

Mary Esther Bingo Caller's Guideline

Game 1: Triple Straight; two ending wild numbers. <u>*Announce Prices*</u>	Your first ending wild number is: <u>*wild number*</u> .	Mark all numbers ending in <u>*wild number*</u> and <u>*wild number*</u> . Your next number is in the monitor.
Game 2: Triple Bingo Anyway <u>*Announce Prices*</u>	Your lines, corners, and stamps in the corner count as a good bingo this game.	Your first number is in the monitor.
Game 3: Double Action <u>*Announce Prices*</u>	This double action you will be looking for the: <u>*pattern you pick*</u> .	Your first number is on display.
Game 4: Triple Straight; called Quinella. <u>*Announce Prices*</u>	Reversing numbers whenever possible.	Your first number is in the monitor.
Game 5: Triple Bingo Anyway <u>*Announce Prices*</u>	Your lines, corners, and stamps in the corner count as a good bingo this game.	Your first number is in the monitor.
Game 6: Double Action <u>*Announce Prices*</u>	This double action game you will be looking for 4-Straight Lines.	Your first number is on display.
Game 7: Speedy Coverall <u>*Announce Prices*</u>	Paying out half in cash, and half in pull-tabs.	Your first number's up.
Back-to-Back 3-On Games: \$2 per mach. 4 mach. at any level for \$6 Up to three 3-ons for \$1	You're looking for one bingo anyway, in all three blocks paying a single winner \$75.	Your ending wild number for this game is <u>*wild*</u> . Mark all numbers ending in <u>*wild*</u> . Your next number's on display.
Super 6 Jackpot Game: \$5 per paper 6-On \$5 per mach. 4 mach./\$15; 6 mach./\$20	You're looking for one bingo anyway, in all six blocks paying a single winner \$250.	Your first number is now on display.