

# 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 played separately using bingo balls or other authorized random drawing of 75 numbers. 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.

Each downline HOLD ticket contains five numbers that correspond with a column of numbers on a bingo flashboard. Players should retain HOLD tickets until all tickets in the deal have been sold, the corresponding bingo game or drawing has occurred, and the first downline has been determined.

### INSTRUCTIONS

1. Before bingo begins or before the drawing of numbers for Fire House Derby:
  - a. Two players must witness that all 75 numbers are included in the drawing. If Fire House Derby is not being played during a weekly bingo game, the witnesses must sign the flare card acknowledging all numbers are included and the flare card must be a part of game records.
  - b. An announcement must be made giving the serial number of the deal(s) being sold and when the drawing or bingo game for those tickets will be conducted.
  - c. All tickets in the deal must be sold.
2. Begin the drawing or bingo game, announcing the drawn numbers ensuring two or more players are able to see the numbers as they are being drawn.
3. Players can dab the numbers on their downline HOLD tickets as they are called.
4. Where there is a bingo flashboard, once all five numbers in a downline on the flashboard are called, the fire engine, firefighter, and helmet HOLD tickets with the corresponding downline and the fireball ticket containing the last number called in the downline 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.
5. Whether a player calls "bingo," "balls," or "derby" is irrelevant, however, it is the responsibility of at least one player to stop the game. Otherwise the drawing continues.
6. A worker verifies each winning ticket at a neutral table, ensuring each has the correct serial number, all five bingo numbers on a downline ticket have been called, and the last number called is on the ticket. The winning fireball ticket must be for the last number called on the winning downline.
7. The player holding the winning fire engine HOLD ticket wins \$250, the player holding the winning firefighter HOLD ticket wins \$100, the player holding the winning helmet HOLD ticket wins \$50, and the player holding a fireball ticket with the last number called wins \$50.
8. Once the winning numbers have been verified, remaining non-winner HOLD tickets for the serial number(s) just played are no longer valid.
9. If all four winners have not been identified, an announcement is made that the unclaimed ticket holder(s) have up to 14 days to claim their prize(s), the last number called for the downline is recorded on the flare card, and the flare card is signed by the caller. For the next two weeks or until all HOLD winners have been claimed, the flare must be posted at any consecutive bingo game. It must be a part of game records and available for review by players or representatives of the bureau.

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10. When playing with a bingo game,
  - a. If the bingo game has not been completed, it will continue until all bingo winners have been determined.
  - b. If the bingo game concludes before determining the Fire House Derby winners, numbers will continue to be drawn until the winning downline has been determined.

### GAME RECORDS

11. When the game is not played during a licensed bingo event, one or more of the winning HOLD tickets is unclaimed, OR any other notation is made on the flare card, the flare card is retained with game records.

### PRIZE PAYOUT

12. 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

13. If there are problems with the bingo balls, bingo equipment, or the operation of the bingo equipment, then all the following provisions shall apply:
  - a. If it is discovered while the game is in progress, that game is void and shall be replayed using the same HOLD tickets.
  - b. If it is discovered immediately following the game, the just-completed game is void and must be replayed using the same HOLD tickets.
  - c. Otherwise, the game shall not be replayed.
14. 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. After additional balls have been called, if 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 HOLD tickets.
15. 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.
16. Whenever there is a player complaint involving a game, carefully log the issue along with the names of players involved and keep the complaint and flare card with game records.