

# “PAY ME” Pack Game Instructions

## BACKGROUND

PAY ME Pack is a charity game designed to be played in conjunction with a random drawing of bingo numbers 1 through 75. Each deal of PAY ME is broken down into four shrink-wrapped sets—Pay Momma, Pay Grampa, Pay Junior, and Pay Granny.

While all sets within a deal share the same serial number, each set is a mini-game within itself. A set may be sold individually or with other sets. Each set contains 200 tickets, including 34 instant winners, and 25 HOLD tickets that give players a chance to win a \$100 prize.

## INSTRUCTIONS

1. All tickets in a set must be sold before a drawing takes place, therefore it is important that new sets are not opened and sold unless there is time to sell all the tickets before the drawing.
2. As tickets are being sold, the licensee must announce each serial number and set (Pay Momma, Pay Grampa, Pay Junior, or Pay Granny) being sold and with which bingo game or drawing the HOLD tickets will be played.
3. A player whose ticket contains three unique bingo numbers (a “HOLD” ticket) should retain that ticket until the \$100 prize has been awarded for that serial number and set.
4. Just prior to the drawing of bingo numbers, announce the following:
  - a. The serial number(s) and set(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 “Pay \_\_\_” 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 “Pay Momma!” or “Pay Grampa!” or “Pay Junior!” or “Pay Granny!” in a manner where at least one worker or caller can hear the bingo.
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, the set, and all three numbers on the ticket.
10. The caller verifies the serial number/set, 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 serial number/set is closed.
12. The drawing of numbers continues until a winner has been determined for each additional serial number/set(s) that may be in play.
13. If PAY ME 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 Pay Me winners for all series number/set(s) 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 but shall be not less than 14 days from the date the last ticket in that deal was sold.
16. Due to the nature of PAY ME, players must be present for a chance to win the \$100 prize.

## PRIZE PAYOUT

17. Each set of Michigan PAY ME Pack contains the following prizes:

<u>Number of Tickets</u>	<u>Prize Amount</u>	
1	\$100.00	(out of 25 HOLD tickets)
4	\$5.00	
30	\$1.00	

	<u>Each Set (200 tickets)</u>	<u>Each Deal (800 tickets)</u>
Takes In	\$200	\$800
Pays Out	\$150	\$600
Costs	\$20	\$80
Profits	\$30	\$120

% 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.