

BINGO INFO / BINGO SCHOOL

An Introduction

Bingo has changed immensely over the last 30 years and continues to undergo significant changes today. It is no longer “your grandma’s bingo,” placing beans and chips over numbers in a slow paced environment. Charitable Bingo now has professional and knowledgeable managers whether it is local Catholic Church or a 500 seat commercial style operation. Many games, including Nevada and Native American Casinos, offer luxurious, comfortable, and modern facilities. Prizes range from a few hundred dollars into the tens of thousands. Membership clubs with rewards programs are common. Games offer free gifts and random drawings on a regular basis. Special events take place on holidays with live entertainment and special meals. Small electronic hand held machines with color screens will play your cards and notify you when you win. Successful bingo operations have evolved into an exciting evening of economical entertainment and a gathering place for friends and acquaintances.

CactusBingo.com encourages anyone that has never considered playing bingo to “Check it Out.” Bingo can be immensely fun and exciting, particularly when you win. The information in our BINGO INFO/BINGO SCHOOL will provide you with a solid foundation to experiment and better enjoy an evening of entertainmentplaying bingo!

Types of Bingo

CHARITABLE

Charitable bingo is operated by a multitude of non profit organizations. Historically, the Catholic Church is one of the oldest and best examples of charitable bingo. Many other organizations operate bingo as a fundraiser for charitable purposes such as Moose, Elks and Eagles lodges (benevolent groups), Veterans of Foreign Wars, American Legions, and Disabled American Veterans (veteran groups) and service organizations such as Volunteer Fire Departments and high school booster clubs. Many of these organizations have their own building or facilities to conduct “in house” bingo operations.

Some states allow for what is referred to as commercial bingo which allows non profit organizations without adequate facilities to conduct bingo games. An independent owner landlord (commercial lessor) secures a building, purchases tables, chairs and the bingo equipment and leases the premises to one or more organizations. In some cases, the commercial lessor may be a charitable organization as well. This provides many organizations with the ability to conduct bingo that otherwise could not due to financial limitations and a lack of a facility.

Start up costs for a successful bingo operation can easily exceed several thousand dollars.

NATIVE AMERICAN

Bingo on Native American Reservations proliferated during the 1980's and ultimately this activity was affirmed by the Supreme Court in 1987 in a case now referred to as the "Cabazon Decision". The state of California had attempted to regulate the gaming activities (bingo) of the Cabazon Tribe located in Indio, California. This decision concluded that the states could not regulate tribal gaming activities on the reservation if that activity was allowed by the state. This permitted many tribes to build and operate large bingo operations, some with a thousand or more seats and offer large prizes (High Stakes) never before seen in bingo. Many of these still operate today.

FOR PROFIT BINGO

Found almost exclusively in Nevada, these games are operated by the large casinos. Nevada operations typically play several brief and relatively inexpensive sessions per day. They are also referred to as "Hour On, Hour Off" bingo for their alternating schedule of sessions (11 AM, 1 PM, 3 PM, 5PM, 7 PM).

A few privately owned for profit operations still exist in Anne Arundel County, Maryland, which offer games similar to High Stakes Tribal Bingo.

SOCIAL OR ENTERTAINMENT

Most games in this category are conducted by retirement communities, mobile home parks, and senior citizen centers. Prizes are nominal and the cost to participate is very inexpensive or free. Bingo is intended as an activity, not a fundraiser or for profit operation.

History of Bingo

Bingo is a direct descendant of the Italian National Lottery originally started in the 1530's. Lotto evolved during the 1700's in France, Germany, and England to what could be described as 90 number bingo, which is still common through out Europe today. The Lotto card was 3 horizontal rows of nine squares. The 1st square or vertical row contained the numbers from 1-10, the second square contained 11-20 and so on up to 81-90 in the last square. Wooden chips or tokens with the numbers 1-90 were drawn from a cloth bag and read aloud.

Players would cover their numbers and the first player to cover a horizontal row was the winner.

