

BINGO

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1. Definitions

1.1 In these rules, unless the contrary intention appears:

“**bingo**” means a group of fifteen (15) randomly assigned numbers in one separate twenty seven space box in which all numbers have been marked off on the box to correspond to numbers called;

“**box**” means an area on a scorecard with fifteen (15) random numbers between 1 and 90;

“**caller**” means the dealer or machine that announces the numbers drawn in the game of Bingo;

“**dealer**” means a person responsible for the operation of the game and includes a gaming services host;

“**dealer station**” means the area in which the dealer shall register players, issue scorecards and operate the dealer terminal;

“**dealer terminal**” means the device on which approved Bingo software is installed and that enables the generation of random numbers and the verification of winning scorecards;

“**entry fee**” means the amount paid by the player that is retained by the casino operator and allocated to a jackpot element of the game;

“**game**” means the calling of randomly generated numbers until a player/s attain Bingo;

“**inspector**” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“**pattern**” means a condition where the called numbers must match a prescribed combination or shape;

“**promotional prize**” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“**scorecard**” means the randomly numbered card/s issued for the game of Bingo, these can be printed on paper or displayed on a handheld electronic device and will have six or twelve boxes to a page;

“**senior gaming services host/gaming services supervisor**” means a person employed in a supervisory capacity relating to the conduct of gaming;

“**session**” means a pre-determined number of games;

“**six-up card**” means a scorecard with six (6) boxes to a page;

“**twelve-up card**” means a scorecard with twelve (12) boxes to a page;

"void" means invalid with no result.

2. Table Layout and Equipment

- 2.1 The following equipment shall be used in the game of Bingo:
 - 2.1.1 dealer terminal – a laptop with the approved Bingo software;
 - 2.1.2 Winning Number Display;
 - 2.1.3 Scorecards.
- 2.2 Scorecards will have:
 - 2.2.1 all the numbers from 1 to 90 randomly marked in groupings of fifteen (15) per box;
 - 2.2.2 A serial number identifying the series;
- 2.3 If a series of scorecards are printed in consecutive games:
 - 2.3.1 the books will be consecutively numbered throughout the series; and
 - 2.3.2 each game in the series will be printed on paper of a different colour from the preceding games; and
 - 2.3.3 there will be a master book or master electronic table for the series sufficient to identify each unique combination of numbers.
- 2.4 Each box in a scorecard shall have in a grid of three horizontal lines of five numbers each, a unique combination of 15 pre-printed random numbers between 1 and 90, and the remaining which shall be blank.

3. Conditions of Play

- 3.1 Players must be members of the casino rewards program.
- 3.2 Players will be issued with:
 - 3.2.1 paper scorecards; or
 - 3.2.2 an electronic scorecard which shall be returned to the casino operator at the completion of the session.
- 3.3 An entry fee is required to play Bingo. The entry fee shall be applicable to all players of the session and the amount shall be clearly displayed at the dealer station. The entry fee shall contribute to the jackpot element of the game.
 - 3.3.1 Where the jackpot has three levels, the allocation of funds to these levels shall be set by the casino operator.

3.3.2 A 10% administration fee will be incurred for operating the jackpot.

3.4 Players shall record the numbers that are called by either marking off the numbers that are announced by the caller on their paper scorecard, or by pressing the corresponding numbers on an electronic scorecard.

4. Play of the Game

4.1 The number of games per session of Bingo shall be set by the casino operator and clearly displayed and announced at the beginning of each session.

4.2 The casino operator may offer the game of Bingo to be played with either a six-up or twelve-up scorecard.

4.3 The dealer shall enter into the dealer terminal the first serial number and last serial number of all scorecards issued.

4.4 The dealer shall announce at the start of each game the colour of the scorecard in play, any minor game conditions being conducted within that game, and a list of the prizes that may be won.

4.5 As the random number generator draws each number, it will be clearly displayed on a winning number display and announced by the dealer.

