

# Bingo Lingo Updated 7/21 HWT

## ~ Flash Games -

**Flash Games:** Think California Scratcher - instead of scratching the cards you open them up to reveal the inside. You will find either:

1. numbers (This will be played as a bingo game)
2. instant winners (from \$1.00 up to \$500.00) - also called buy-backs
3. no value at all. (discards)

**Hold games:** A two part Flash game that plays along with a regular bingo game. When the bingo portion of the games is won, the Flash card with the same last number called is the winner of the first prize. Usually there is a second part of this game. The caller quickly pulls bingo balls until a "Row" is filled from top to bottom - the first number in that row (1 - 15 ) is the Winner.

**Daub Games:** Played by itself, this is a Flash game that is played just like a bingo game by pulling bingo balls until someone has the pattern needed and yells bingo.

**Early Birds:** Early birds are bingo games that are played prior to regular games. Early bird bingo cards are thus purchased separately from normal admission packs. All cards have guaranteed numbers.

**Pull Tabs:** These are similar to Flash cards, however have different prices from .0.25 cent to \$1.00 each and are not "Played" they are strictly "chance" games and have instant winning payouts from 0.50 cents up to \$250.00 dollars -

**Final Payouts:** once the games have been sold and played, many players have "instant winners" with cash value that must be paid out. Players are not allowed to bring their tickets from the prior week or game night into the hall and get paid out. A flash worker is sent onto the floor to walk through and collect these tickets and payout to the player the value of the cards.

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The Money for Pull Tabs and Flash Games must be kept separate from each other. However, you can use a “buy back” from either game to Purchase tickets from either game type.

## ~ 18 Game Bingo Program ~

A \$40.00 “Buy in” will get the player up to five packs and a turbo machine.

**Turbo Machine:** An electronic device that is used to play the numbers as they are called – in effect an electronic bingo card. This machine plays an extra 72 cards for the player. The receipt the player received when they buy-in has a series of numbers to input to activate their personal machine. A button must be pushed after each number is called for the machine to update. You are not required to use a turbo machine.

**Four Corners:** A pattern that entails 4 numbers located in the corners of the card.

**Free Space:** The centre square on the bingo card that has no number.

**Multiple Winners:** When two or more bingo players win with the same number. In this case, the prize is divided equally among the winners.

**Block of Nine:** a Nine-Pack is a pattern that requires you to cover the 9 squares placed in a block.

**Pattern:** The shape a bingo player must cover by using the numbers called out during the game.

**Payout:** The money paid out in winnings.

**Session:** A session is a program of standard games played all together. We have an 18 game session or sometimes called a program.

**Six-Pack:** Also known as a Block of Six, a Six-Pack is a pattern that requires you to cover the 6 squares placed in a block.

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**Wild Number:** A number that is given freely to players. We have several games where a wild number is used. For our three games, we pull these numbers before the session begins so players can daub ahead. Example: the ball called is 16 - all numbers ending in 6 including the number 6 are wild and you daub them, thus needing less numbers to get the bingo pattern needed.

**Consolation prize:** A prize that has a smaller value than the original bingo prize. These types of prizes are given away in special games when there are no winners or else the guidelines haven't been met.

**Coverall:** Also known as a Blackout, a Coverall is when every number on the card is called out for you to win.

**Double Action:** Each cell has two numbers, when one number is called you are allowed to daub both numbers to reach the desired pattern needed.

## ~ Misc Terms ~

**Dauber:** Also known as a bingo marker, a dauber is a marker that is used at land-based bingo games to mark off the numbers called out. Dauber must be used, no other form of ink is allowed.

**Instrument Jackpot (Progressive):** Specific to our game, we have a progressive drawing every Saturday. Two draws per night. If the jackpot is not won, we fund the jackpot with \$50 each time. Our Jackpot starts at \$400.00 and will go all the way up to \$4,000.00. We use a container full of laminated cards, one side has the "winning information", one side has a picture of an instrument.

We have 85 cards in the container - All the cards have some value, from \$15 cash to cash and free plays.- and then one JACKPOT card. If there is a student that plays the instrument displayed on the card, the player also receives a bonus of \$25.00.

**Hot Ball:** A player purchases the Hot Ball stamp at the buy-in for one dollar. The value of Hot Balls caps at \$250. However, we also do partial Hot Balls numbers as well. And can at times have up to 2-3 hot balls on a Saturday night. At the start of the game, the caller will pull the appropriate number of bingo balls

for the Hot Ball(s) and announce to the room the numbers that have been pulled. If a player calls Bingo on one of these numbers, not only do they win the bingo game, they also win the additional money in the Hot Ball envelope. If not won, it carries to the next week. We can have multiple Hot Balls.

**Bingo Receipts:** Two part tickets given out with the players buy-in paperwork. These tickets have raffle numbers on each portion, one part is kept by the front desk and are used during the night for drawings and raffles.

**Drum Major & Conductor:** Using the Bingo receipts two people are chosen as our drum major and conductor for the night. These individuals choose a number and this is announced to the players. Every time their number is called during the regular games (no flash games) they are paid \$5.00.

**Special Paper:** Along with the regular paper packs we play additional games called specials. They are individual sheets of paper and a player can purchase additional game sheets of the games they like at the Specials desk.

**Winners Circle Drawing:** Our Flash game winners place their names on their winning tickets and every first of the month we draw one out of the container and call the name. The winner gets a \$50.00 cash prize if they are present.

**Game #11 Grand Ole Flag, Progressive game:** Two ways to win this game.

1. The winning bingo receives a \$350.00 Consolation prize.
2. If the bingo is on a star, the player will win the Progressive amount - from \$400 - \$1,199 (The highest amount before tax paperwork must be filled out and they are taxed on the winnings.) We increase the pot \$50.00 a week until it is won.