Edwin S. Lowe, a toy company owner and salesman can be credited with introducing bingo in the U.S. Mr. Lowe came across a carnival just outside Jacksonville, Georgia while traveling in December of 1929. He stopped at one of the carnival booths with a large crowd of people around it. Lowe watched as a form of Lotto, called Beano, was being played. Participants covered cards with numbers using beans. The pitchman or caller would call numbers until a participant achieved a straight line and shouted "Beano!"

Lowe returned to his home and toy company in New York and began to manufacture and market his new game, which he called "Bingo." It was a huge success and money maker for those that operated the game. The profit potential caught the interest of a catholic priest in Wilkes-Barre, Pennsylvania. Problems quickly developed when trying to play with a large group since there were only 24 different bingo cards available. This resulted in several winners on each and every game. Lowe contacted Carl Leffler, a professor of mathematics at Columbia University, to design 6000 new bingo cards that were different from each other, ie., had different numbers on each card. This turned out to be a monumental and increasingly difficult task that is said to have cost the professor his sanity.

By 1934, Ed Lowe's toy company had grown to a thousand employees with over 60 presses operating 24/7 trying to keep up with the demand for his bingo game and new set of 6000 bingo cards. He estimated that there were approximately 10,000 games of bingo being played each week.

Bingo's evolution was just beginning. Marking cards with beans was clumsy and cumbersome so chips made of cork were introduced. Cards were being printed on thicker, post card type paper and began to be referred to as Marker Cards, Hard Cards, and Boston Cards.

Shutter Cards were introduced in the 1960's as a way to eliminate placing beans or chips on marker cards. The bingo card was sewn between two layers of a durable coated fiber board. Each square on the card (number) had a colored transparent plastic window (shutter) that could slide over the number when called. Although these cards could last for several years, they were large (7"X 8") and required a lot of table space when playing several cards. This limited the amount of cards that a participant could play in terms of space and the time it took to slide each window. This in turn restricted the player's desire to play more cards and consequently resulted in the advent of disposable, newsprint paper cards. Paper cards are relatively small at approximately 4"X 4" and are printed with up to 36 cards on a sheet. Marking these cards with an ink marker is fast and efficient. This has dramatically increased the speed of play and the number of cards purchased and played by participants.

In 1988, a Las Vegas company called Fortunet, introduced a customized personal computer terminal designed to play bingo. This device was originally intended as an aid for the handicapped. It was quickly realized that profits could be significantly increased since the computer would allow the simultaneous play of hundreds of cards for each game and consequently the purchase of hundreds of cards by the player. The computer was able to mark each card and notify the player when they had a winning card. The electronic age for bingo had arrived!

Today there are many electronic bingo companies and the personal computer is rapidly being replaced by small, portable, handheld units. These newer handheld units are now available with color screens and are more powerful than the original computer terminals.

Bingo Cards and Packs

INTRODUCTION

Bingo cards are comprised of 24 numbers and a free space. A single bingo card is referred to as a "face." There are 5 vertical columns on each card or face corresponding to the letters B – I – N - G – O.

The B – Row contains, in any order, the numbers from 1 – 15.
The I – Row contains, in any order, the numbers from 16 – 30.
The N – Row contains, in any order, the numbers from 31 – 45.
The G – Row contains, in any order, the numbers from 46 – 60.
The O – Row contains, in any order, the numbers from 61 - 75.

PERMUTATIONS

Each bingo card is different from every other card by changing the numbers under a vertical row(s) so that the same exact numbers do not appear on more than 1 card. This is referred to as a permutation.

The possible arrangement of numbers on each card is practically limitless. In fact, the possible number of cards has been calculated to be:

552,446,474,061,129,000,000,000,000 of which 4,976,640,000 have the exact same 24 numbers, but in a different arrangement. If you could print one million cards per second it would take 17,505,972,382,599 years to print every possible card!

There have been literally millions of bingo cards designed by multiple manufacturers. In order to keep track of this multitude of cards, they are numbered which is the number that appears in the "FREE SPACE." In general, card number 1 (free space #1) will always be identical to other card #1's in that the exact same numbers will appear in exactly the same place on each card. The exception to this rule is that different manufacturers have designed their own unique cards.

