

# NMJL Charleston Relay

Practice Charleston decision-making under time pressure while reinforcing tile evaluation, communication, and strategic hand development.

## Group Size

- Two teams of four players
- One mah jongg table per team
- One judge per team

## Materials

- Tile set
- One preset dealt hand per team
- Mock Charleston setup prepared in advance

## Setup

Each table begins with the same dealt hand and identical Charleston tiles prepared by the facilitator.

Players stand in a line several feet away from the table.

Only one player may approach the table at a time.

## How It Works

Player 1

Runs to the table, racks, and organizes the hand to evaluate the starting position.

Chooses the best three tiles to pass and sets them to the right side of the rack.

Runs back to the line and tags Player 2.

Player 2

Runs to the table and assesses the hand to confirm the pass

Passes the first right, then receives the incoming first right.

Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.

Runs back and tags Player 3.

Player 3

Runs to the table and assesses the hand to confirm the pass

Passes the first across, then receives the incoming first across.

Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.

Runs back and tags Player 4.

Player 4

Runs to the table and assesses the hand to confirm the pass

Passes the first left, then receives the incoming first left.

Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.

Runs back and tags Player 1.

Player 1



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Runs to the table and assesses the hand to confirm the pass  
 Passes the second left, then receives the incoming second left.  
 Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.  
 Runs back and tags Player 2.

**Player 2**

Runs to the table and assesses the hand to confirm the pass  
 Passes the second across, then receives the incoming second across.  
 Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.  
 Runs back and tags Player 3.

**Player 3**

Runs to the table and assesses the hand to confirm the pass  
 Passes the last right, then receives the incoming last right.  
 Evaluates the new hand, chooses the best three tiles to pass, and sets them to the right side of the rack.  
 Runs back and tags Player 4.

**Player 4**

Runs to the table and assesses the hand to confirm the pass  
 Passes the optional across, then receives the incoming optional across.  
 Evaluates the results, identifies the focus, and determines the starting position by counting discards.  
 Announces the results for scoring.

## Winning the Contest

Speed alone does not determine the winner.

Teams are evaluated on:

- Quality of Charleston decisions
- Clarity of reasoning
- Strength of final hand position
- Ability to identify multiple options
- Team communication (if discussion is allowed)

Scoring	Points
Intuitive tile organization	5
Charleston First Right	1-5
First Across	1-5
First Left	1-5
Second Left	1-5
Second Across	1-5
Last Right	1-5
Optional Across	1-5
Ending Position – Underdog	1
Ending Position – Contender	5
Ending Position – Frontrunner	10
<b>Total Possible Points:</b>	<b>50</b>

## Debrief Questions

After both teams finish, gather everyone around the tables and discuss:

- What information was lost between players?
- Which pass hurt the hand?
- Did the team's focus stay consistent?
- At what point should a pivot have occurred?
- What would you do differently if you started over?

