

BINGO HOUSE RULES, LICENSE #A-21741, A20993, A21612, A22532, A22435, A02297, and A21975

1. You must be 18 years old to play bingo and tickets.
2. You must pay admission and purchase at least a single book or electronic device to be able to play any bingo games. We sell charity game tickets only to those who have an admission ticket. We are not responsible for misplaced tickets.
3. No admission after first ball of the first streaker. Late players are not allowed to play any game in progress, except on electronic device, as those cards are concealed. Sheets will be removed for any game that the first number is in play.
4. We will play bingo if we have 50 players. **We must have 70 players to pay our full payouts.** If we have less than 70 players, prizes can be reduced to the amounts shown in parentheses on our program. In case of power outages, or equipment failure, or other emergencies, the players will be given a full refund if it happens before the start of the first regular game. If the emergency occurs after the start of the first game, no refund shall be given. We are not responsible for bingo hall equipment failure of any kind. We will strive to do our best to accommodate according to Michigan Charitable Gaming Rules.
5. If you have a disability and require assistance, you may have a worker purchase your sheets and electronics for you.
6. Workers may cover your sheets if you must leave the table and the worker can only cover your sheets for one game. You must remain in the hall or on the premises. If you leave the premises, a worker cannot cover your game. All papers, tickets and machine will be unattended until you return to the hall. **Workers are not responsible for missed bingos.**
7. Charity game tickets should be redeemed the same day they are purchased. Charity game tickets will not be redeemed after 14 days of the date that ticket series was last sold. As a courtesy, the staff will notify players who are outside that they are playing a ticket, however, **we are not responsible for missed ticket games by a player.**
8. **Daubers must be used on all games. (Charitable Gaming Division Rule)**
9. A player must have the last number called to have a good bingo. Please remember it is your responsibility to make your bingo heard by a **worker** or the caller before the next number is completely called. If the player is physically unable to make their bingo known, please have another player assist you. Bell, chimes, or any other noise maker does not declare you a winner of that game. You **MUST** yell or say BINGO and a worker **MUST** hear you. Otherwise, it will be an unauthorized bingo.
10. A player must have the last number called to have a good bingo. Please remember it is your responsibility to make your bingo heard by a **worker** or the caller before the next number is completely called. If the player is physically unable to make their bingo known, please have another player assist you. To be firm... **a player cannot be the one that heard the bingo... it must be a worker!**
11. Seats can only be saved across from you or next to you. You cannot save an entire row of tables unless you have permission from the chairperson and it is a special occasion..
12. **No refund on sheets after the 1st regular game begins** if you have to leave. Machines or sheets **may not** be given to another player.
13. We are not responsible for lost or misplaced sheets. We will give no refunds on sheets you do not play. You will have to purchase new sheets as we cannot replace them. We will give no refunds on sheets you do not play.
14. A picture identification and social security card must be shown by any player winning the progressive jackpot, regardless the amount, as we must complete a W-2G form for tax purposes. The winner will receive their progressive check after three business days.
15. **Please be considerate of others and turn off ringers on cell phones during bingo. If you do talk on the phone, please do so quietly as to not disturb your neighbors. Profanity and rude behavior WILL NOT be tolerated. We reserve the right to require players to leave the premises, without refund, if their behavior is deemed inappropriate or disruptive.**
16. No person may play more than one electronic bingo device.
17. Electronic bingo devices as well as bingo paper **may not** be shared or exchanged among players.
18. Players must display receipt at all times during bingo session.
19. The bingo licensee is not responsible for any bingo that cannot be verified due to EBCMD failure.
20. There are no full refunds or replacements if an EBCMD or the EBCS fails during the bingo session. If a unit is available, the **same electronic faces** may be re-downloaded to a new EBCMD device.
21. In the event of an EBCMD or EBCS failure, all bingo games may or may not stop.
22. Purchasers of the EBCMD device play at their own risk and agree to abide by all the rules and conditions
23. **All other Michigan bingo rules apply.**

THANK YOU FOR SUPPORTING OUR BINGO.