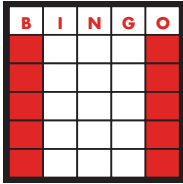




Warm-up Session • 10:15AM

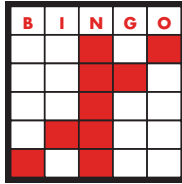
Selling Windows opens at 7AM. Purchases for both Warm-Up and Super Bingo games can be made at the same time.

GAME #1
\$500



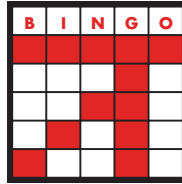
DOUBLE HARDWAY

GAME #2
\$500



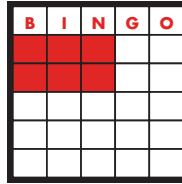
DOUBLE BINGO WITH
WILD NUMBER *into*

GAME #3
\$500



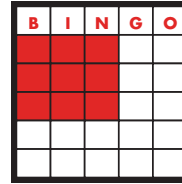
TRIPLE BINGO

GAME #4
\$500



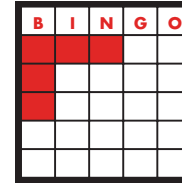
HARDWAY SIX PACK
into

GAME #5
\$500



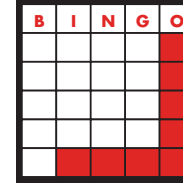
NINE PACK

GAME #6
\$500



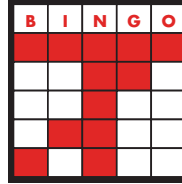
FIVE AROUND
THE CORNER *into*

GAME #7
\$500



EIGHT AROUND
THE CORNER

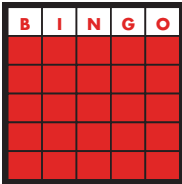
GAME #8
\$500



TRIPLE BINGO

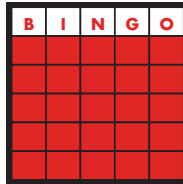
Dual Daub 11:15AM • Session Starts 11:30AM

