



CRAZY PATTERN

Pattern can be pointing in any direction on the card.

BINGO BOOK/BOOKLET

A number of different coloured bingo sheets bound together to form a book to be played as one sheet per game [except carry on games] at a bingo session. Bound in order in which they are played.

BLACKOUT/FULL CARD

A pattern where you must cover the whole card to win.

CARRY ON GAME

Second or third game played on one game sheet.

CONSOLATION PRIZE

The prize or prizes offered on some special games if there is no winner in the predetermined number of calls.

DOUBLE UP OR DOUBLE WIN

Booklet purchase to win double the regular prize pay out.

SHARE

When the prize payout is split evenly among winners of a game.

EASY

Free space is allowed to be used in the game pattern.

HARD

Free space is not allowed to be used in the game pattern.

ELECTRONIC BINGO

Bingo games are played on a touch screen terminal.

AYCP

All you can play for a set price.

JACKPOT

A big prize usually awarded for achieving a difficult pattern with a specific number of balls.

PROGRESSIVE JACKPOT

A jackpot that gets bigger until it is won.

FREE SPACE

The center square of the card, which does not have a number assigned to it. You get it free every game and it counts towards your winning pattern.

ODD/EVEN

Caller instructs players to dab out all even [or odd] numbers, and then calls only odd [even] numbers until there is a winner.

SESSION

An entire bingo program consisting of regular and special games. A session usually lasts between 2.5 and 3 hrs.

SPECIAL

Games that are played with a different set of cards than the books purchased for regular games. Price varies and are optional to play.

WARM-UP GAME

Bingo games that start prior to the regular session games.

DROP-IN

When you can buy in to play at anytime and decide how many games you want to play.

WILD NUMBER

First number out of the ball machine determines the wild number; for example, if 42 is the ball, all number beginning and ending in 2 should be dabbled.