

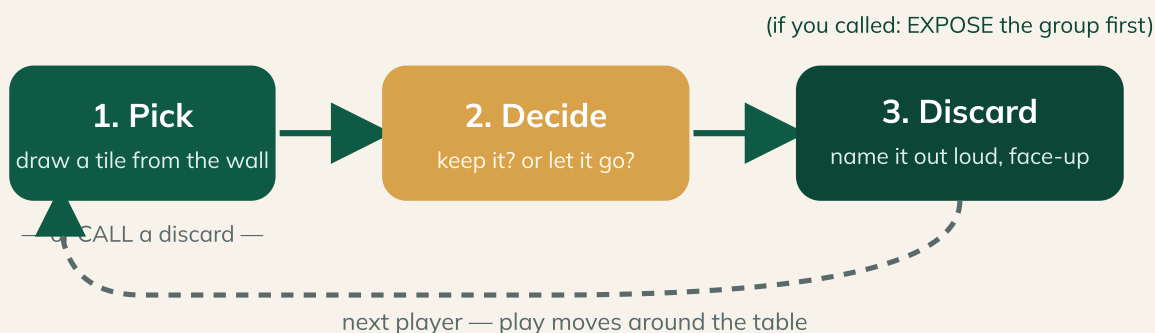


A Turn: Pick, Decide, Discard

What you'll get from this lesson: Take a clean turn in order — draw, decide, and discard with the right rhythm.

Once the Charleston is done, real play begins, and it settles into a simple, satisfying rhythm. On your turn you do three things: draw a tile, decide what to do with it, and discard.

A Turn: Pick → Decide → Discard



Original flow diagram. On your turn you draw one tile (or claim a discard to make an exposure), decide what to keep, then discard one tile face-up and name it. Play passes on.

Draw, decide, discard

Draw the next tile from the wall — players call this “picking” — and ask a simple question: does this help my hand? If it does, keep it and set aside a tile you no longer need. If it doesn’t, you’ll usually discard the tile you just drew. Either way you end your turn with the right count.

Discard one tile face-up in the center and say its name out loud and clearly — for example, “four Bam.” Then play passes to the next person. Naming your discard matters, because that tile is now available for someone else to claim.

Tip. A few good habits: keep your tiles on your rack, decide at a comfortable pace so the table isn’t waiting, and quietly count your tiles now and then to be sure you have the right number.