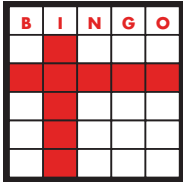




DAY 1 • WARM-UP SESSION • 10:15AM

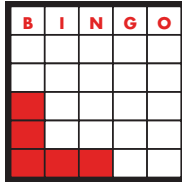
Selling Windows opens at 7AM. Purchases for both Warm-Up and Super Bingo games can be made at the same time.

GAME #1
\$500



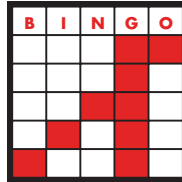
DOUBLE HARDWAY
NO FREE SPACE

GAME #2
\$500



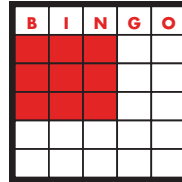
FIVE AROUND THE
CORNER

GAME #3
\$500



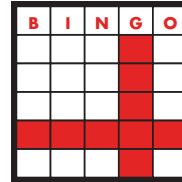
DOUBLE BINGO
NO 4 CORNERS

GAME #4
\$500



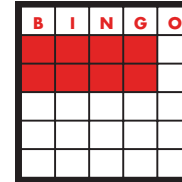
BLOCK OF NINE

GAME #5
\$500



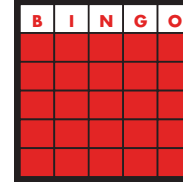
DOUBLE BINGO
WITH WILD

GAME #6
\$500



BLOCK OF EIGHT

GAME #7
\$1,199



COVERALL

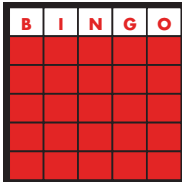
GAME #8
\$500



2ND CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

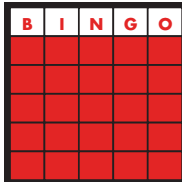
DAY 1 • 1ST SESSION • 11:30AM

GAME #9
\$1,199



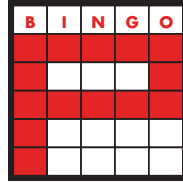
DUAL DAUB

GAME #10
\$1,199



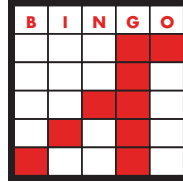
2ND CHANCE DUAL DAUB
WINNER MUST HAVE
LAST NUMBER CALLED

GAME #11
\$2,000



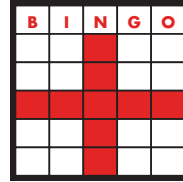
LETTER P

GAME #12
\$2,000



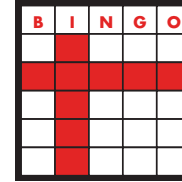
DOUBLE BINGO
NO 4 CORNERS

GAME #13
\$2,000



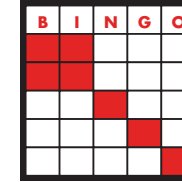
LARGE CROSS

GAME #14
\$2,000



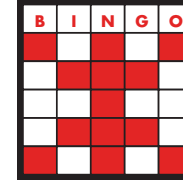
DOUBLE HARDWAY
NO FREE SPACE

GAME #15
\$2,000



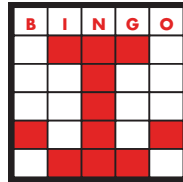
SMALL CRAZY KITE

GAME #16
\$2,000



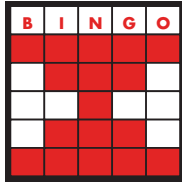
INDIAN STAR

GAME #17
\$2,000



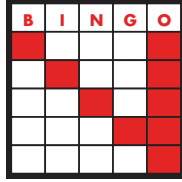
ANCHOR

GAME #18
\$2,000



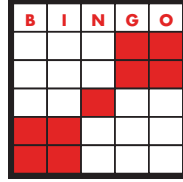
TOP OR BOTTOM
PYRAMID

GAME #19
\$2,000



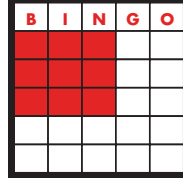
DIAGONAL & VERTICAL

GAME #20
\$2,000



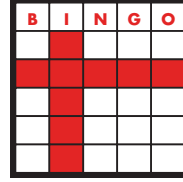
CRAZY BOW TIE
NO N's

GAME #21
\$2,000



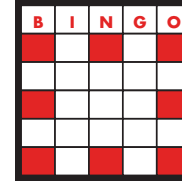
BLOCK OF NINE

GAME #22
\$2,000



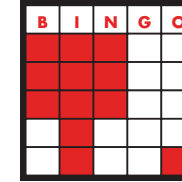
DOUBLE HARDWAY
NO FREE SPACE

GAME #23
\$2,000



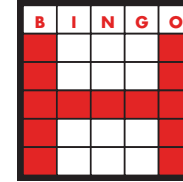
BROKEN PICTURE FRAME
NO FREE SPACE, NO I & G's

