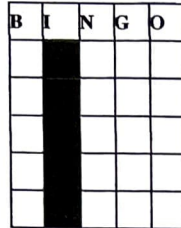


Basic Bingo Rules

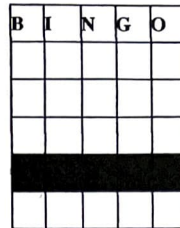
- The caller draws a bingo ball and calls out the letter and the number of that ball, and if the number is on a player's card, that number square may be colored in with the highlighter provided. The center space is a free space, and it can be filled in right away.
- If a player has a bingo, he/she must yell out "bingo!" very loudly.
 - *Bingo must be yelled on the last number called to win a prize*
- In order for everyone to hear and see, please limit movement around the gym and maintain a quiet table during all games.

Game 1: Single Bingo Line

A player must have a full line either straight across a row, straight down a column or diagonal line. The line can be in any row or column or diagonal.



OR



OR



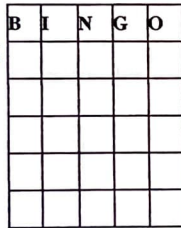
Game 2: 'X' Marks the Spot

A player must mark out 2 diagonal lines across the bingo card forming an 'X'.



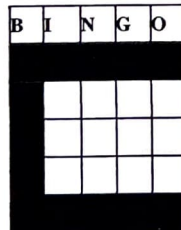
Game 3: Loser Bingo

All players will begin the game standing up. When the caller calls out a number and a player has it on their card, the player sits down. The caller will continue to call numbers until there's only one person standing—that person will be the winner.



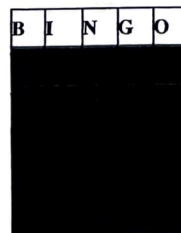
Game 4: 'C' for Cub Scouts

A player must form a 'C' by covering the entire top row, the entire bottom row and the entire first column (all the B's).



Game 5: Color All

To win this game, a player needs to be the first one to cover all the numbers on their card.



**QUIET PLEASE
DURING GAMES
SO EVERYONE CAN
HEAR THE NUMBERS**

TIPS... Use only the highlighter provided—the numbers on the bingo card must be visible in order to