SERIAL NUMBERS

Originally called "throw aways", bingo today is played on disposable, newsprint bingo paper. There are approximately 30 different colors of bingo paper. There can be as many as 36 cards on a single sheet and cards are commonly manufactured and sold in lots of 9000 cards. Each lot is referred to as a "case" or "case equivalent." Bingo manufacturers (printers) will print thousands of cases of bingo cards, by color, in a single press run. Similar to the free space number, these cases must be identified by a number that is called the "SERIAL NUMBER." This number is a 6 – 8 digit number printed at the very top of each bingo card. The serial number is different in each case that is manufactured. This allows the manufacturer AND game managers to track each individual case of paper. For example, two different bingo games may be playing the same color of paper, but the serial numbers will be different.

PAPER PACKS

Recall that a single bingo card is also called a "face." It is also called a "1 on" which identifies how many cards are "on" a single sheet of paper. Nearly all bingo games sell paper that has 3, 4, 6, or 9 cards "on" a sheet.

Bingo paper is typically sold by the bingo game in the form of a pack or booklet of different colored sheets glued together at the top (similar to a notepad). Each color is a different game of bingo. The sheets in a pack or booklet are called the "up," meaning a 5 game booklet is called a 5 up, 10 games would be a 10 up etc. Combining the number of cards per sheet ("on") with the number of sheets in the pack ("up") provides everyone with a complete description of what is being used at a particular bingo game. For example:

6 on 15 up – 6 cards per sheet, 15 different colored sheets or games in the pack

9 on 10 up – 9 cards per sheet, 10 different colored sheets or games in the pack

How to Play / The Basics

A bingo “caller” pulls balls from a bingo machine, one at a time, and announces the number to the players. Many games place the ball in front of a camera prior to announcing the number, which is shown on television monitors through out the bingo room. Players then dab that particular number on their paper cards. It is common for a bingo game to require that an ink marker be used on all paper games. In order to achieve a winning bingo, a pre-selected pattern of dabs must be formed on one or more of the bingo cards. This pattern may be as simple as any straight line or as complex as any 3 lines, including intersecting lines. Click on Bingo Patterns from the home page to check out a variety of patterns played. Bingo is considered a game of chance, however, there is a skill involved in quickly marking your numbers and scanning all your cards to check for a winning pattern.

In order for a player to have a “VALID” bingo, a player must yell bingo on the “LAST NUMBER CALLED” (some games waive this rule). This means that when the caller verbally announces (not what is on the TV monitor) the last number needed to complete the pattern, you must YELL BINGO. It is the player’s responsibility to yell bingo loud enough to stop the caller and before the letter or number of the next ball is announced. A player’s winning bingo will be declared invalid if the caller begins to announce the next number and any prize will be forfeited. The caller will continue to call numbers until there is another winner.

It is not uncommon for a player to yell bingo after the last number called and they are said to have “missed their bingo.” This is also called a “sleeper” because the player “went to sleep” when they should have been yelling bingo.

Always check the house rules where you are playing to see if the “Last Number Rule” is being used. It will save you some embarrassment and the terrible feeling of missing out on an opportunity to win.

A Basic Bingo Session Format

A session of bingo typically lasts from 2 – 3 hours and may have anywhere from 20 – 30 or more individual games played. These games may be sold individually but more commonly are sold in groups (in packs or booklets) by the type of game. Some games sell “complete game packs” which include all games being played during the session. There is an intermission or break of approximately 15 minutes about halfway through the session. The types of games or groups are outlined below and include Early Birds, Warm Ups, Regular or Main Pack Games, and Late Birds or Moonlight Games.

EARLY BIRD GAMES

Early Bird games are a series of 3 – 5 games that are relatively inexpensive and pay smaller prizes than the balance of the session. They are designed for the players that choose to arrive well in advance of the main session start time. Patterns are simple, such as straight lines and/or 4 corners resulting in games that are relatively short and fast paced.

WARM UP GAMES

Warm ups are played immediately prior to the start of the main session and also are commonly a 3 – 5 game pack. Prizes are intermediate paying more than the Early Bird Games but less than the Main Pack games which follow the Warm Ups. The bingo patterns played are a little more complex requiring more time to complete than the Early Games. These games are intended to do exactly what the name implies, ie, warm up the players.

