picked. Dead hands still pay.

Four-player references. Use your own NMJL card for complete hands. Each card is 88 × 86 mm.