

rulesformechanisedcashbingo



1. The Club Rules for playing Bingo shall apply to Mechanised Cash Bingo except where altered by these Rules.

2. A participation fee not exceeding the rate indicated on the Charges to Play Notice will be charged for each game.

3. The activation of the visual indicator light at the player's position is proof of payment and a pre-requisite of any winning claim.

4. The caller selects a number by operating either a random selector or a blower motor or other similar apparatus and announces each number so selected.

5. If the number called is shown on the board, the player marks off the number. The player who first completes any one line across, down or diagonally across the board or such other combination as shall be advised prior to play must call promptly claiming the prize. It is the player's responsibility to make sure they are heard by the Caller or press the correct 'claim button' (where installed) and have their claim checked. The last number called complete the winning combination (e.g.: line or house).

6. Should more than one player be entitled to claim, claiming a prize and does so in accordance with these Rules, then the prize money for the game in question shall be divided equally among its winners.

7. In any dispute of the caller's decision, the Club Management can be called to arbitrate. If this proves unsatisfactory, an independent arbitrator may be appointed.

prizedrawrules

1 No purchase is required for participation in any draw.

2 Entries must be made in accordance with the time and date published for individual draws.

3 Prizes must be claimed in person at the club by the time and date published for any individual draw after when all claims shall lapse.

4 Misprinted, altered or damaged draw tickets shall be declared void.

5 Employees (and members of their household families) of point leisure ltd and its associated companies are not eligible to enter any draw.

6 In the event of any dispute arising from a club draw the decision of point leisure ltd shall be final.

linkgamerulesofplay

1. The Club Rules for playing bingo also apply to linked games except where altered by these Rules.

2. The game will be called from the Control Club and the Control Club will be designated before commencement of the game.

3. As well as for linked games, a separate local game or games of bingo may be played in each participating club for the monies staked by the players in respect of those games which may be played on separate tickets or pages in a book.

4. The stake money is allocated by the Control Club to the link game and local games in proportion to the number of cards sold in each of the premises taking part, the details of which are announced during the game.

5. In the event of technical faults, the link game will be closed down and each Club will play local game(s) on the relevant card(s) for the money staked in that particular Club.

6. It is the player's responsibility to make themselves heard

a. In the case of players in the Control Club, by the Caller

b. In the case of players in any receiving Club, by the Caller or Duty Manager at the microphone.

7. In the case of dispute on the link game, the decision of the Control Club may be referred to a link group panel for resolution. If this proves unsatisfactory, independent arbitration may be sought.

rulesforprizegaming

1. The Club Rules for playing Bingo shall apply to Prize Gaming except where altered by these Rules.

2. A stake not exceeding the current legal Prize Gaming limit will be charged for each game.

3. Each game's prize will not exceed the current legal limit, is announced before the commencement of the game and does not relate to the number of boards in play for the game.

3. The activation of the visual indicator light at the player's position is proof of payment and a pre-requisite of any winning claim.

4. The caller selects a number by operating either a random selector or a blower motor or other similar apparatus and announces each number so selected.

5. If the number called is shown on the board, the player marks off the number. The player who first completes any one line across, down or diagonally across the board or such other combination as shall be advised prior to play must call promptly claiming the prize. It is the player's responsibility to make sure they are heard by the Caller or press the correct 'claim button' (where installed) and have their claim checked. The last number called must complete the winning combination (e.g.: line or house).

6. Should more than one player be entitled to claim, claiming a prize and does so in accordance with these Rules, then the prize for the game in question shall be divided equally among its winners.

7. In any dispute of the caller's decision, the Club Management can be called to arbitrate. If this proves unsatisfactory, an independent arbitrator may be appointed.