



Warm-up Session • 10:15am

Purchases for both Warm-Up and Super Bingo games can be made at the same time.

GAME #1 \$500	GAME #2 \$500	GAME #3 \$500	GAME #4 \$500	GAME #5 \$500	GAME #6 \$500	GAME #7 \$500	GAME #8 \$500	GAME #9 \$500
DOUBLE HARDWAY	DOUBLE BINGO WITH WILD NUMBER <i>into</i>	TRIPLE BINGO	HARDWAY SIX PACK <i>into</i>	NINE PACK	FIVE AROUND THE CORNER <i>into</i>	EIGHT AROUND THE CORNER	TRIPLE BINGO	SMALL CRAZY KITE

Dual Daub 11:15am

GAME #10 \$1,000	GAME #11 \$1,000
DUAL DAUB	2 nd CHANCE DUAL DAUB WINNER MUST HAVE LAST NUMBER CALLED

Session Starts 11:30am ▶▶▶

GAME #12 \$1,000	GAME #13 \$1,000	GAME #14 \$1,000	GAME #15 \$1,000	GAME #16 \$1,000	GAME #17 \$1,000
HARDWAY BINGO <i>into</i>	DOUBLE HARDWAY <i>into</i>	TRIPLE HARDWAY	HARDWAY SIX PACK <i>into</i>	TWELVE PACK	FIVE AROUND THE CORNER <i>into</i>

GAME #18 \$1,000	GAME #19 \$1,000	GAME #20 \$1,000	GAME #21 \$1,000	GAME #22 \$1,000	GAME #23 \$1,000	GAME #24 \$1,000	GAME #25 \$1,000	GAME #26 \$1,000
EIGHT AROUND THE CORNER	ANY TWO CORNER STAMPS <i>into</i>	ANY THREE CORNER STAMPS	HARDWAY BINGO <i>into</i>	HARDWAY & DIAGONAL	TOP OR BOTTOM LINE <i>into</i>	LETTER Z	TWO OUTSIDE LINES <i>into</i>	CRAZY LETTER C

GAME #27 \$1,000	GAME #28 \$1,000	GAME #29 \$1,000	GAME #30 \$1,000	GAME #31 \$1,000	GAME #32 \$1,000	GAME #33 \$1,000
DOUBLE BINGO WITH WILD # <i>into</i>	TRIPLE BINGO	SMALL CRAZY KITE <i>into</i>	LARGE CRAZY KITE	ANY TWO CORNER STAMPS <i>into</i>	ANY THREE CORNER STAMPS	HARDWAY SIX PACK <i>into</i>

LUNCH BREAK

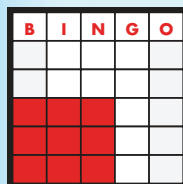
Bingo Extravaganza

DAY 1 & 2

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. You DO NOT need to have the last number called in any game unless noted.

