

Baotou Mahjong 包头麻将

CASUAL CHINESE MAHJONG · RULES REFERENCE

The tiles — 144 total

The full set: three suits 1 through 9, winds and dragons, four copies each — 136 tiles — plus **8 flower tiles** mixed into the wall, one of each. Drawing a flower sets it aside face up and draws again at once; it never sits in your hand.

Characters (萬)			
Bamboo (索)			
Dots (筒)			
Honors			
Flowers			

Every flower held at the win is worth +1 point — see the scoring table on page 3. Collecting all eight before anyone wins is an automatic win of its own: 财神齐.

一口香 — one call, the whole hand

This is the rule the variant is named for: each player gets exactly **one call for the entire hand**, shared between chi and pong — not one of each. The instant you take either, both are gone for good.

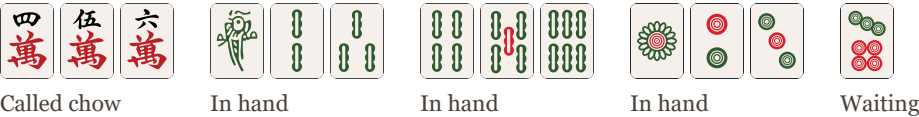
Kong is not part of this budget. It never counts against your one call, however many you declare — but see the tenpai rule on page 2.

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The tenpai gate

Every call — chi, pong, or kong, called off a discard or declared on your own turn — is only legal if it leaves you **tenpai on the spot**. A call that doesn't put you one tile from a win simply isn't offered.



This call is legal — three complete sets besides the call, and a single tile (07) waiting to pair. A call that left two or three tiles still loose wouldn't be offered at all.

振听 — pass on a win, pay for it

Let a discard go by that would have completed your hand, and you're locked out of taking a discard win — for a while, or for good, depending on where you are in the hand.

WHEN YOU PASS

LOCKOUT

Still concealed — your one call unused

Until you've drawn and discarded once yourself

Your one call already spent

For the rest of the hand — self-draw only from here on

振听 never touches self-draw. Even locked out, you can still draw the same tile yourself and win on it.

The wall runs down to 15

The hand ends in a draw the moment the live wall is down to its final **15 tiles** — nobody draws them at all. The dealer keeps the deal for the next hand either way.

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Winning shapes

- **Standard** — 4 melds (runs or triplets) + 1 pair, mixing suits freely.
- **七对 Seven pairs** — the usual alternate shape.
- **十三幺 Thirteen orphans** — one of each terminal and honor, plus a second copy of one of them. Only reachable with no calls made at all.
- **财神齐** — collect all eight flowers before anyone else wins, and the hand is over on the spot.

How a hand is priced — points

Every win starts at a flat **10-point base**, then bonuses stack on top.

BONUS	POINTS
清一色 — one suit only	+15
混一色 — one suit plus honors	+5
一条龙 — 123 through 789, one suit	+15
十三幺 — thirteen orphans	+50, then the whole hand doubles
财神齐 — all eight flowers	+50
豪华七对 — seven pairs, won on the fourth copy of a quad	the hand doubles
苦 — one suit holds both 123 and 789	+1
大迁 — six in a row, one suit, includes a 1 or 9	+2
小迁 — six in a row, one suit, no terminal	+1
大高 — three consecutive pairs, includes a 1 or 9	+2
小高 — three consecutive pairs, no terminal	+1
游 — eight or more tiles of one suit	+1
倒吊中 — a fused triplet-through-run, not konged	+1
海底捞月 — self-draw that empties the wall to its floor	+1
杠上开花 — won on a kong or flower replacement	+1
门清 — no calls made all hand	+1
Each flower held	+1

清一色 supersedes 游 on the same tiles; 一条龙 supersedes 大迁/小迁/苦/游 on the same tiles — don't double-count a hand that qualifies for both.

Settlement

- **Off a discard** — only the discarder pays the total.
- **Self-draw** — all three opponents each pay **double** the total.
- **连庄** — a dealer on a winning streak adds **+1 point per streak hand past the first**, added after the self-draw doubling. A drawn hand holds the deal but does not extend the streak.

—炮多响 (one discard satisfying more than one hand at once) and the 蹲/撑/胡 and 中/顶 side-bet layers are not yet live at this table. The base score ships at 10 points only — the 5-point table some houses use isn't a toggle here.