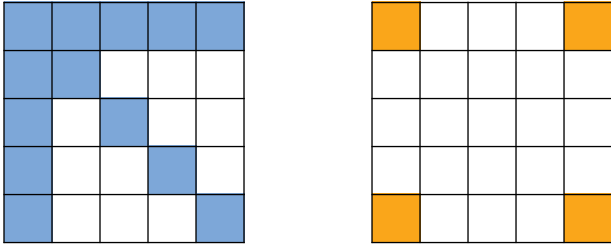


Bingo Papers

Regular Bingo

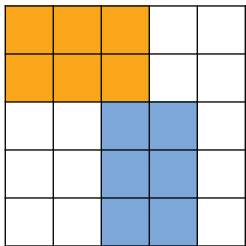
For Regular Bingo you need to complete one line (horizontal, vertical, or diagonal) or 4 corners; for example:



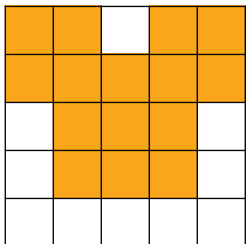
Some games don't allow 4 corners – this will be explicitly called out.

Bingo Patterns

For some games a pattern will be needed to win. Sometimes this pattern can happen anywhere on the board – like a 6-pack:

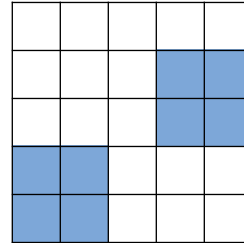


Other games require a specific pattern that can only happen one way – like Mickey Mouse:

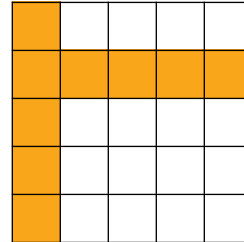


Common Patterns and Terms

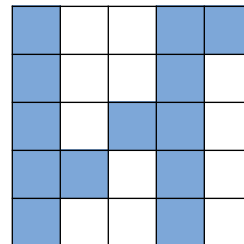
Stamp – 4 squares in a 2x2 group:



Double Bingo – 2 bingos; for example:



Blood, Sweat, and Tears – 3 bingos; for example:



Hardway – you can't use the Free Space

Please see our programs (at any of the paper sales windows) for more details specific to the games being played that night.

All-Play Tickets

The ticket WILL say "All Tickets Are Holders"

The goal is to fill all the numbers on your ticket

Your ticket may have 1 or more free spaces – lucky you!

Some games have sets of numbers (in rows); for example:

6	20	31	54	73
15	27	42	45	68

The ticket will tell you if you need to complete one of the rows (for example: 6, 20, 31, 54, 73) or if you only need one number per column (for example: 6, 27, 31, 45, 73)

Event Tickets

The ticket WILL NOT say "All Tickets Are Holders"

Some tickets will be instant winners – they will show the dollar amount won (can be redeemed at any ticket booth)

Some tickets are "duds" (sorry)

Some tickets will have bingo numbers (1-75) – keep these tickets; they will be played alongside one of the regular bingo games (we will announce this over the intercom before the regular bingo game starts) and will otherwise be played like All-Play tickets

Horse Races

Some tickets will be instant winners – they will show the dollar amount won (can be redeemed at any ticket booth)

Some tickets are “duds” (better luck next time)

Some tickets will have bingo numbers (1-75) or a red, white, or blue horse (1-15 for each horse) – keep these tickets for the race!

The ticket will show you the payout for the bingo balls and for each horse

When we run the horse race, balls are called until one of the columns on the bingo grid is filled in; here’s an example where 7 is the winner:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75

In this example, 7 is the winning horse so the red, white, and blue horses with the number 7 are the big winners; additionally, the bingo balls 7, 22, 37, 52, and 67 are also winners

If you have a horse with the winning number OR if you have one of the bingo ball numbers from the winning column, you have a winning ticket (congratulations!) - you can redeem it at the upstairs ticket booth

Bingo Rules

No one under the age of 16 is allowed on the premises

All sales are final

If the caller miscalls a number, the number on the ball dictates

Admission price book is required by each player

Bingo can only be called on the last number called (announced over the intercom and showing on the bingo board)

Players are responsible for stopping the game if they have a winning bingo; if you have a winning bingo and you don’t stop the game and we go to the next number, that bingo does not count

After the caller closes a game, no other bingos will be recognized

Players must sign, date, and surrender their winning bingo sheet (print-off for machines) when the individual award is \$200 or greater

Regular bingo includes 4 corners unless specified otherwise

Numbers must be daubed on a winning game and the callback number must be readable – if the game cannot be validated, then it is not a winning bingo

Prizes are split evenly to the next lowest dollar in cases of multiple winners

Prizes and games may change without notice

Bingo chairman will have final decision in solving irregularities

How to Play Bingo and Ticket Games

A primer for new and returning players

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			G	
				O

Wentzville American Legion Post 323
 504 Luetkenhaus Blvd.
 Wentzville, MO 63385
 (636) 327-6060
wentzvilleamericanlegion.org