GAME #24
\$2,000



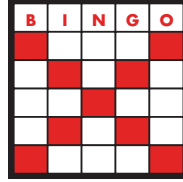
FLYSWATTER & FLY
NO G's

GAME #25
\$2,000



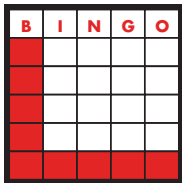
LETTER H

GAME #26
\$2,000



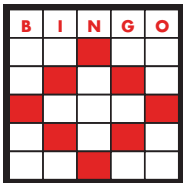
LETTER X
NO N's

GAME #27
\$2,000



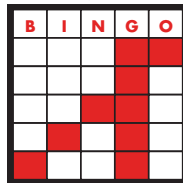
CRAZY LETTER L
NO FREE SPACE

GAME #28
\$2,000



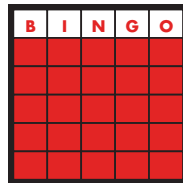
LARGE DIAMOND
NO FREE SPACE

GAME #29
\$2,000



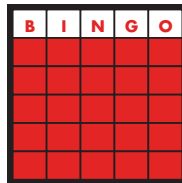
DOUBLE BINGO
NO 4 CORNERS

GAME #30
\$25,000



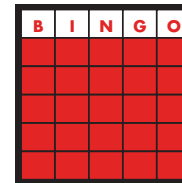
SUPER COVERALL

GAME #31
\$10,000



2ND CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

GAME #32
\$5,000



3RD CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

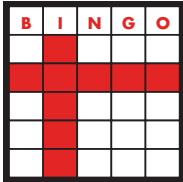
The initial buy-in must be displayed during the entire session. Every player must have their own initial buy-in, and there is no splitting of packs. All paper must be marked with a bingo dauber. TV ball is not valid until called. Once caller announces that the game is closed, no late winners will be honored. It is the player's responsibility when they have a winning card to call out BINGO loudly and clearly. The Plaza is not responsible for any electronic malfunction, however, every effort will be taken to fix a problem should it occur. There is a ball called every 15 seconds.



DAY 2 • WARM-UP SESSION • 10:15AM

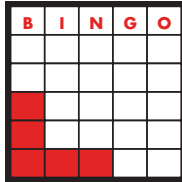
Selling Windows opens at 7AM. Purchases for both Warm-Up and Super Bingo games can be made at the same time.

