

APPENDIX "B": HOUSE WAY

The House tiles shall be arranged according to the House Way as below:

Split the following pairs:

No.	Pairs	Split The Following Pairs
1	Gee Jun	If the 3rd & 4th tiles are 6 & 4, 6 & 5, 6 & 6 (non-pairing 6's)
2	Teen (12) or Day (2)	(a) To make 6 & 8 or better; or (b) If the 3rd & 4th tiles are 9 & 11.
3	Nines	To make 9 & 9 or better
4	Eights	To make 7 & 9, 8 & 8 or better
5	Sevens	To make 7 & 7 or better

Wongs, Gongs and High Nines;

No.	Having Wong, Gong and High Nines
1	Play High Nine, Gong or Wong even at the expense of a Low Hand.
2	Play High Nine before Gong, before Wong, (if the Low Hand achieved a "Cheong Sum" ranking of point total "3" or better).
3	When given the choice between a Teen and a Day in making Wong, Gong or High Nine, then play the Teen in the High Hand.
4	When No Pair, Wong, Gong or High Nine, make the Low Hand and High Hand as close as possible;
	a) If Low Hand does not achieve a "Cheong Sum" ranking of point total "3" or better, then increases the High Hand in point total.
	b) If point total "7" or better cannot be achieved in the High Hand, then revert and balance the hands.
	c) Play the highest ranking tile in the Low Hand, if the hands total is 7 & 9 or less.
	d) Play the highest ranking tile in the High Hand, if the hands total is 8 & 9 or better.

Individual exceptions;

No.	Combinations	Individual Exception
1	Teen, Low 4, 8 and 9	Play 3 & Gong
2	Teen, Day, 6 with 4 or 5	Play the Teen in the High Hand
3	Teen or Day, 5, 6 and Gee	Play 7 & 9 instead of 8 & 8
4	High 4, Low 4, 5 with 7 or Low 8	Play 1 & High 9 (2 & High 9)
5	High 4, Low 4, 5 with 9 or Gee	Play High 3 & 9 (High 7 & 9)
6	High 4, High 8, Low 8 with 6 or 7	Play the High 8 in the High Hand
7	Low 4, High 8, Low 8 and 9	Play 2 & High 7
8	5, High 6, Low 6 and 11	Play 1 & High 7
9	High 6, High 10, Low 10 with 7 (Also with Low 8 or 9)	Play the High 10 in the High Hand
10	7, High 8, High 10 and 11	Play 7 & 9
11	9, High 10, Low 10 and 11	Play 1 & High 9

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