

# Sahara Grotto Bingo Rules (revised 02/05/2018)

1. You must be 18 years old to purchase, play, or event touch bingo paper, pull tabs or raffle tickets.
2. Players are expected to pay for all the evening's games that are in the *Standard Package* regardless of whether any those games have been played. This means that late comers will be charged the full *Standard Package* cost for the event.
3. The evening's game line-up will consist
  - a. 4 (four) warmups (generally played on a 4 UP/3-ON)
  - b. *Standard Package* games
    - i. 9 (nine) regular games (played on a 10-UP/12-ON)
    - ii. 4 (four) special games (played on a 4-UP/6-ON)
    - iii. 1 *Final Coverall*. (part of the 10-UP/12-ON with the regular games)
  - c. *Last Number Called Game* which is played simultaneously with those of the *Standard Package*.
  - d. See appendixes for rules on the following
    - i. *Lucky Ball* (a.k.a. Special Number)
    - ii. *Last Number Called Game*
    - iii. *Final Coverall Game*.
4. The *Standard Package* consists of 1 (one) 10-Up/12-On and 1 (one) 4-Up/6.
5. Players can purchase and play more than one *Standard Package*. Additional *Standard Packages* are purchased at a reduced cost. These must be played only by the player who purchased them.
6. Players must take all bingo paper purchased, as given, at the time of purchase, with no trading or exchanging, now or later.
7. Players may not share bingo paper.
8. Players are given a *Deal Card* which has their name, identifies the paper purchased, and the *Lucky Ball* number, if purchased. The name on the *Deal Card* must match the picture identification held by the player. The *Deal Card* must always be on display near the player during play.
9. If a *Lucky Ball* is purchased the player must write this number and their first name as it appears on their drivers license or other state provided identification on each page of bingo paper purchased. The space on each page to write on is the lower left hand bottom of the top left hand card.
10. Payouts will be determined after the initial package sales have concluded and will be based on the number of packages sold.
11. Closing a bingo game
  - a. It is a player's responsibility to yell 'bingo' loud enough to get the attention of the bingo caller to stop the game or prevent the closing the game.
  - b. If the caller starts to call the letter of the next ball, no previous bingos will be honored and the game shall continue. However, it is at the caller's discretion. If the caller believes he has started the next call without giving adequate time for players he/she may allow the bingo.
  - c. All bingos not verified before the caller closes the game are invalid.
  - d. When a player announces his/her bingo, the caller will ask three times if there are any other bingos and then will close the current game. The caller will then announce that there are no other bingos and proceed to confirm those bingos recognized. No other bingos will be allowed for that game.

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- e. To claim a bingo
    - i. The bingo must be of the type announced for that game.
    - ii. The bingo must have the last number called included for the bingo to be honored.
    - iii. The bingo player must have a *Deal Card* that reflects his/her purchase.
    - iv. If the player's *Lucky Ball* was used in obtaining the bingo, the player must display the state supplied identification the first name on this must match the player's deal card and *Lucky Ball* on the deal card must match the *Lucky Ball* used for the bingo.
    - v. A monitor, in conjunction with the caller, will verify the bingo.
  - f. In case of duplicate bingos, prize awards will be divided equally.
12. Each player must have their own *Deal Card*.
  13. Callers will attempt to allow enough time between numbers called to allow for players to daub their cards.
  14. A player eligible for a gift coupon for a free *Standard Package* that can be used at a later bingo event if that player has had a birthday since the last bingo event. State identification must be displayed to receive the free *Standard Package* coupon.
  15. Another player or volunteer may help or assist a player cover their cards but no one can cover or play another player's cards for an extended period of time.
  16. Players may use the extra chairs for their possessions, but must surrender them to players as needed.
  17. No loitering, soliciting, firearms, drugs, or foul language.
  18. No beverages or food may be brought in from the outside. The Sahara Grotto has a large selection of food and beverages for purchase.
  19. This is a smoke free facility.
  20. Remember that all workers are volunteers. They are members of Sahara Grotto and receive no pay.
  21. No tipping allowed of gaming personnel. Please tip your food and beverage servers.
  22. Please use trash cans and trash containers made available for trash and pull tab tickets.
  23. Pull tabs
    - a. If you have a hold on a pull tab ticket you must either be present at the time the seal is broken or leave your name, telephone number and sign the game board before leaving the bingo session in order to collect your prize should your hold number be drawn.
    - b. Seal hold winners have seven (7) days to claim their prize or it is forfeited.
    - c. Payouts on the instant winners for pull tabs sold in each evening must be redeemed by the end of the last bingo game of that evening or they will be forfeited.
  24. Winners of \$250 or more must in bingo or pull tab games must provide their name, signature, date of birth, and proof of identity.
  25. Any situation not covered by this document will be decided by the operator-in-charge.