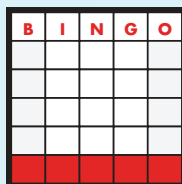


GAME #34
\$1,000



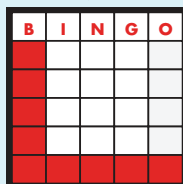
NINE PACK

GAME #35
\$1,000



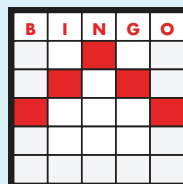
OUTSIDE LINE *into*

GAME #36
\$1,000



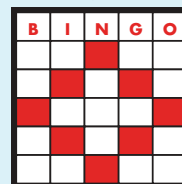
CRAZY LETTER L

GAME #37
\$1,000



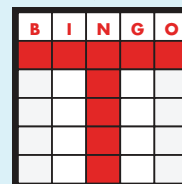
CRAZY CHEVRON
into

GAME #38
\$1,000



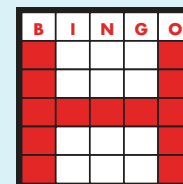
LARGE DIAMOND

GAME #39
\$1,000



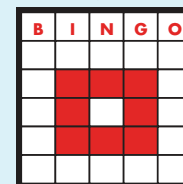
CRAZY LETTER T
into

GAME #40
\$1,000



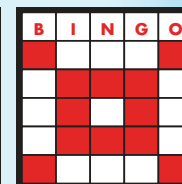
CRAZY LETTER H

GAME #41
\$1,000



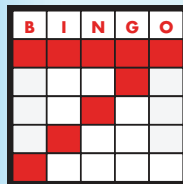
SMALL PICTURE
FRAME *into*

GAME #42
\$1,000



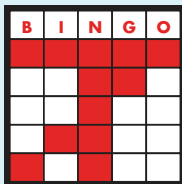
SMALL PICTURE FRAME
AND FOUR CORNERS

GAME #43
\$1,000



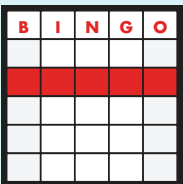
DOUBLE BINGO WITH
WILD NUMBER *into*

GAME #44
\$1,000



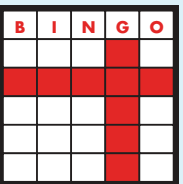
TRIPLE BINGO

GAME #45
\$1,000



HARDWAY BINGO
into

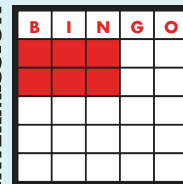
GAME #46
\$1,000



DOUBLE HARDWAY

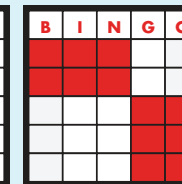
INTERMISSION

GAME #47
\$1,000



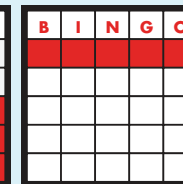
HARDWAY SIX
PACK *into*

GAME #48
\$1,000



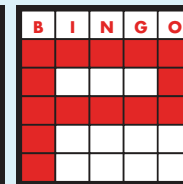
DOUBLE HARDWAY
SIX PACK (*No Overlay*)

GAME #49
\$1,000



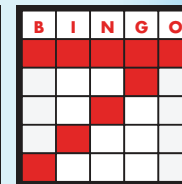
OUTSIDE LINE
into

GAME #50
\$1,000



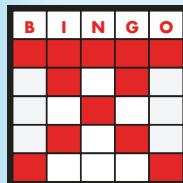
CRAZY LETTER P

GAME #51
\$1,000



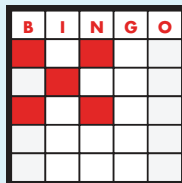
NUMBER 7 *into*

GAME #52
\$1,000



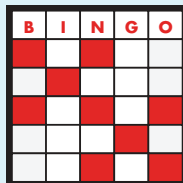
PICNIC TABLE

GAME #53
\$1,000



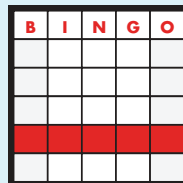
MINI X *into*

GAME #54
\$1,000



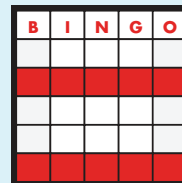
DOUBLE MINI X

GAME #55
\$1,000



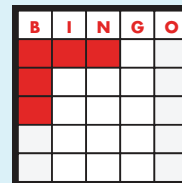
HARDWAY BINGO
into

GAME #56
\$1,000



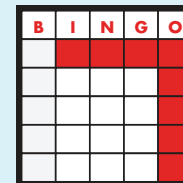
DOUBLE HARDWAY

GAME #57
\$1,000



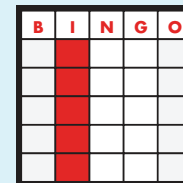
FIVE AROUND
THE CORNER *into*

GAME #58
\$1,000



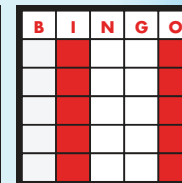
EIGHT AROUND
THE CORNER

GAME #59
\$1,000



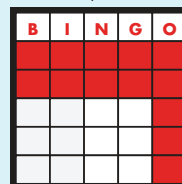
HARDWAY BINGO
into

GAME #60
\$1,000



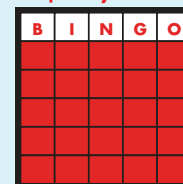
DOUBLE HARDWAY
into

GAME #61
\$1,000



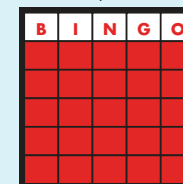
TRIPLE HARDWAY
into

GAME #62
\$50,000



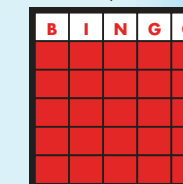
SUPER COVERALL
into

GAME #63
\$1,000



2nd CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED
into

GAME #64
\$1,000



3rd CHANCE COVERALL
WINNER MUST HAVE
LAST NUMBER CALLED

Bingo Extravaganza

DAY 1 & 2

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. You DO NOT need to have the last number called in any game unless noted.