GAME #9
\$1,000



DUAL DAUB

GAME #10
\$1,000



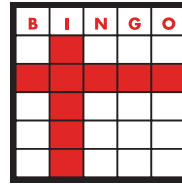
2ND CHANCE DUAL DAUB
WINNER MUST HAVE
LAST NUMBER CALLED

GAME #11
\$1,000



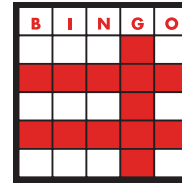
HARDWAY BINGO
into

GAME #12
\$1,000



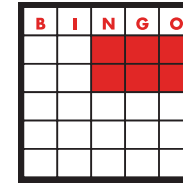
DOUBLE HARDWAY
into

GAME #13
\$1,000



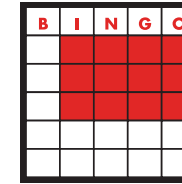
TRIPLE HARDWAY

GAME #14
\$1,000



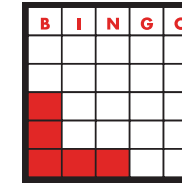
HARDWAY SIX PACK
into

GAME #15
\$1,000



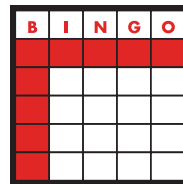
TWELVE PACK

GAME #16
\$1,000



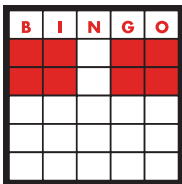
FIVE AROUND
THE CORNER *into*

GAME #17
\$1,000



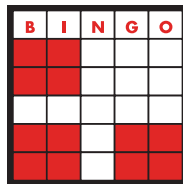
EIGHT AROUND
THE CORNER

GAME #18
\$1,000



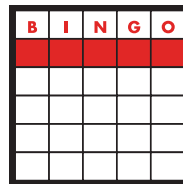
TWO POSTAGE
STAMPS *into*

GAME #19
\$1,000



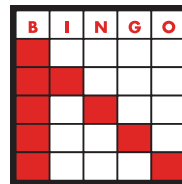
THREE POSTAGE
STAMPS

GAME #20
\$1,000



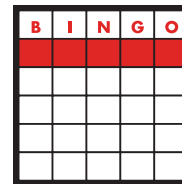
HARDWAY BINGO
into

GAME #21
\$1,000



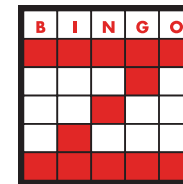
HARDWAY &
DIAGONAL

GAME #22
\$1,000



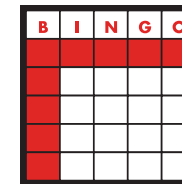
TOP OR BOTTOM LINE
into

GAME #23
\$1,000



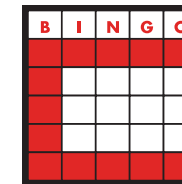
LETTER Z

GAME #24
\$1,000



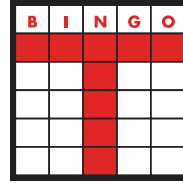
TWO OUTSIDE LINES
into

GAME #25
\$1,000



CRAZY LETTER C

GAME #26
\$1,000



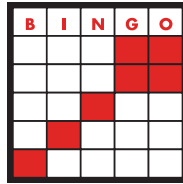
DOUBLE BINGO
WITH WILD NUMBER
into

GAME #27
\$1,000



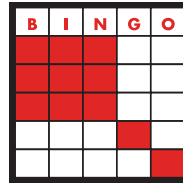
TRIPLE BINGO

GAME #28
\$1,000



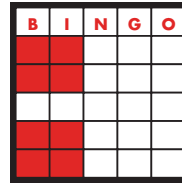
SMALL CRAZY KITE
into

GAME #29
\$1,000



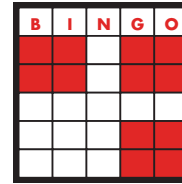
LARGE CRAZY KITE

GAME #30
\$1,000



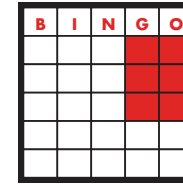
ANY TWO CORNER
STAMPS
into

GAME #31
\$1,000



ANY THREE
CORNER STAMPS

GAME #32
\$1,000



HARDWAY SIX PACK
into

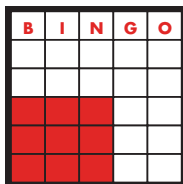
LUNCH BREAK

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.



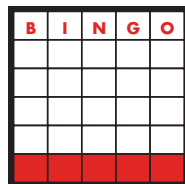
Selling Windows opens at 7AM. Purchases for both Warm-Up and Super Bingo games can be made at the same time.

