

Bingo Basics

Dabber - Bingo dabber is ink-filled bottle with a foam tip on it used to mark called numbers. When you touch the bingo card with the foam tip it marks the square.

Bingo Card - A card containing 24 numbered spaces and one free space, on which you play BINGO. Numbers are assigned at random on each card and are arranged on a 5 x 5 grid.

Bingo Book - A number of different coloured bingo cards bound together to form a book to be played one for each game at a bingo session. A “3 up” contains 3 cards per page, a “6 Up”, 6 cards per page and a “9 Up”, 9 cards per page.



Bingo Board - An electronic display that lights up showing each number as it is called and the pattern needed to win that particular game. It looks like a bingo card and shows what variation of bingo game being played on that particular game on the program. For example: 2 lines, blackout, etc.

Pattern - The shape you need to cover on your card with called out numbers in order to achieve a BINGO!

Bingo Game Variations

Hardway - Some games will be played without the use of the free space.

Wild - Some games will contain a wild number. The last digit of the first ball out for that game will become a wild number, making all numbers ending in that number wild. For example: if G56 is the first number, all numbers ending in 6 on your cards are considered called.

Odd/Even - Some games will be played odd or even. The last digit of the first ball out on that game is used to determine odd or even. For example: if 128 is the first number, all the even numbers are considered called.

Regular game - Games that are purchased as a 'package' or book (10 pages) and played as part of bingo session.

Special game - Games that are played with a different set of cards than the books purchased for regular games.

Progressive game - A special game with prize amount that grows until it is won. The prize amount increases each time it is played. If there is no winner in the specified number of calls, the game will continue on for a consolation prize. Different variations of progressive games add dollars or numbers, or both, to the jackpot. Progressive games are played on a different set of cards than the books purchased for regular games.

Extras

AYCP Books

Designated regular game books that are purchased as a 'package'. Package on electronic terminals is 39 cards for \$8.75, additional paper 3up books are available for .25¢ Paper players must purchase a 6up book before they are eligible to play the .25¢ 3up books. Limit of 78 cards.

Single, Double, Triple Win

Designated regular game books that are purchased as a 'package'. Select session where prize amount won varies depending on the type of booklet purchased.

9up = Single (regular prize payout)
6up = Double (2x regular prize payout)
3up = Triple (3x regular prize payout)

In the case of multiple winners the regular prize amount is divided by the number of winners then multiplied by the payout level.

Loonie Pot

A progressive amount available to be won on all regular book games. To be eligible players must purchase and sign the 'Loonie Pot Slip' for the regular book required. The 'Loonie Alert Ball' is drawn before the start of every regular book. Each time the designated 'Loonie Alert Ball' is drawn, the next ball drawn becomes the 'Loonie Ball' for that game. To win or share the progressive amount a player must achieve the required pattern for the game in play on the 'Loonie Ball' and have purchased and signed the corresponding 'Loonie Pot Slip'.

Cost for Loonie Pot \$1.00 per book.