GAME #1
\$500



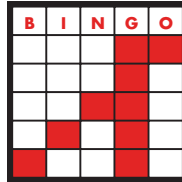
DOUBLE HARDWAY
NO FREE SPACE

GAME #2
\$500



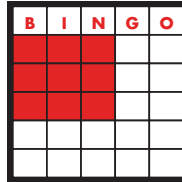
FIVE AROUND THE
CORNER

GAME #3
\$500



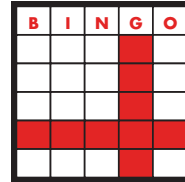
DOUBLE BINGO
NO 4 CORNERS

GAME #4
\$500



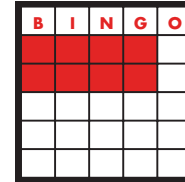
BLOCK OF NINE

GAME #5
\$500



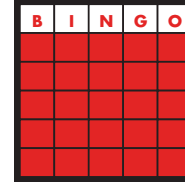
DOUBLE BINGO
WITH WILD

GAME #6
\$500



BLOCK OF EIGHT

GAME #7
\$1,199



COVERALL

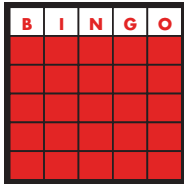
GAME #8
\$500



2ND CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

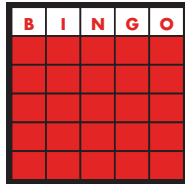
DAY 2 • 2ND SESSION • 11:30AM

GAME #9
\$1,199



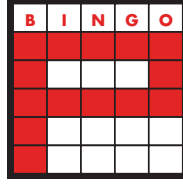
DUAL DAUB

GAME #10
\$1,199



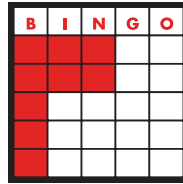
2ND CHANCE DUAL DAUB
WINNER MUST HAVE
LAST NUMBER CALLED

GAME #11
\$2,000



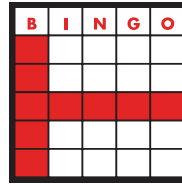
LETTER P

GAME #12
\$2,000



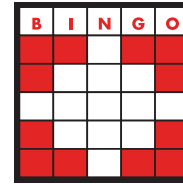
FLAG
NO G & O's

GAME #13
\$2,000



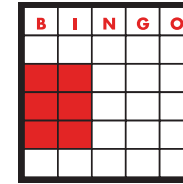
CRAZY LETTER T
4 WAYS TO WIN

GAME #14
\$2,000



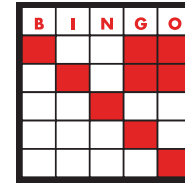
FOUR CORNER BRACKETS
NO N's

GAME #15
\$2,000



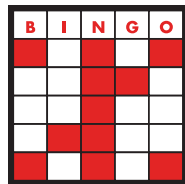
SIX PACK
NO FREE SPACE

GAME #16
\$2,000



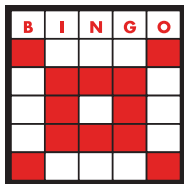
DIAGONAL &
CORNER STAMP
NO N's

GAME #17
\$2,000



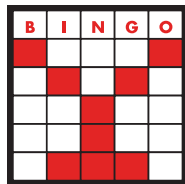
TRIPLE BINGO
4 CORNERS GOOD

GAME #18
\$2,000



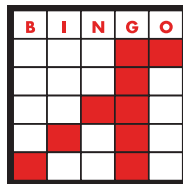
SMALL PICTURE FRAME
PLUS FOUR CORNERS

GAME #19
\$2,000



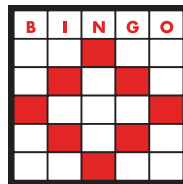
CHAMPAGNE GLASS

GAME #20
\$2,000



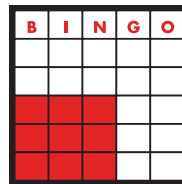
DOUBLE BINGO
NO 4 CORNERS

GAME #21
\$2,000



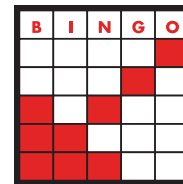
LARGE DIAMOND
NO FREE SPACE

GAME #22
\$2,000



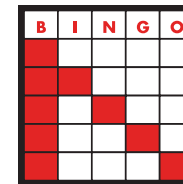
BLOCK OF NINE

GAME #23
\$2,000



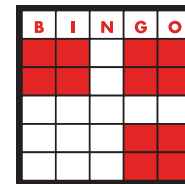
CRAZY ARROW

GAME #24
\$2,000



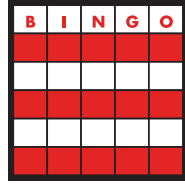
DOUBLE BINGO
NO 4 CORNERS

GAME #25
\$2,000



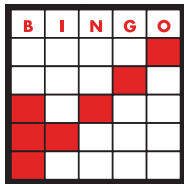
TRIPLE POSTAGE STAMP
NO N's

GAME #26
\$2,000



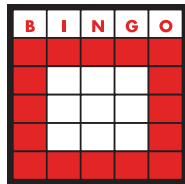
3 LAYER CAKE WITH
WILD NUMBER

GAME #27
\$2,000



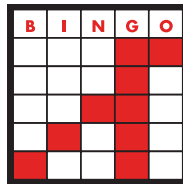
CHECK MARK
NO N's

GAME #28
\$2,000



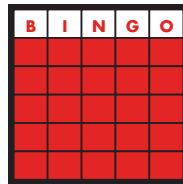
LARGE PICTURE FRAME

GAME #29
\$2,000



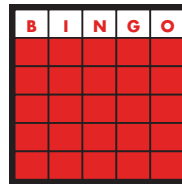
DIAGONAL & HARDWAY

GAME #30
\$25,000



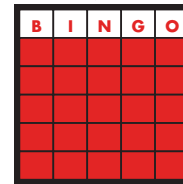
SUPER COVERALL

GAME #31
\$10,000

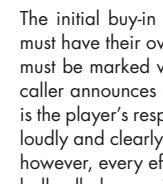


2ND CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

GAME #32
\$5,000



3RD CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED



3RD CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

The initial buy-in must be displayed during the entire session. Every player must have their own initial buy-in, and there is no splitting of packs. All paper must be marked with a bingo dauber. TV ball is not valid until called. Once caller announces that the game is closed, no late winners will be honored. It is the player's responsibility when they have a winning card to call out BINGO loudly and clearly. The Plaza is not responsible for any electronic malfunction, however, every effort will be taken to fix a problem should it occur. There is a ball called every 15 seconds.