

BINGO! PROGRAM

HOT BALL

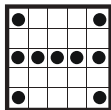
\$

- EARLY BIRD GAMES | 4-ON PACKS

1 ANY BINGO & FOUR CORNERS

\$250

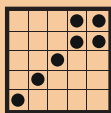
Blue Border



2 SMALL CRAZY KITE

\$250

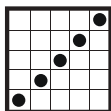
Orange Solid



3 DIAGONAL BINGO

\$250

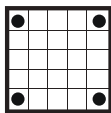
Lime Border



4 FOUR CORNERS

\$250

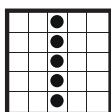
Light Purple Border



5 ANY SINGLE LINE

\$250

White Border

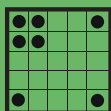


- MAIN SESSION GAMES | 6-ON PACKS

6 POSTAGE STAMPS & THREE CORNERS

3-ON SPECIAL
Any corner
\$1,000

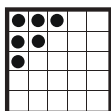
Green Solid



7 CRAZY ARROWHEAD

\$1,000

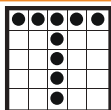
Blue Border



8 CRAZY T

\$1,000

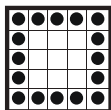
Orange Border



9 OUTSIDE SQUARE

As shown
\$1,000
Wild #'s

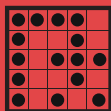
Purple Border



10 HANG THE CALLER

3-ON SPECIAL
As shown
\$1,000

Red Solid

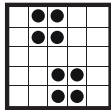


- BREAK | 5 MINUTES -

11 ANY TWO BLOCKS OF FOUR

\$1,000

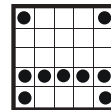
Yellow Border



12 DOUBLE BINGO

Corners count
\$1,000

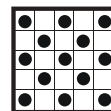
Green Border



13 CHECKER BOARD

As shown
\$1,000
Wild #'s

Gray Border

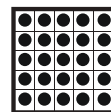


14 DOUBLE ACTION JACKPOT

1-ON SPECIAL

40 #'s or fewer - \$1,000
41 #'s - \$750
42 #'s - \$500
43 #'s or more - \$250

Yellow Border

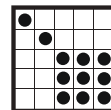


- INTERMISSION | 15 MINUTES -

15 GIANT CRAZY KITE

\$1,000

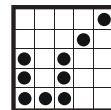
Olive Border



16 LITTLE DIPPER

As shown
\$1,000

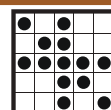
Red Border



17 TRIPLE BINGO

Corners count
\$1,000

Brown Border

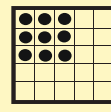


18 BLOCK OF 9

3-ON SPECIAL

Any nine pack
Single winner gets to pick \$250-\$1,199
Multi winners share \$1,000

Yellow Solid

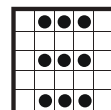


- BREAK | 5 MINUTES -

19 THREE-LAYER CAKE

As shown
\$1,000

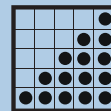
Pink Border



20 STAIRS

As shown
\$1,000
Wild #'s

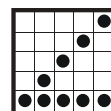
Blue Solid



21 CRAZY SEVEN

\$1,000

Aqua Border

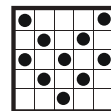


22 DOUBLE CHEVRON

3-ON SPECIAL

As shown
\$1,000

Red, White & Blue Border

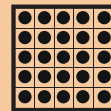


23 CHUKCHANSI BLACKOUT

3-ON SPECIAL

Starts at 48 #'s or less pays posted prize:
Increases by \$50 until hit — excludes consolation
Posted Prize
\$500 Consolation

Orange Solid





RULES & REGULATIONS

1. The following rules shall be posted and enforced within CGRC's bingo hall.
2. No one under the age of twenty-one (21) is permitted in the bingo hall.
3. All electronic devices must be silenced during all bingo sessions; Players are expected to make and/or receive any personal calls outside of the bingo hall.
4. Smoking is not permitted in the bingo hall.
5. In consideration of other players, conversations should be kept to a minimum.
6. No soliciting or peddling is allowed.
7. Verbal abuse and/or disorderly behavior directed to players or bingo staff will not be tolerated.
8. The casino is not responsible for lost or stolen items.
9. There will be no refunds or exchanges of paper; all sales are final.
10. In the event of a session cancellation, the player's admission receipt is redeemable within two (2) weeks. Cash refunds are not permitted.
11. No reserving or saving of seats for other players. A seat is only considered taken when a receipt or admission pack is at that seat.
12. A game pack must be purchased in order for anyone to be seated during a session.
13. No splitting or sharing of packs is permitted; this will be enforced.
14. All players must purchase an admission package (unless otherwise stated) and must have a valid admission receipt. Each player must claim their (own) winnings and must be presently playing throughout the session; with the exception of a bathroom break, getting food from concessions, or during a promotional win drawing verification. No more than fifteen (15) minutes will be allowed or winnings/prizes will be forfeited. Admission receipts must be readily available at the time of a possible win.
15. One (1) electronic device per player.
16. Players must present an admission receipt when requested by bingo team members.
17. Players must be seated and playing the entire session to be eligible for any payouts, drawings, and/or special promotions.
18. Receipts must be signed or have a player's name and Rewards Card Number on the receipt prior to game verification or the bingo will be invalid. If a player is unable to sign, then someone must sign on behalf of the player.
19. A dauber must be used to mark all numbers except on the U-Pick-Em Game. Ballpoint pen must be used on the U-Pick-Em Games.
20. A bingo is only valid on the last number called.
21. The ball on the monitor is not valid until called.
22. Once the caller has officially closed the game, no more bingos will be honored.
23. Players are not permitted to play specials without purchasing a paper or electronic admission package.
24. Flashboards, TV monitors and attendants are for the player's convenience only. It is the player's responsibility to call "bingo" loudly and clearly enough to stop the game. The caller must be able to hear the player.
25. Once a caller begins to call the letter of the next ball, no previous bingo(s) will be honored and the game will continue.
26. Daubing or writing on the bingo machine(s) is not permitted. Any property damage caused by a player will require restitution.
27. In the event there are multiple winners in a game, the published payout will be split evenly between all valid bingos and divided accordingly amongst the winners (shall not be less than \$10 each).
28. Winnings of \$1,200 or more are subject to IRS regulations.
29. Players must provide two (2) forms of legal identification when claiming a taxable payout.
30. Non-US citizens are also subject to US tax regulations.
31. Management reserves the right to refuse service to any person.
32. The conditions for participating in promotional programs, including drawings and giveaway programs shall be approved and available for the patron to review at the bingo hall.
33. Management reserves the right to cancel, change, postpone, or modify any session, game, promotion, or rules without notice at any time.
34. Management reserves the right to correct any prize payout(s) which are contradictory to printed media disclosures.
35. In the event of any dispute not covered by these rules, the decision of the management is final.
36. Any altered, mutilated or defaced bingo cards, admission receipts or tickets will not be honored.
37. Electronic bingo device malfunction voids all play and pays. Management is not responsible for equipment malfunction. Use of electronic bingo devices is at the sole risk of the purchaser.
38. Bingo paper and devices are not permitted to leave the bingo hall.
39. Bingo paper must be used on the day of purchase. Bingo paper that cannot be verified (with or without a winning pattern), will be rendered invalid and players will be asked to leave.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75