4.6 A minimum of fifteen (15) numbers shall be drawn in any single game of Bingo.

4.7 Players shall mark off numbers on their scorecard as they are announced, and when all fifteen numbers in a box are marked shall call or have another person call on their behalf 'Bingo', 'Yes' or make an audible noise.

4.8 Numbers shall continue to be drawn and announced until such time as bingo is achieved.

4.9 It is the responsibility of the player to mark off numbers that are called on their scorecard and to call, or have someone call on their behalf, 'Bingo', 'Yes' or make an audible noise.

5. Minor Games

5.1 Additional to the main game of Bingo, the casino operator may offer minor games concurrent to the main game.

5.2 Each minor game will be differentiated by a specific pattern that must be matched by a player on their scorecard in order to be awarded prizes.

5.3 Minor games that may be offered are listed in Appendix A.

5.4 A minor game is won by the first player to:

5.4.1 have all the numbers in the predetermined pattern on their scorecard announced by the caller; and

5.4.2 call or have another person call on their behalf, 'line' or 'pattern' or make an audible noise.

5.5 A list of prizes and the patterns required to win the prizes shall be clearly displayed and announced at the beginning of each game or session.

6. Jackpot Games

6.1 Additional to the main game of Bingo, the casino operator may offer jackpot game/s concurrent to the main game.

6.2 Jackpot conditions shall be announced at the beginning of each game or session for which a jackpot game is in play.

6.3 If a jackpot game is in play, the following will be displayed on the main game screen or the caller will announce:

6.3.1 the jackpot numbers or symbols to be drawn;

6.3.2 the game or games in which some or all of the jackpot pool will be distributed; and

6.3.3 if the jackpot is part of a rolling jackpot, the date of the session from which the jackpot pool is carried forward and the balance added from that session.

6.4 The following information shall be displayed for the duration of a jackpot game/s:

6.4.1 the jackpot amount;

6.4.2 the number/s and/or symbols to qualify for the jackpot;

6.4.3 the session date; and

6.4.4 the session time.

6.5 Should no player win any of the jackpot levels, any jackpot prize shall be added to the next jackpot game.

Jackpot Numbers Game

6.6 A jackpot numbers game shall be determined by:

6.6.1 Up to five (5) random number(s) will be drawn and announced prior to the calling of the relevant game of the session; and

6.6.2 The first player to achieve bingo, with the final number called being one of the announced jackpot number(s), shall be declared the winner.

Jackpot Symbols Game

- 6.7 A jackpot symbols game shall be determined by:
 - 6.7.1 Each number shall have a corresponding symbol and the symbols eligible for the jackpot shall be displayed prior to the jackpot game commencing;
 - 6.7.2 The player(s) to achieve bingo, who also has five (5) identical symbols, shall win the prize associated with that symbol;

7. Settlement

- 7.1 The senior gaming services host/gaming services supervisor will verify the winning scorecard by:
 - 7.1.1 Collecting the scorecard from the player who has declared themselves the winner; and
 - 7.1.2 Confirming the serial number and ticket book number; and
 - 7.1.3 Confirming that the ticket was for play in the relevant game; and
 - 7.1.4 Confirming the numbers on the scorecard against the numbers called with the bingo software; and
 - 7.1.5 Confirming any conditions required for the awarding of jackpot prize, if a jackpot prize is offered in that game; and
 - 7.1.6 After the result has been verified the scorecard may be returned to the player after being marked in such a way to identify that any prize won has been awarded.
- 7.2 If there is more than one winner in any game, the prize shall be equally divided among the winners once their numbers are verified.
- 7.3 Where a jackpot has multiple levels and a scorecard qualifies for more than one level, that scorecard shall only be awarded the highest level qualified for.
- 7.4 Settlement of jackpots and awarding of prizes shall happen after verification that all the called numbers required are marked on the scorecard and that the scorecard is valid for the session in play.
- 7.5 Prizes may be awarded as a combination of cash, casino dollars and/or slot dollars.
- 7.6 The jackpot prize will be paid via cash or cheque.