REGULAR OR MAIN PACK GAMES

Main Pack games are the “meat” of the session in terms of prize money and total number of games in the pack. A purchase of a Main Pack is usually required to participate in any game and many times is required to enter the playing area. Many games still refer to these packs as “Admission Packs.” The number of games in the Main Pack is specific to different parts of the country but usually contain anywhere from 8 – 20 games.

LATE BIRD OR MOONLIGHT GAMES

Late Birds are played immediately following the conclusion of the main session which will be the last main pack game or last special or Jackpot played. These games are also a series of 3 – 5 games for the players that are in no hurry to leave or want additional opportunities to win.

SPECIALS AND JACKPOTS

Many states allow for “Special and Jackpot Games” which offer much larger prizes than all other games during a session. These games are also common at Tribal Bingo and For Profit bingo games. Specials and Jackpots are offered for sale and played several times during the course of a session. They are available from floor clerks or selling agents that walk through out the hall.

Alternative Session Format

COME AND GO BINGO (PAY AS YOU PLAY)

Some games have adopted a format whereby the player simply comes at anytime during the hours of play and purchases sheets immediately prior to the start of any game. A player simply comes when they want, plays only the amount of games they want, and leaves when they want. Games played under this session format are usually very fast paced with the time between balls called as little as 3 or 4 seconds.

Specials and Jackpots

PROGRESSIVE JACKPOTS

This type of bingo game offers a large “jackpot” if the player achieves bingo in a specified number of balls called. If the jackpot is not won, a smaller “consolation” prize is awarded. The jackpot amount, the number of balls called, or both may be increased each time the jackpot is NOT won. For example, a prize of \$1000 is awarded if a coverall is completed in 48 numbers or less. A consolation prize of \$250 is won if the bingo occurs in 49 numbers or more. The next time the game is played after a consolation prize is won, the jackpot amount will increase (grows) to \$1100 and the number of balls called to win the jackpot is increased to 49 numbers.

Similar jackpots can be offered on other patterns such as a Letter X in 20 numbers or less or a Large Picture Frame in 44 numbers or less. Any of the following games can be a progressive type jackpot.

FIXED NUMBER JACKPOT

A fixed number jackpot is won when a specified number of balls called is required to win the jackpot and the number of calls remains constant. A smaller consolation prize is awarded when the jackpot is NOT won. Many games offer multiple consolation prizes as the number of balls called increases. The following format is a common method of play:

Coverall in 48 numbers or less pays...	\$1000
49 numbers.....	\$ 500
50 numbers.....	\$ 250
Consolation.....	\$ 100

Occasionally a game will offer this jackpot and grow the jackpot amount (dollars) each time the jackpot is not won, but the number of calls remains constant.

MULTI PART GAMES (“CONTINUOUS” OR “ON THE WAY GAMES”)

This game or series of games are unique in that 2, 3, or more games are played on the same sheet of paper. Normally, a bingo sheet is discarded after each game is verified and the caller declares the game “closed”. In this case, the winner on part one of the games is verified and closed. The caller then begins to call balls once again until there is a winner on part two. This continues until all parts of the game are completed. The sheet is discarded after all parts are completed. For example, part one may be a single straight line followed by two straight lines and “continues on” to a coverall.

BONANZA

This jackpot game is played as a coverall in 48 numbers or less and sold (for \$1 for example) through out the session. Cards may be purchased at any time and as many times as desired prior to the actual start of the game. It is typically played late in the session. Bonanza cards are folded and sealed for security purposes and must be opened prior to marking. The bingo hall usually has special Bonanza Flashboards used exclusively for this jackpot. The first 45 Bonanza numbers (approximate) are called and displayed on the Bonanza Boards before the start of any Early Bird or Warm Up game. Players purchase cards from floor clerks and open and mark their numbers immediately. Many games allow the trade in of any card that a player is dissatisfied with, along with another \$1, and receive two additional cards. A player may trade in cards as many times as desired.

Sales will be discontinued (closed) a game or two prior to the “restart” of the Bonanza game. The caller will begin calling balls, where he left off (the 1st 45

numbers), and call 3 more numbers for the 48 number jackpot. He/she will ask if there are any bingo's in 48 numbers, and if none, will continue to call additional numbers until there is a consolation winner.

