

Horseshoe Hammond House Way

1. With pairs:

Never split 4's, 5's, 6's, 10's, or 11's
Split 7's with TEEN & DAY or TEEN/DAY with 10 or 11
Split 8's with 9 + 11 or any combo of H10, L10, 11, T or D
Split 9's with any combo of H10, L10, T or D
Split Gee Joon with 4+6, 5+6 or L6+H6
Split TEEN or DAY with 9 + 11 or if result would be 6/8 or better, but not if other two tiles are Gee and 4, 5, or 6

2. With no pair look for Teen or Day:

With Teen **and** Day:

Play Teen and Day together if other two tiles are 10 or 11 and Gee, 4, 5, or 6
If not, split the Teen and Day up. Play Teen in low hand with 4+5, 4+6, or 10+11.
Otherwise play Teen in high hand.

With Teen **or** Day:

Play 7, 8, or 9 with T or D
With 7+8, or 7+9, or 8+9, or 7+8+9 with T/D, play the lower tile. If the low hand is H3 or better, the hand stands. If not H3, pump up the high hand.

With no 7, 8, or 9, balance the hand.

3. With no pair, and no Teen or Day, look for two small tiles (4, 5, 6, Gee) that total 7, 8, or 9

With two small tiles totaling 7, 8, or 9, play the two small tiles together. Check low hand. If low hand is H3 or better, the hand stands. If lower than H3, pump up the high hand if possible. If you can't pump up the high hand but have 10 or 11, balance the hand.

With three small tiles totaling 7, 8, or 9, including one gee, play the non-Gee tiles together. Check low hand. If low hand is H3 or better, the hand stands. If lower than H3, pump up the high hand if possible. If you can't pump up the high hand but have 10 or 11, balance the hand.

4. With no pair, no Teen or Day, and no two small tiles that total 7,8, or 9:

Play the largest tile with the smallest tile.

ADDITIONAL GUIDELINES:

- 1) You will never have hand totals of 0/6, 0/5, 0/4, 0/3, 0/2, 0/1, or 0/0.
- 2) If the hand totals 2-6 or lower, pump up the high hand to 7, 8, or 9, if possible. If not possible, the hand stands.

STRENGTHENING RULES:

- 1) If you have two top six ranking tiles (Chong, or H6, or higher) on the same hand and you can separate them without altering the point total, then separate them. (In other words, don't waste strength.)
- 2) If the low hand is 7 or lower, play the high tile in the low hand except if the low hand is less than H3 and the high hand is 7, 8, or 9 then play the high tile in the high hand.

EXCEPTIONS:

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|--------------------|-------------------------|
| T/D + Gee + 5 + 6 | Play 7/9 |
| T/D + 9 + 8 + L4 | Play 3/Gong |
| 9 + 5 + H4 + L4 | Play H3/9 |
| Gee + 5 + 4 + any | Play 9 in the high hand |
| 11 + 10 + H8 + 7 | Play 7/9 |
| 11 + H10 + H8 + 7 | Play 7/8 |
| Gee + 5 + H4 + L4 | Play 7/H9 |
| Gee + H6 + L6 + 11 | Play 7/H9 |

Note:

H3 is any hand having a value of 3 that includes a tile ranked Chong (H6) or higher
Pumping up a hand means making it as high as possible – this includes playing the high tile in the hand being pumped up.