GAME #33
\$1,000



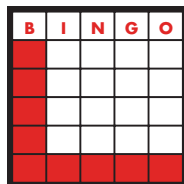
NINE PACK

GAME #34
\$1,000



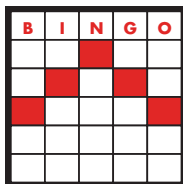
OUTSIDE LINE
into

GAME #35
\$1,000



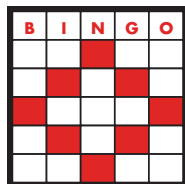
LETTER L

GAME #36
\$1,000



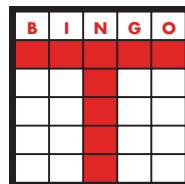
CRAZY CHEVRON
into

GAME #37
\$1,000



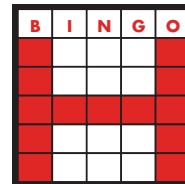
LARGE DIAMOND

GAME #38
\$1,000



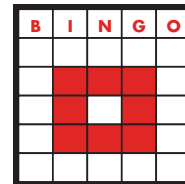
CRAZY LETTER T
into

GAME #39
\$1,000



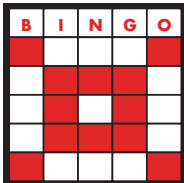
CRAZY LETTER H

GAME #40
\$1,000



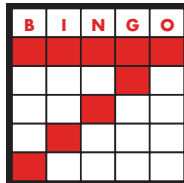
SMALL PICTURE
FRAME *into*

GAME #41
\$1,000



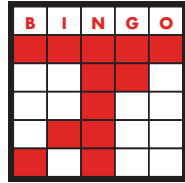
SMALL PICTURE FRAME
AND FOUR CORNERS

GAME #42
\$1,000



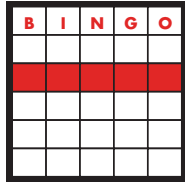
DOUBLE BINGO WITH
WILD NUMBER *into*

GAME #43
\$1,000



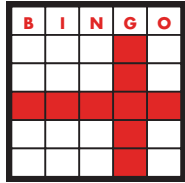
TRIPLE BINGO

GAME #44
\$1,000



HARDWAY BINGO
into

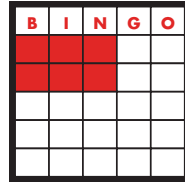
GAME #45
\$1,000



DOUBLE HARDWAY

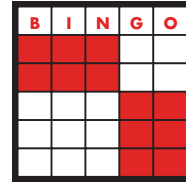
INTERMISSION

GAME #46
\$1,000



HARDWAY SIX PACK
into

GAME #47
\$1,000



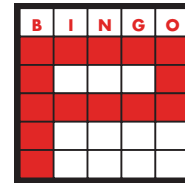
DOUBLE HARDWAY
SIX PACK (No Overlay)

GAME #48
\$1,000



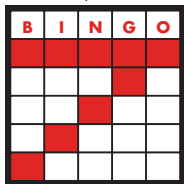
OUTSIDE LINE
into

GAME #49
\$1,000



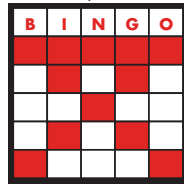
CRAZY LETTER P

GAME #50
\$1,000



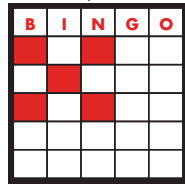
NUMBER 7
into

GAME #51
\$1,000



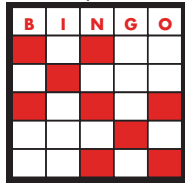
PICNIC TABLE

GAME #52
\$1,000



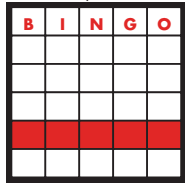
MINI X
into

GAME #53
\$1,000



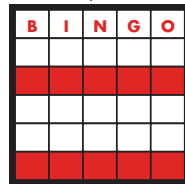
DOUBLE MINI X

GAME #54
\$1,000



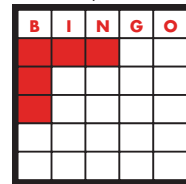
HARDWAY BINGO
into

GAME #55
\$1,000



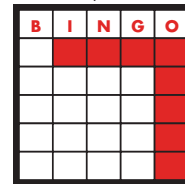
DOUBLE HARDWAY

GAME #56
\$1,000



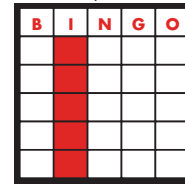
FIVE AROUND
THE CORNER *into*

GAME #57
\$1,000



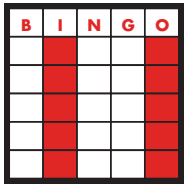
EIGHT AROUND
THE CORNER

GAME #58
\$1,000



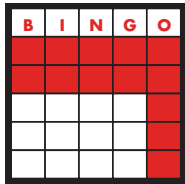
HARDWAY BINGO
into

GAME #59
\$1,000



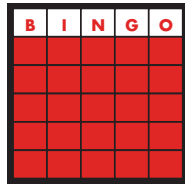
DOUBLE HARDWAY
into

GAME #60
\$1,000



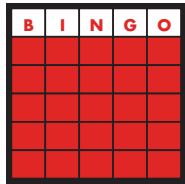
TRIPLE HARDWAY
into

GAME #61
\$20,000



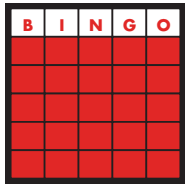
SUPER COVERALL
into

GAME #62
\$3,000



2ND CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED
into

GAME #63
\$2,000



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.