

# Milk Money

## Game Instructions

### BACKGROUND

Milk Money is a charity game designed to be played in conjunction with a random drawing of bingo numbers 1 through 75. Each box contains three deals (games) of Milk Money.

A deal of Milk Money has 240 tickets. Each ticket has a large tab concealing four to five bingo numbers (ranging from 1 to 75). Seventy-five of the tickets have four random numbers and one free space. The remaining tickets have five random numbers. Each ticket is a chance to win \$180.

### INSTRUCTIONS

1. When playing Milk Money with a bingo license, bingo balls are typically drawn from a bingo receptacle at the bingo location.  
  
When Milk Money is not played with a bingo license, an alternate drawing method must be established. The drawing method must ensure each player is afforded an equal opportunity to win. To protect the integrity of the game the items being drawn must be uniform and the drawing receptacle must not affect the outcome of the game.
2. Due to the nature of Milk Money, players must be present to play.
3. All tickets in a deal must be sold before the 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.
4. If multiple deals are being sold, the licensee must announce each serial number being sold and with which drawing (or bingo game) the tickets will be played.
5. Tickets should be retained by players until the \$180 prize has been awarded for that serial number. **NOTE: There is a 10% chance there might be multiple winners that will split the prize equally.**
6. Just prior to the drawing of the bingo numbers, announce the following:
  - a. The serial number(s) that will be played with the drawing.
  - b. Players can mark off the numbers on their tickets as they are called.
  - c. Once all numbers on a ticket have been called, that player must yell “bingo” or “Milk Money” to stop the drawing.
  - d. Any winning ticket(s) must include the last number called.
7. Begin the drawing of bingo numbers. The caller shall clearly call each number drawn and show each number to two or more players.
8. Players can mark off the numbers on their tickets as they are called.
9. Once all numbers on a player’s ticket have been called, the player must immediately make their winner known by yelling “Bingo!” or “Milk Money!” in a manner where at least one worker or the caller can hear them.
10. Once a worker hears a player making their winner known, they must immediately notify the caller. The game must stop for the verification of the ticket(s).

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11. For each proposed winning ticket:
  - a. The worker takes the ticket to a neutral table to read back the serial number and all numbers on the tickets.
  - b. The caller verifies the serial number is the one being called, all bingo numbers have been called, and the last number called is one of the numbers on the ticket.
12. Once the winner(s) have been verified, the caller announces that Milk Money with that serial number is closed.
13. If multiple deals of Milk Money are being played the drawing of the numbers continues until a winner has been determined for each additional serial number that may be in play.
14. If Milk Money is conducted with a bingo game and the Milk Money winner(s) have been determined, the bingo game must continue until the bingo winner(s) have been determined.

## **PRIZE PAYOUT**

15. Three deals are in a box. Each deal of Milk Money contains the following:

Takes In	\$240
Pays Out	\$180
Cost per Deal	\$24
Profit per Deal	\$36

## **DISPUTED GAMES**

16. 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 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 tickets at no cost to players.
  - c. Otherwise, the game shall not be replayed.
17. If it is discovered that a number was incorrectly called, or with a bingo game 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 tickets.
18. 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.
19. 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.