

# Lucky Bingo Balls Game Instructions

## BACKGROUND

Lucky Bingo Balls is a charity game designed to be played in conjunction with a random drawing of bingo numbers 1 through 75. Each box contains two deals of Lucky Bingo Balls.

Each deal of Lucky Bingo Balls contains 320 tickets, including 54 instant winners and 25 HOLD tickets (bearing three unique bingo ball numbers 1-75) that give players a chance to win a \$150 prize.

## INSTRUCTIONS

1. All tickets in a deal must be sold before a drawing takes place, therefore it is important that additional deals are not offered for sale unless there is time to sell all the tickets before the drawing(s).
2. As tickets are being sold, the licensee must announce each serial number being sold and with which bingo game or drawing the HOLD tickets will be played.
3. HOLD tickets should be retained by players until the \$150 prize has been awarded for that serial number.
4. Just prior to the drawing of bingo numbers, announce the following:
  - a. The serial number(s) that will be played with the drawing.
  - b. Remind players to mark off the numbers on their HOLD tickets as they are called, once all three numbers on a ticket are called they must yell "bingo" or "balls" to stop the drawing, and that one of the numbers on a winning ticket must be the last number called.
5. Begin the drawing of bingo numbers.
6. Players can mark off the numbers on their HOLD tickets as they are called.
7. Once all three numbers on a player's ticket have been called, the player must immediately make their winner known by yelling "Bingo!" or "Balls!" in a manner where at least one worker or caller can hear the it to stop the game.
8. Once a worker hears the player making their bingo known, they must immediately notify the person calling the numbers. The caller must stop for the verification of the proposed winning ticket.
9. The worker takes the proposed winning ticket to a neutral table to read back the serial number and all three numbers on the ticket.
10. The caller verifies the serial number, that all three numbers have been called, and that the last number called is one of those numbers.
11. Once the winner has been verified, the caller announces that Lucky Bingo Balls with that serial number is closed.
12. If more than one deal of Lucky Bingo Balls is being played with that drawing, the drawing continues until a winner has been determined for each additional serial number that may be in play.
13. If Lucky Bingo Balls is being conducted with a bingo game at a licensed bingo occasion,
  - a. If the bingo game has not ended, the drawing must continue until the bingo game has ended.
  - b. If the bingo game ends before determining all Lucky Bingo Ball winners for all serial numbers in play, the caller announces that numbers will continue to be drawn until all winners have been determined.

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## RESTRICTIONS

14. Each player must be afforded an equal opportunity to win through the method of play, mixing of numbers, uniformity of color and markings on items being drawn, and integrity of any equipment.
15. Instant winners must be claimed within the time posted by the licensee which shall be not less than 14 days from the date the last ticket in that deal was sold.
16. Due to the nature of Lucky Bingo Balls, players must be present for a chance to win the \$150 prize.

## PRIZE PAYOUT

17. Two deals are in a box. Each deal of Lucky Bingo Balls contains the following:

Takes In	\$320
Pays Out	\$240
Gross Proceeds	\$80
% Payout:	75%
% Profit (Net):	15%
Winning Ticket Ratio:	1 in 5.82

## DISPUTED GAMES

18. If there are problems with the objects being drawn, a drawing receptacle, or the operation of the drawing, then all of 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 at no cost to the players.
  - b. If it is discovered immediately following the drawing, the just-completed game is void and must be replayed using the same HOLD tickets at no cost to players.
  - c. Otherwise, the game shall not be replayed.
19. If it is discovered that a number was incorrectly called, improperly placed, or improperly entered into a master board, the game must 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 must be declared void and replayed during the same occasion using the same HOLD tickets.
20. 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 must remain the property of the player.
21. Whenever there is a player complaint involving a game, log the issue along with the names of players involved. Maintain documentation with the game records.