8. Irregularities

- 8.1 If a player, on the announcement of a number which entitles the player to declare themselves a winner fails to do so, the player is taken to have forfeited the prize in that game.
- 8.2 If a player incorrectly declares themselves the winner, that player is permitted to continue in the game, and numbers shall be called until a winner is determined.
- 8.3 If the caller or senior gaming services host/gaming services supervisor become aware that an error has been made in the calling or display of the numbers they must immediately make an announcement and display of the correct number and that incorrect announcement shall not be valid.
- 8.4 Should an error occur in the dealer terminal and a game is unable to be completed:
 - 8.4.1 the results of previous games shall stand; and
 - 8.4.2 that game shall be void and any prizes shall be rolled into the subsequent game;
 - 8.4.3 if there is no subsequent game, any prizes yet to be won shall be rolled into the next session and all entry fees for the incomplete session shall be refunded.
- 8.5 If an electronic scorecard malfunctions during the play of a game, play shall cease until that electronic scorecard is replaced. The electronic scorecard shall auto mark any previously called number so as not to disadvantage the player.

9. General Provisions

- 9.1 A person shall not, either alone or in concert with any other person, use or control at or near a session or location related to the playing of a game a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a game or a part thereof, of recording, projecting, analysing or transmitting an outcome or the changing probabilities or the playing strategies to be used.
- 9.2 Rule 9.1 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 9.3 Where a senior gaming services host/gaming services supervisor is satisfied that a person has contravened any provision of rule 9.1, he/she may:
 - 9.3.1 declare that any entry fee made by the person is void;
 - 9.3.2 direct that the person shall be excluded from further participation in the game;
 - 9.3.3 exclude the person from the casino in line with the provisions of section 79 of the Casino Control Act 1992;
 - 9.3.4 cause the person(s) in possession of a prohibited device to be detained until such time as an inspector or a police officer has attended and

assumed responsibility for the situation.

- 9.4 A senior gaming services host/gaming services supervisor may invalidate the outcome of a game if:
- 9.4.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or
 - 9.4.2 any fraudulent act is perpetrated by any person that, in the opinion of the casino supervisor, affects the outcome of the game.
- 9.5 Where the outcome of a game is invalidated under rule 9.4, all wagers made by the players for that particular result may be refunded provided that a casino supervisor may direct that the wager of any player referred to in rule 9.4.2 be forfeited.
- 9.6 A player shall not be advised by an employee of the casino on how to play, except to ensure compliance with these rules.
- 9.7 No spectator or any player wagering at any session, unless requested by a player, attempt to influence, influence or offer advice to that player regarding that player's decisions of play.
- 9.8 A senior gaming services host/gaming services supervisor may close a session at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.9 Players and spectators are not permitted to have side bets with or against each other.
- 9.10 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to a gaming supervisor, subject to a review (if requested) by a casino supervisor.
- 9.11 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 9.12 A copy of these rules shall be made available for inspection upon request.

10. Player Rewards and Promotional Prizes

- 10.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 10.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.

- 10.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 10.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 10.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
 - 10.5.1 tobacco in any form;
 - 10.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 10.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 10.5.4 more than 20 litres of liquor; or
 - 10.5.5 any item or service prescribed by the regulations.
- 10.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 10.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
 - 10.7.1 the manner in which a Promotional Prize is to be awarded;
 - 10.7.2 when and where the Promotional Prize will be awarded;
 - 10.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 10.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 10.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 10.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 10.7.7 the place, date and time of any Promotional Prize promotion;

- 10.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 10.7.9 how the winner of a Promotional Prize will be notified;
- 10.7.10 how the results of a Promotional Prize will be published;
- 10.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 10.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories.
 - 10.7.11.2 If the prize is a motor vehicle, details shall also include:
 - i) Make
 - ii) Model;
 - iii) Accessories; and
 - iv) whether registration and other on-road costs are included.
 - 10.7.11.3 If the prize is travel, details shall also include:
 - i) number of persons entitled to take advantage of the travel prize;
 - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - iii) restrictions on when the travel must be taken;
 - iv) if spending money is included.
 - 10.7.11.4 If the prize is real estate, details shall also include:
 - i) the type of dwelling;
 - ii) plans;
 - iii) contract details;
 - iv) easement details;
 - v) address or other location;
 - vi) what is included – conveyancing, legal costs, fixtures, furniture.
- 10.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:
 - 10.8.1 face-to-face; or
 - 10.8.2 mail; or
 - 10.8.3 telephone; or
 - 10.8.4 email.

