

Autism Society of Greater Detroit

Monday Morning BINGO (Lic. A22719)
Tuesday Morning BINGO (Lic. A22682)

Monday Bingo Closed

Schedule of Games & Payout	Pricing	
Double Action	Machine Package - \$30	
- Blue, Green, Red	Comes with: Machine & up to 5 books	
o Coverall \$40	Machine has 3 Double Action & 54 cards	
Regular Games	<u>Books</u>	
- Blue, Orange, Green	1	\$8
o One Anyway \$50	2	\$13
o Two Anyway \$100	3 - 5	\$16
First Special	Additional Books	\$2
 Yellow Jackpot N's FREE 		
o Coverall \$400	<u>Double Action</u>	
*If attendance is over 60 → this Coverall will payout \$700	1	\$2
10 MINUTE INTERMISSION	2	\$3
Regular Games		
- Pink, Grey	Specials & Progressive	
o One Anyway \$50	Yellow	\$1
o Two Anyway \$100	Olive	\$1
Last Special	Progressive	\$2
- Olive Jackpot	(3 on purple sheet)	
o Around the Free Space \$50		
o Coverall \$700	<u>Hot ball</u>	
	Admission/Hot ball	\$2
	Payout capped at	\$650
Progressive		
- Purple	Doors Open at 9:00am	
o Coverall \$TBA		
o <u>Starts</u> @ #50 - \$500	Bingo Starts at 10:30am	
o Consolation \$100		
	ROSEMACK BINGO HALL	

Lic. A22719 (a, b)

Bingo Rules

- 1. MI Bureau of Charitable Gaming Bingo Rules apply at all times. (4)
- 2. Must be 18 years of age to play.
- 3. No admission after the 3rd regular game has begun.
- 4. The bingo Chairman will handle all disputes. His/her decision is final.
- 5. A minimum purchase (aka Admission) of the Hot ball is required to play.
- 6. Multiple bingos are played to the nearest \$1.00, with a minimum payout of \$1.00.
- 7. You must have a verification ticket clearly displayed and it must match the number of books that you are playing or your bingo will not be honored.
- 8. You must be playing the correct color paper for the game or your bingo is not valid.
- 9. You must bingo on the last number called, the last number called must show on your card or computer.
- 10. Players are responsible for yelling "Bingo." Alert a worker and make your bingo known <u>before</u> the next ball is called or your bingo will not be honored. A bingo will not be recognized after the game has been closed.
- 10 a. Players may use a bell or clapper to declare a bingo but are responsible for alerting a worker to make your bingo known before the next ball is called or your bingo will not be honored. (f)
- 11. All paper must be marked with a dauber, crayon, or ink. A bingo will not be valid on any card where the verification numbers are unreadable at the time a Bingo is called.
- 12. Contingencies for inclement weather, power outages, equipment failure or any other emergency or act of God are as follows: A full refund will be given if bingo has not started for sheets which remain unmarked, 50% will be refunded if before intermission for sheets which remain unmarked, and after intermission no refund. (c)
- 13. If you must leave after bingo has started: 50% will be refunded if before intermission for sheets which remain unmarked, and after intermission no refund. (h)
- 14. A worker can cover bingo cards and make a bingo known for other players only during a brief emergency break, of no longer than 10 minutes. The workers are not responsible for any missed bingos. (d)(e)
- 15. We reserve the right to remove anyone from the premises, without a refund, for inappropriate conduct. This includes, but is not limited to, disrupting other players (i.e. loud talking, threats, etc.) or mistreatment of workers.
- 16. Charity game prize tickets must be redeemed within 14 days of the close of the box. (g)
- 17. We reserve the right to limit the purchase of charity game tickets to \$10.00 a person at any time.
- 18. Per state of MI regulations, the Progressive Jackpot is paid by check, the consolation prize will be paid in cash. Identification is required for all payments over \$1199.00 in the form of social security card and personal identification. You will receive a W2G for any prizes over \$1199.00 for tax reporting.
- 19. If a social security card and personal identification are not available, the prize will be paid less the required amount to be sent to the Internal Revenue Service at the current rate.
- 20. HOT BALL is played on regular bingo games only, If it doesn't go on week one it builds up with half the sales every week until it goes. The hot ball # is determined on the 1st game. Hot ball starts with Half Sales. Hot ball is capped at \$650.
- 21. ELECTRONIC BINGO CARD MINDING DEVICE RULES (Commonly known as computers / "EBCMD")
 - a. If available, we will replace an EBCMD that fails during the bingo occasion.
 - b. No person may purchase or utilize more than one EBCMD per Bingo occasion except as provided by Bingo Rule 311 (handicapped persons).
 - c. An EBCMD may not be shared or exchanged amongst players.
 - d. Players must display their receipts at all times during the bingo occasion.
 - e. We are not responsible for any bingo that cannot be verified due to EBCMD failure.