



## **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.