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## **Appendix A. LAST NUMBER CALLED GAME**

The *Last Number Called Game* is progressive bingo game that is played by daubing the last number called (number that results in a bingo) at the end of in each game of the in the *Standard Package* until 10 (ten) unique numbers have been called. A special card is purchased by the player for this purpose. The cost if the game will be announced the day of the event. A player may purchase up to 10 (ten) for a given bingo event. The winning configuration will be announced the day of the event. The game for an event is over when either there is a verified bingo or when 10 (ten) unique numbers have been designated or when all the games in the *Standard Package* have been played. If there is no winner, then the jackpot rolls over to the next event and increased by at \$25 (twenty-five dollars) or more at the discretion of the Sahara Grotto. The maximum the jackpot is \$500 (five hundred dollars) but may be increased at the discretion of the Sahara Grotto.

## **Appendix B. FINAL COVER ALL GAME**

The *Final Coverall Game* is a progressive bingo game. Currently it is the last game of the *Standard Package* (designated as r14). The progressive jackpot is won if the winning player(s) bingo within the first 50 (fifty) numbers called. If the winning bingo(s) are not within the first 50 (fifty) numbers called, then the winner(s) win a lesser amount as determined by the number of players and the progressive jack pot is increased by at least \$50 (fifty dollars) for the next event until it reaches its maximum allowed of \$2,000 (two thousand dollars). The Sahara Grotto may increase the number to award the \$2000 dollar from 50 to allow the progressive to be won more easily at its discretion.

Sahara Grotto reserves the option to pay the progressive jackpot winner by check. Said payment will be made within 1 (one) week of whichever is later:

- The bingo event date of the winnings, or
- Should the player's total winnings for the evening exceed \$1,200, when the winner has provided the Sahara Grotto with the completed form W2-G necessary for tax purposes:
  - Name
  - Address
  - Social security number
  - Government issued identification document verifying the above. A driver's license is acceptable. While it does not have the SSN on it, it does prove identity and the person filling out the W-2G is under the penalty of perjury should they not fill out the correct SSN. (See IRS Publication 3079, TAX-EXEMPT ORGANIZATIONS AND GAMING, page 22, Reporting Winnings)

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## Appendix C. LUCKY BALL (a.k.a. Special Number)

Players may purchase a *Lucky Ball* at the time when they purchase their bingo paper for the evening. The cost is generally \$2 (two dollars) but may be at the discretion of the Sahara Grotto. Only one *Lucky Ball* allowed per player. The purchase of the *Lucky Ball* entitles the purchaser to daub every occurrence of the number purchased on any bingo paper the buyer purchased for that evening. The buyer has essentially bought a free space on every card that contains that number for that bingo event. More than one player may purchase the same number. The number must have been purchased by that player and must be shown on the player's *Deal Card*. The Sahara Grotto reserves the right to ask for identification to prove the name on the *Deal Card* is truly that player's *Deal Card*.

## Appendix D. Sahara Grotto Bingo Games

These are typical games played. Other games may be played at the discretion of the Sahara Grotto.

### Sahara Grotto Bingo Games

<p><b>Straight Bingo</b></p> <p>Any Vertical      Any Horizontal      Either Diagonal</p>			<p><b>Cover all</b></p>	<p><b>Outside Square</b></p>	<p><b>Inside Square</b></p>	<p><b>Letter X</b></p>
<p><b>Any Corner Cluster</b></p>				<p><b>Outside Corners</b></p>	<p><b>Inside Corners</b></p>	<p><b>Letter Y</b></p>
<p><b>Check Mark</b></p>		<p><b>Block of 6</b></p> <p>Any 6 squares connected. Freespaces are included. Shown are just 4 of the 24 possible combinations.</p>				