U – PIK – EM (DO IT YOURSELF, DO - IT)

Do - Its are bingo's version of a lottery. Players write in their own numbers on a 2 – part NCR Form. Some forms have all 75 numbers printed on them and the numbers selected are simply circled. Selecting either seven or eight numbers are the most common forms. This game is sold similar to Bonanza in that the sheets are sold early and throughout the session with the game being played later in the session. This allows for time to select numbers and for multiple purchases.

The white or top copy, once completed, is deposited in a lock box usually located at the end of the row of tables where seated. Players keep the yellow copy and play from this copy. U-Pik-em games are one game of bingo whereby the use of an ink marker is not allowed. This could make the numbers “wash out” or prevent them from being seen clearly, therefore a ball point pen is usually required. A checkmark can be made next to each number called that appears on each card. The white copy will be removed from the lock box and compared with the yellow copy to verify all winning cards.

A consolation prize is awarded unless all 7 or 8 numbers are marked in the first 17 or 20 numbers called, respectively.

4 CORNER JACKPOT

This is the same as a fixed number or progressive coverall jackpot except that the 4 corners on each card are also considered free spaces. Players need only cover 20 of the 24 numbers on each card, usually in 48 numbers called or less.

G BALL JACKPOT

The number of balls called in order to win this coverall jackpot is determined by the first G ball to be announced (46 – 60). Players must bingo in exactly that number of calls in order to win the jackpot as opposed to a specified number of calls (or less). For example, if G-53 is the first G ball number called (the “target number”), a player must have a coverall on exactly the 53rd number called. There are two different consolation prizes. A larger consolation prize is awarded if the bingo occurs in less than the target number and a smaller prize is paid if the bingo occurs after the target number.

STARBURST JACKPOT

One number on each card has a star or a “burst” around it. A larger prize is won when the last number called matches the number with the star. An intermediate prize may be offered if the star is within or part of the pattern being played.

PICK –A – PET

The winner of this special does not win a preset jackpot amount but instead chooses from an assortment of stuffed animals (or other merchandise) on display. Each item on display has a corresponding envelope attached to it which contains a prize amount printed inside. Usually one envelope has a grand prize amount. Players win the amount printed in the envelope plus the stuffed animal or item on display.

DUAL DAB (DOUBLE ACTION)

Each bingo card has two numbers printed in each square, so there are actually 48 numbers on these cards. It is played allowing players to mark either number in each square. That particular square is considered marked for the specified pattern when either number has been called. In other words, when one is marked, both are considered marked.

Pull Tab Games

PULL TABS (BREAKOPENS, INSTANT BINGO, PICKLES)

Pull tabs can be casually described as a paper slot machine. It is a specially printed card about the size of a business card with slot type symbols printed on the inside (bars, bells, 7's, cherries). It is similar to a lottery scratch off ticket. Pull tabs, or just “tabs or tickets,” are opened by pulling perforated tabs (hence the name) on the back of the card. The opening created by pulling the tab open is called the “window.” The pull tab may have one large tab (one window ticket) or as many as 6 individual tabs (6 window ticket). The front of each tab will show the price, the symbols required to match in order to win, and the quantity of winners for each prize. A winning pull tab, for example, may require three 7's in a window to be a winning ticket. Nearly all manufacturers identify winners by putting a line through all the symbols and print the cash prize amount in the window.

The different names listed above are common and are actually descriptive. The term break open or rip-offs describes the act of literally breaking open the ticket

or ripping the tabs. Instant bingo describes the act of winning instantly after opening the tabs. The term pickles originated from games that displayed pull tabs in large pickle jars.

Pull tabs are manufactured in a very specific quantity called a “deal” (4000 tickets for example). Each deal has a different serial number similar to, and for the same reasons mentioned earlier for bingo paper. A deal of 4000 tickets may contain 500 - 1000 winning tickets or more. There are several top and intermediate prize amounts and usually hundreds of small winners. Current manufacturing processes make it impossible to identify which tickets are winners or where they are located in each deal. Manufacturers also use varied techniques to randomize the winning tabs within each deal.