- 10.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.
- 10.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.
- 10.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:
- 10.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.
- 10.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 10.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

Appendix A – Minor Games

The illustrations provided below for minor games described are indicative only.

“**any line**” means all numbers called in any one horizontal line are announced by the caller and marked on the scorecard. For example;

PINK	4	19	20		40		60			0
			24	31		58		70	84	4
				34	42	59		71	87	6
										12 UP

“**any 2 lines**” means all numbers in any two horizontal lines are announced by the caller and marked on the scorecard. For example;

PINK		11			43		61	77	81	0
	5			35	49	50			89	4
		16	25	39		57	62			6
										12 UP

“**back steps**” means the last number on the top horizontal line, the last two numbers on the middle horizontal line and the last three numbers on the bottom horizontal line of a box are announced by the caller and marked on the scorecard. For example;

PINK		13		37	47			73	80	0
	3	14	26				63		83	4
	8		27	38		53	69			6
										12 UP

“**book ends**” means the first and last numbers on each of the three horizontal lines in a box are announced by the caller and marked on the scorecard. For example

PINK		15	21		41	52	64		0 10 12 UP 8 4 6 1 0 6 2 8 0 0 6 UP
	9			30	45		65	76	
		17	29			54		78	

“**bottom line**” means all numbers in the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

PINK	6			33			66	75	88	0 10 12 UP 9 4 6 1 0 6 2 8 0 0 6 UP
	7	10	22		46	51				
				36	48		68	79	90	

“**cops & robbers**” means the first two numbers on the top horizontal line and the last two numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

PINK	1	12		32				72	82	0 10 12 UP 5 6 1 0 6 2 8 0 0 6 UP
	2		23		44	55			86	
		18	28			56	67	74		

“double decker bus” means all of the numbers on the top horizontal line, all of the numbers on the middle horizontal line and the first and last numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example

BLUE	6				42	52	67		85	0
		19	22			59		77	89	3
	8		23	34	48			78		6
										12 UP
										6 UP
										7

“four corners” means the first and last numbers on the top horizontal line and the first and last numbers of the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

BLUE		10	27		40	54	61			0
	2			30	47	55		73		4
		18	28	37			62		80	8
										12 UP
										6 UP
										8

“front steps” means the first number on the top horizontal line, the first two numbers on the middle horizontal line and the first three numbers on the bottom horizontal lines are announced by the caller and marked on the scorecard. For example

BLUE		14		31			63	71	81	0
	5		20	39		56			88	5
	9	15	25		46		66			9
										12 UP
										6 UP
										9

“ice cream cone” means at least three numbers on the top horizontal line, two numbers on the middle horizontal line and one number on the bottom horizontal line are announced by the caller and marked on the scorecard. For example

BLUE	4	11				60	72	82	0 3 6 12 UP
				36	45	50		75	84
		13	29		49	57	68		0 3 6 UP

“ladies waist” means at least two numbers on the top horizontal line, one number on the middle horizontal line and two numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example

BLUE		16		32		65	74	83	0 3 6 12 UP
	1			33		53		76	90
	3	17	24		43		69		0 2 8 6 UP

“letter H” means the first and last numbers on the top horizontal line, all of the numbers on the middle horizontal line and the first and last numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

BLUE	7		21		41		64	70	0 3 6 12 UP
		12	26	35		51			86
				38	44	58		79	87

“**letter L**” means the first number on the top horizontal line, the first number on the middle horizontal line and all of the numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

