



# Let's Practice!

## Module 3: Conquering the Charleston

- Remove the Jokers and set them aside.
- Turn all the tiles face down and give them a good shuffle.
- Pull 13 tiles at random and place them on your rack.
- Use the M.A.H.J. Formula to spot the best hand to go for and jot it down below.
- Now, start the Charleston by picking three tiles from your rack and swapping them for three from the table.
- Repeat this six times.
- After that, you can pass 0-3 tiles in the Courtesy pass.

As new tiles come in, keep asking, "Does this tile work for my hand?" If yes, keep it—if not, pass it on. You'll usually land on one or two solid hand options. After each pass during the Charleston, jot down the hand you're leaning toward. By the end of the passes, it'll be fun to see if you stuck with your original choice!

### PRACTICE

What hand are you playing?	(ex, 2468 line 3)
What hand are you playing? 1st pass	
What hand are you playing? 2nd pass	
What hand are you playing? 3rd pass	
What hand are you playing? 4th pass	
What hand are you playing? 5th pass	
What hand are you playing? 6th pass	
What hand are you playing? 7th pass	