Pull Tabs are sold at bingo games in a variety of ways. Some games may have a sales area or pull tab counter offering a wide variety of different tabs. This variety of tabs may include several different tabs for each common denomination or selling price of \$.10, \$.25, \$.50 or \$1.00. Other games use selling agents that push a custom designed cart throughout the playing area or simply carry them in trays or aprons. Posters, called flare cards, are usually on display in the playing area for each tab. These flare cards show the same information that is on the front of each ticket (price, prize amount, and total number of winners of each prize amount).

Prizes for pull tabs increase as the price per ticket increases. A \$.25 ticket may have a top prize of \$135 but a \$1.00 ticket can be as much as \$500 or more.

Seal cards

Seal cards are a type of pull tab that is different in that a few select tickets in the deal inform the player to “keep” or “hold” that ticket for a chance at an additional prize. The deal also contains instant winners as described previously. The player that receives a hold ticket is instructed to “sign up” or sign their name on a special seal card board. The board will be located in a secure area of the facility under the supervision of a manager. This board will have a predetermined number of signature lines that corresponds to the number of “sign up” tickets in the deal, 12 lines for example. Once the entire deal is sold and all 12 players have signed the card, a seal is removed or a perforated tab is pulled from the board. This reveals the line number of one of the names and this player wins the additional prize printed on the seal card and board.

Event Tickets

GENERAL DESCRIPTION

An Event Ticket is a pull tab or breakopen game with instant winners AND special tickets that the players keep or hold until the entire deal is sold. The “Keepers” or “Hold Tickets” are played as a separate game within the game and provides players an opportunity to win additional prizes. Deals typically contain 150 – 1600 tickets and several may be sold during a session of bingo. The face of the ticket says “hold all numbers 1-75, Down Row, or Dab Tickets for a chance at \$\$\$\$.” Prizes for the hold tickets vary but may be any amount from \$75 - \$1000 depending on local laws and regulations. The winners are determined by three different methods and many Event Tickets contain one or more of the following methods on the same ticket.

Flashboard Games

The hold tickets in Flashboard style games are simply the numbers 1 – 75 underneath the windows of the pull tab. The numbers may also appear as a bingo ball. There may be 75 tickets with a single number or ball on each ticket or multiple numbers may appear on the same ticket (25 tickets with 3 balls on a ticket). Once the entire deal is sold, the next bingo paper game or special is announced as the Flashboard Game (name of game). The player whose bingo number (hold ticket) matches the last number called on the bingo paper game being played, wins a prize amount printed on the face of the ticket.

The number of hold ticket prizes (winners) may be increased by offering different colored bingo numbers or balls, ie., a winner for each different color. For example, a ticket may contain red, white, and blue balls which allows for 3 different sets of 75 numbers and 3 different winners within the deal. Some Event Tickets may also use a “Cry Number” or the next number after the last ball called to increase the number of winners. This will be identified as a different color and have the words cry number in the window of the tab.

Dab Games

The hold tickets in Dab Style Event Tickets contain anywhere from 3 – 9 numbers or bingo balls in the windows of the breakopen ticket. These numbers are dabbled like an ordinary game of bingo. Some dab games contain instant winners and only a percentage of the tickets contain numbers to dab. Other dab games are available where every ticket contains numbers to dab. Once the entire deal is sold, the caller will announce that the next set of numbers called are for the dab game (name of game). Like the flashboard game above, different groups or colors of numbers can be offered to create multiple winners of identical or different prize amounts.

Downline Games (Horse Race)

Downline winners are determined by the vertical rows (1 – 15) on the flashboard. For example, every number below #1 on the flashboard is Downline #1. The downline may be represented (in the windows) by only the numbers 1 through 15 or the entire set of numbers: 1, 16, 31, 46, 61. The caller will announce numbers (during a paper game) until all the numbers in a downline are called. The player that has the hold ticket with the first down line completed (with all the numbers called) wins the prize offered on the face of the ticket.

House Rules

All games have a set of “House Rules” which must be followed exactly in order to be awarded any prizes. These rules are usually posted on signs or may be printed on the bingo program or guide. House Rules are heavily influenced by state and local regulations and vary from game to game. The following rules are for example only but are quite common.

