

Fire House Derby Game Instructions

BACKGROUND

Fire House Derby is a charity game ticket where the four top winners are determined by the drawing of bingo balls—in conjunction with a bingo game or by itself. A deal includes 50 instant winners, 15 fire engine downline HOLD tickets, 15 firefighter downline HOLD tickets, 15 helmet downline HOLD tickets, and 75 fireball HOLD tickets. Instant winners are redeemed as players turn them in. Players should retain the HOLD tickets until all tickets in the deal have been sold, the corresponding bingo game is played, and the first downline has been determined.

INSTRUCTIONS

1. Before beginning the drawing or bingo game that will be played with Fire House Derby:
 - a. All tickets in the deal must be sold.
 - b. Announce when the drawing or bingo game for Fire House Derby will be conducted.
 - c. Prior to the start of the bingo game or drawing of bingo balls, **announce the serial number(s) of the deal(s) being played. Remind players that after all five of the numbers in a downline are called, a player must yell bingo, balls, downline, or fireball to stop the game. Also, the player with the fireball ticket that matches the last number called from the first downline can call bingo, fireball, downline, or balls to stop the game.**
2. Begin the bingo game or drawing of bingo balls.
3. Players can dab the numbers on their downline HOLD tickets as they are called.
4. Once all five numbers in a down line on a flashboard are called, the three corresponding downline HOLD tickets and the player with the last number called fireball HOLD ticket are potential winners. If at least one of those players calls bingo (or other indicator to stop the game), the game stops and the winners are verified. **NOTE: If all four winners have not been identified, the downline numbers and last number called are recorded and the winning ticket holders have a minimum of 14 days to claim their prizes.**
5. The worker verifies each winning ticket at a neutral table, verifying each has the correct serial number, all five bingo numbers on a downline ticket have been called, and the last number called is contained on the ticket. The winning fireball ticket must have the last number called on the winning downline.
6. The player holding the valid fire engine downline HOLD ticket wins \$250, the player holding the valid firefighter downline HOLD ticket wins \$75, the player holding the valid helmet downline HOLD ticket wins \$50, and the player holding the valid fireball ticket wins \$50.
7. Whether a player calls “bingo,” “fireball,” “downline,” or “balls” is irrelevant, however, it is the responsibility of at least one player to stop the game.
8. Once the winners have been verified, remaining HOLD tickets with the played serial number(s) are no longer valid.
9. If the bingo game has not been completed, it continues until all bingo winners have been determined.
10. If the bingo game concludes before determining the Fire House Derby winners, announce that numbers will continue to be drawn until the winners have been determined.

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GAME RECORDS

11. Record the last number called in the winning downline in your game records.

RESTRICTIONS

12. All prizes must be claimed within the time posted by the licensee but shall be not less than 14 days from the date the last ticket in that deal was sold. If any winning tickets are not redeemed, post the serial number and winning numbers along with date announcing the amount of time the winner has to claim their prize, which must be no less than 14 days.

PRIZE PAYOUT

13. Each deal of Fire House Derby contains the following:

Takes In:	\$800.00 (800 tickets @ \$1.00 each)
Pays Out:	\$600.00
Gross Proceeds:	\$200.00 (before cost of game)
% Payout:	75.00%
% Profit (Net):	15.00%
HOLD or Winning Ticket Ratio:	1 in 5.82

DISPUTED GAMES

14. If there are problems with the bingo balls, bingo equipment, or the operation of the bingo equipment before the Fire House Derby winners have been determined, the game is void and shall be played over during the same occasion while players re-use their Fire House Derby tickets for the game not yet awarded.
15. If it is discovered that a ball or balls were incorrectly called or improperly placed or entered into the master board, the game shall be stopped.
 - a. Upon immediate discovery, the error shall be corrected by clearly restating the incorrect call or indicating the improper placement and indicating what the correct call or placement should have been and continue the game.
 - b. If, after additional balls have been called, it is determined by the chairperson that the game cannot be reconstructed, then the game shall be declared void and replayed during the same occasion using the same Fire House Derby tickets.
16. In the case of a disputed game, if a prize has been paid to a player before the discovery of the error, then the prize shall remain the property of the player who was paid the prize and the game must be replayed using the same Fire House Derby tickets.
17. Whenever there is a player complaint involving a game, log the issue along with the names of players involved and keep with game records.