Should You STOP the Charleston?

SMART STRATEGY STARTS BEFORE THE FIRST TILE IS PLAYED!



When should you STOP?

- Stopping the Charleston is a *strategic* decision—not just a lucky one.
- In most cases, I recommend *continuing* the Charleston. Every pass gives you another chance to improve your hand, get rid of weak tiles, and stay flexible.
- I only consider stopping when my hand is already in excellent shape and I believe passing three more tiles is more likely to *hurt* me than help me.

The Optional ACROSS PASS...

If the player across from me chooses to stop the Charleston, I usually **do NOT** agree to the optional pass.





Why?

By stopping, they've essentially told me they're already happy with their hand. Maybe they already have 10 of the 13 tiles they need.

If I hand them three more tiles, I could be giving them exactly what they need to complete an already powerful hand.

Instead, I ask myself one simple question:

"Does making this pass improve my hand enough to justify possibly improving theirs?"

If the answer is *NO,* I *politely* decline the optional pass.

Remember:



The optional across pass should be a decision that benefits **YOU**, not just the player across from you.

What do you do?

If the player across from you stops the Charleston, do you usually *agree* to the optional pass, or do you *pass* on it?

Let Us Mahj
rena@letusmahj.com
(407) 415-0532
letusmahj.com