1. Players must be at least 18 years of age.
2. A valid admission receipt must be displayed at all times to be eligible for prizes and drawings.
3. Ink markers must be used on all paper cards except the U-Pik-Em Cards.
4. No splitting or sharing of packs is permitted.
5. It is the player’s responsibility to yell bingo loud enough to stop the caller and on the last number called.
6. Once the caller announces the letter or first number of the next ball, no bingos will be honored and the game will continue.
7. Once the caller declares the game closed, no other bingos will be honored.
8. Any bingo cards with defective, duplicate, or altered numbers will be invalid and can be exchanged at no extra cost.
9. All bingo numbers must be legible to be valid. Dark inks that make numbers too dark to read will invalidate your bingo.
10. Winnings of \$1200 or more are subject to IRS guidelines and you must provide (2) forms of legal identification, preferably a State Drivers license and Social Security Card.
11. Pull Tabs must be redeemed on the same day of purchase.
12. In the event of multiple winners, prize money will be split equally.
13. Where there are multiple winners at different prize levels, the prize will be determined by dividing the total number of winners at all levels into each of the respective winner’s level.
14. Refunds are at the discretion of management.
15. As a courtesy to your neighbors, please keep your talking to a minimum.
16. Program subject to change without notice.

17. Management reserves the right to cancel or change any program or promotion at any time.

Sample Bingo Program

XYZ BINGO
NO WHERE, USA

WEDNESDAY

Admission Pack: 9 card 8 games \$10 Includes (1) Do-It and (1) 3 card Jackpot

Extra Packs: 6 card 8 games \$5

Floor Sales: Early Birds \$3, Warm Ups \$5, Do-It and all 3 Card Specials \$1 ea

EARLY BIRDS (3 on 3 games)

- 1. Any line.....\$50
- 2. One Hardway.....\$50
- 3. Line + 4 corners...\$50

Kite.....\$100

Stamps.....\$150

MAIN SESSION GAMES

- 1. Six Pack from Corner and a Line
(overlap).....\$250
- 2. Letter
X.....\$250

WARM UPS (3 on 5 games)

- 1. Any diagonal.....\$100
- 2. Hardway Six Pack...\$100
- 3. Double Bingo.....\$100
- 4. Small Crazy
- 5. Any Two

***SPECIAL #1: Odd or Even Coverall in 52 # or less.....\$500

Consolation.....\$250

- 3. Two Hardway
Bingos.....\$250
- 4. Crazy Letter
T.....\$250

***SPECIAL #2: Triangle Bingo.....Bingo on top
Triangle.....\$500

Triangle.....\$250
Bingo on bottom

INTERMISSION

5. Nine Pack
Anywhere.....\$250

6. Corner Stamp plus Any
Diagonal.....\$250

***DO-IT: Coverall in 20 numbers or less
pays.....\$1000
21 numbers or more
pays.....\$250

7. Any Line plus 4 Corners, overlap
OK.....\$250

***SUPER JACKPOT: Coverall in 50# or less pays..... posted prize
(Starts at \$1000 and grows 1 # and \$100 daily until won)
Consolation.....\$500

8. Double Bingo (no
corners).....\$250

First Time Player – Need To Know B4 You Go

It is always helpful and a lot more fun if you can attend your first bingo with an experienced friend, but at least go with someone to share the fun with. Bingo staff members will gladly help and explain and answer any questions you may have. Regular players are usually eager to share their knowledge and experience provided you ask BEFORE the session begins. In any case, this guide will provide you with a good introduction to better equip you for your first bingo experience.

ARRIVE EARLY

Arrive at least one hour before the start of any Early Bird Games so you have plenty of time to familiarize yourself with the facility, items to be purchased, and prices. Bring a ball point pen with you. First, proceed to the main sales counter and ask for a bingo program which usually lists all games, prices, prizes, required purchases, and House Rules. Some of this information may be posted on signs in the area.

TALK TO A SUPERVISOR

Inform a supervisor or staff member that you are a new player. Some games offer a Beginners Pack and occasionally a free ink marker or other gift. The staff member can explain all items that are available for sale.

PLAY THE MINIMUM

We recommend you play the minimum on all games. It can be frustrating to purchase more cards than you can mark (dab) comfortably. It will take a little practice to dab and scan all your cards for the correct winning pattern or patterns.

