

## BINGO RULES OF PLAY

1. The game of bingo is between the players. The Management and Staff act as referees and assist to the best of their ability, but the onus is always on the player and no responsibility can be accepted by the Management should a player not qualify to win a game.
2. Players stake their money by the purchase of a book or card for a predetermined sum. Unless it is shown that a fee for participation is included in the sum charged, the total of the books or cards sold for such a sum shall be the prize money and no deductions are permitted with the sole exception of bingo tax. The number of books or cards sold and the price appertaining to prize money (excluding any participation fees) must be clearly shown to the players so that they may determine what the prize money should be.
3. Where the stake money has been contributed for a series of games such as by the purchase of a book containing a number of cards, the proprietor may allocate the total prize money contributed from the sale of such books over the number of games being played in whatever proportions is determined but the amount of prize money being played for shall be made known before each game commences. No money contributed for one announced game or series of games shall be allocated to another game for which a separate sum is charged.
4. No player shall have a card which is an exact duplicate of a card issued to another player. Should a printer's error cause this to happen and the card subsequently wins the game, the players concerned shall be asked if they wish to share the prize. If the decision is not unanimous then a special 'one line across' game shall be played between the players concerned at the proprietor's discretion, to give an opportunity for one player to win the prize outright.
5. The caller will announce, or a card will be shown prior to each game, all details of the game to be played, including type of game and colour, if any, of ticket.
6. Before the start of any session, the Management shall check to see that the equipment is in full working order.
7. The selection of numbers shall be made by a random number generator in the full view of the majority of players.
8. The players having been advised of the type of game, e.g. one line across, full house, etc., will attempt to win that game by marking off all the numbers drawn within that game on their card.
9. Winning claims will not be accepted unless the numbers are legible for checking. Numbers should be marked off either by placing a circle round the number or by placing a mark under it.
10. Players attempting to defraud by altering any numbers will be prosecuted.
11. The onus for the call being heard is on the player. The provision of stewards is only to help the player and they or the proprietor can in no way be blamed or accept responsibility if the player's call is not heard. It is suggested that players making a claim shout loudly and wave their arm.
12. Players should make sure they are in a position to see the numbers being drawn either by direct view or via a television monitor and they should remember they cannot blame the game. The onus is on the player. The sole exception to this rule shall be mechanical breakdown in an area provided by the Management for the playing of bingo with an attendant steward, but isolated from the main hall. In this instance the steward shall be in a similar position to the caller and if the game is correctly stopped, but failure in communication has prevented the steward stopping the game, the steward shall proceed to the main part of the hall and stop the game and the card will be checked and if correct, will be a winner, the last number called at the time of the claim being made being the check number. Should in such circumstances there be another call or calls in the hall because the game has not been stopped due to the breakdown in communication, then such calls, if correct, shall also count as a winner, and the prize be shared.
13. A winning claim must have on it the last number called within the game being played.
14. Once the caller has started to call the next number, the call must be completed, and that number becomes the check number. No call can then be accepted on the previous number, and this shall be a late call.
15. When a winning card is in the hands of the checker the caller shall be satisfied that there are no further claims, and after ensuring that the card is a valid one within the series sold, and has on it the last number called within the game being played, the caller will ask if there are any further calls and commence checking. If the claim is correct the caller will once again ask if there are any further claims and if negative, he or she will declare the game closed and no further claims can be accepted.
16. In any discrepancy between the numbers called, the numbers marked off on the player's card and the numbers on the indicator board, the numbers drawn shall always prevail and this can be checked from the random number generator.
17. In any dispute the caller's decision shall be final although in certain instances the Management may be called to arbitrate and in this case its decision is final.
18. Where more than one game is played on the same card, for example two lines across leading to a full house, the second game cannot be won until the first has been completed, and at least one further number called.
19. Winning calls will only be accepted if the players can produce their membership card or guest ticket (where permitted), otherwise the player concerned will forfeit the prize. In exceptional circumstances the Management may, at their discretion, accept another form of identification. A maximum of five minutes will be allowed to produce the relevant card. The Management may, at their discretion, also require a member or guest to produce the appropriate card at any time during a session to satisfy themselves that the person is legally entitled to be on the premises.
20. Winning cards must be intact and where books are used, securely fastened together. The rule of "no cover - no prize" shall prevail. The cover shall mean both front and back.
21. The card or book must be within the series sold for the session being played. Before checking commences, the caller will be satisfied that this is so, and at the same time advise the checker of the colour or card, or page or bingo book, and the type of game being played, i.e. one line across, full house, etc.
22. Where television or similar kinds of equipment are not used to check winning cards, at least two witnesses should witness such checks, and the person calling the numbers from the card should stand with his back to the indicator board.
23. Winnings will be paid within thirty minutes of the end of a session, except for added prize money, or snowballs, or prizes for linked games, which will be paid within 10 days after the game. Players winning any sum of £1,000 or more may, at their discretion and for their safety, ask for the money to be forwarded by cheque, or any other safe method arranged by the proprietor. In such circumstances they must ask for and receive a properly signed receipt.

24. Should more than one player qualify for a prize then that prize will be equally divided among all winners of the game in question, except in circumstances described rule 4.
25. Employees of the club and immediate relatives of any member of management or caller shall not be permitted to play at the premises where they are employed. Any player who contravenes this rule will be disqualified from receiving any prize if already paid it must be refunded.
26. The management reserve the right to withdraw guarantees in the event of attendances being reduced by adverse weather conditions or the effects of industrial disputes.
27. In the case of any dispute affecting the Club, the Management's decision is final.