			33	44	54		78	82	756-10 12 UP
6	13	21				66	79		0000 6 UP
8		28	38			68		86	

“**letter T**” means all of the numbers on the top horizontal line, the third number on the middle horizontal line and the middle number on the bottom horizontal line and are announced by the caller and marked on the scorecard. For example;

	17	27		46		60		84	756-10 12 UP
7			35		55	63	70		0000 6 UP
	18		37		59		73	87	

“**lucky 7**” means all the numbers on the top horizontal line, the last number on the middle horizontal line and the last number on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

4		24	30	42				80	756-10 12 UP
	11		34	43	56		72		0000 6 UP
	14	29				69	76	88	

“**marching soldiers**” means at least four numbers on each line in a box are announced by the caller and marked on the scorecard. For example;

GREEN	3	12	20			52	62		
	5	15		36	40	57			
			23		49		65	75	83

“mark the spot” means the four corners plus the third number on the middle horizontal lines are announced by the caller and marked on the scorecard. For example;

GREEN	2	10		31			64	71	
			22		45	53	67		85
			26		48	58		77	90

“middle line” means all the numbers in the middle horizontal line are announced by the caller and marked on the scorecard. For example;

YELLOW		13	23				63	70	81
	4		27	36	43		69		
	7				49	52		71	90

“Noah’s Ark” means at least two numbers on each horizontal line in a box are announced by the caller and marked on the scorecard. For example;

YELLOW			20	34	42		60		84	0-10 12 UP
		14	24			53	61	75		0-10 6 UP
	6	17		35	47	58				0-10 6 UP

“pickels” means at least three numbers on each horizontal line in a box are announced by the caller and marked on the scorecard. For example;

YELLOW		12		30	41			76	87	0-10 12 UP
			22	38		55		78	88	0-10 6 UP
	2	18	26		48		64			0-10 6 UP

“postage stamp” means the last two numbers on the first horizontal line and the last two numbers on the middle horizontal line of a box are announced by the caller and marked on the scorecard. For example;

YELLOW			21		40	57		72	80	0-10 12 UP
	5	19		31	46			73		0-10 6 UP
			25	33		59	67		86	0-10 6 UP

“postcode” means the last four numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

YELLOW	3	15		37		51			83	0
				39	45		65	79	89	3
	8	16	28			54	66			6 UP

“pyramid” means at least one number on the top horizontal line, two numbers on the middle horizontal line and three numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

YELLOW				32	44	50		74	82	0
	1	10				56	62	77		4
	9	11	29				68		85	6 UP

“race track” means all of the numbers on the top horizontal line, the first and last numbers on the middle horizontal line and all of the numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

ORANGE		14	25		42			71	81	0
	1			33		55		73	82	1
		17	27		49	57	68			6 UP

“table top” means all of the top horizontal line and the first and last numbers on both the middle horizontal line and bottom horizontal line are announced by the caller and marked on the scorecard. For example;

ORANGE	3	16			43		65	70		0 2 4 6 8 10 12 UP
		19	23	30		51			84	
	7			36	45			79	90	

“top and bottom lines” means all of the numbers in both the top and bottom horizontal lines are announced by the caller and marked on the scorecard. For example;

ORANGE			20	32	47		60	78		0 3 6 9 12 UP
		10	28		48	54			80	
	4	12				59	66		85	

“top hat” means at least two numbers on the top horizontal line, two numbers in the middle horizontal line and all numbers on the bottom horizontal line are announced by the caller and marked on the scorecard. For example;

ORANGE	2		22	35			67		86	0 4 8 12 UP
				38	40	52		75	88	
	6	18	29			58	69			

“top line” means all numbers in the top horizontal line of a box are announced by the caller and marked on the scorecard. For example;

ORANGE	5	11	26			50	62		
		13		31	41	53		74	
				39	46		63	77	87

5 0 0 0 0
 5 0 0 0 0
 5 0 0 0 0
 12 UP
 6 UP