DECIDE ON YOUR PURCHASE

Purchase what is necessary at the sales counter. Ask the cashier to make change with some \$1 bills because several games may be available only from selling agents (floor clerks) that continually walk throughout the facility. These games are said to be available "on the floor." These will be explained below. Purchase an ink marker if you do not have one and keep track of your receipt. Many games require your receipt to be displayed at all times in order to receive any winnings or door prize drawings.

IDENTIFY ALL "FLOOR SALE ONLY" ITEMS

There will be floor clerks walking throughout the facility selling items that are not available at the sales counter. This helps reduce lines at the cashiers. Warm Up Games, Specials, and Jackpot games are typically sold on the floor. The bingo program will identify these games as "not in pack." Find these games on your program and circle or mark them. Begin purchasing these games from the clerks by holding a few dollars up in the air and the clerks will come to you. Write the name of each game at the top of each sheet as you purchase them. As a reminder, you should have an Early Bird and /or Warm Up Pack, a Main Game (Regular) Pack, and a few sheets of different Specials or Jackpot games. Write your name on the back of each and every sheet which will help the staff remember which sheets are yours in the event there are multiple winners on any single game. It may be helpful to stack your sheets in the exact order of the program if the colors are listed for each game.

DRAWING TICKETS

Many games will provide you with a free drawing ticket with your Admission Packs and conduct several drawings for free prizes. These will be numbered or

require you to fill in your name, address, etc. Tear off the stub you keep and deposit the “House” portion in a raffle drum located on or near the stage.

EARLY GAMES TO DAB

The bingo caller will arrive at least 30 minutes prior to the start of bingo and inspect the equipment. He/She will place all 75 balls in the master board to verify all 75 balls are present and in good condition. A player is normally invited to independently verify the same. The Bonanza numbers will be called and displayed on the flashboards if this jackpot game is played. Recall that the 1st 45 numbers are called for a Bonanza Coverall and the game is completed (restarted) later in the session. Go ahead and dab your Bonanza cards at this time. U-Pik-Em games which allow you to write in or circle your own numbers can also be completed. The top or original copy must be deposited in a lock box near the end of the row of tables at which you are seated. The Caller will read the House Rules immediately before the start of the session.

THE FUN BEGINS

You should now be well organized and prepared for the start of the games. The Caller will announce the game name and number, the color of the sheet, and the pattern to be played before each game starts. He/She will call balls, one at a time, at approximately 10 – 15 second intervals. The caller will place the balls in front of the camera prior to calling the number (at most games) if TV’s are used. Mark your numbers as the balls appear on the TV monitors or as they are called. Watch for the appropriate pattern as the game progresses. Remember if the last number called rule is used and you bingo, yell bingo only when the last number is verbally announced. You must yell bingo loud enough to stop the caller before he/she announces the next number, any part of the number, or even the letter of the next number. If a camera and TV monitors are used to display each ball, you will be tempted to yell bingo when the ball appears on the screen. Wait until the caller announces the number. Hold your sheet in the air and yell bingo if you win.

VERIFICATION

The Caller and floor clerk must now “verify” your bingo to determine if it is a “valid bingo.” Ordinarily, a floor clerk will take your sheet and place it in front of a player at a different table. This is done so that a “disinterested player” is involved in the process to ensure the game’s integrity and the clerk’s accuracy. Some games will display your card on the TV monitors to accomplish this. The clerk will read the serial number and the free space number to the caller. A digital image of your bingo card will appear on the monitors if electronic verification is available. It will display all balls called in the correct pattern and the last number called will flash.

This may also be done manually by the clerk calling back all marked numbers on your sheet to the caller. The caller will announce “that is a good bingo” and will ask if there are any other bingos. The game will be declared “closed” if no one else yells bingo and the process of describing the next game will begin. If a bingo is determined to be invalid, the caller will announce that is not a good bingo and your sheet will be returned to you and calling will continue.

A FINAL NOTE

Everyone at CactusBingo.com hopes this information will make your bingo experience more relaxed and enjoyable. Good luck, and most of all, HAVE FUN!