

# Michigan “PAY ME” Pack

## Game Instructions

### BACKGROUND

Michigan PAY ME Pack is Michigan’s first charity game sold in a pack of four sets. Each of the four sets (Pay Momma, Pay Grampa, Pay Junior, and Pay Granny) may be sold individually or together. Unlike a box of Lucky Bingo Balls that contains two sleeves of tickets where each sleeve has its own serial number, a box of Michigan PAY ME Pack contains four sleeves of tickets and each sleeve shares the *same* serial number.

Each set within Michigan “PAY ME” Pack can be played in conjunction with a bingo game (preferably a coverall) or by itself (like a Speed Ball). Twenty-five HOLD tickets randomly distributed throughout each set contain three unique bingo numbers. Players retain these tickets and play a game of bingo for a chance to win a \$100 prize.

### INSTRUCTIONS

1. Players that have a HOLD ticket bearing three bingo numbers should retain that ticket until all tickets in that set (Momma, Grampa, Junior, or Granny) have been sold and the \$100 prize for that set has been awarded.
2. Before playing for the \$100 prize:
  - a. As tickets are being sold, announce the serial number & set(s)—Momma, Grampa, Junior, or Granny—that are being sold and with which bingo game or drawing the HOLD tickets will be played.
  - b. All tickets in the predetermined set(s) must be sold.
  - c. Just prior to the start of the bingo game or drawing of bingo balls, make a second announcement.
    - i. Announce that the HOLD tickets for [*the serial number*] and [*the set(s)*] are being played.
    - ii. Remind players to dab the numbers on their HOLD tickets as they are called and that the winner must have three balls called—including the last number called.
3. Begin the bingo game or drawing of bingo balls.
4. Players dab the numbers on their HOLD tickets as they are called.
5. All three numbers on a HOLD ticket must have been called to have a valid winner.
6. A valid winner must also contain the last number called.
7. When the player has dabbled all three numbers on one ticket, he/she announces, “Bingo!” or “Pay Momma!” or “Pay Grampa!” or “Pay Junior!” or “Pay Granny!” Once a worker hears the announcement, the worker must immediately notify the caller and the game must stop for a verification of the ticket.
8. The worker takes the ticket to a neutral table to call back the serial number, the name of the set, and all three numbers on the ticket.
9. The caller must verify that the serial number and set are active, that all three numbers have been called, and that the last number called is one of those numbers.
10. Once the winner has been verified, the caller announces that set for that serial number is closed.
11. The bingo game or drawing of numbers continues until all winners have been determined for both the bingo game and any additional sets that are in play.
12. If the bingo game concludes before determining the winners for all sets in play, the caller announces that numbers will continue to be drawn until all winners have been determined.

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### RESTRICTIONS

13. Instant 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.
14. Due to the nature of the PAY ME game, players must be present to win the \$100 prize.

### PRIZE PAYOUT

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

<u>Number of Tickets</u>	<u>Prize Amount</u>
1	\$100.00
4	\$5.00
30	\$1.00

Each set...

Takes In: \$200.00 (200 tickets @ \$1.00 each)  
Pays Out: \$150.00

Each deal...

Takes In: \$800.00  
Pays Out: \$600.00  
Costs: \$80.00  
Profit: \$120.00

% Payout: 75%  
% Profit (Net): 15%  
Winning Ticket Ratio: 1 in 5.82

### DISPUTED GAMES

16. If there are problems with the bingo balls, bingo equipment, or the operation of the bingo equipment, and it is discovered while the game is still in progress or before the start of the next game, the PAY ME game is void and must be played over during the same occasion while players re-use their PAY ME tickets for the game(s) not yet awarded.
17. If it is discovered that a ball was incorrectly called or improperly placed or entered into the 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 Michigan PAY ME 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 who was paid the prize.
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.