

1. Each square on your ticket has a different variable (x, y or z)
2. For each round:
  - The teacher will call out a statement for each variable
  - You must check each square to see if any of the conditions are true
  - If you think the condition in a square is true, cross it off
  - More than one of the squares could be true for each round, so check thoroughly
3. The first player/team to cross off all their squares must shout bingo!

if x > 15 : print ("Bingo") <small>1.1</small>	if y > 23 : print ("Bingo") <small>1.4</small>	if z == 5 : print ("Bingo") <small>1.7</small>
if x == 8 : print ("Bingo") <small>1.2</small>	if y == 8 : print ("Bingo") <small>1.5</small>	if z == 3 : print ("Bingo") <small>1.8</small>
if x < -11 : print ("Bingo") <small>1.3</small>	if y == 7 : print ("Bingo") <small>1.6</small>	if z < -9 : print ("Bingo") <small>1.9</small>

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if x > 15 : print ("Bingo") <small>2.1</small>	if y > 27 : print ("Bingo") <small>2.4</small>	if z == 3 : print ("Bingo") <small>2.7</small>
if x == 5 : print ("Bingo") <small>2.2</small>	if y == 3 : print ("Bingo") <small>2.5</small>	if z == 5 : print ("Bingo") <small>2.8</small>
if x < -11 : print ("Bingo") <small>2.3</small>	if y == 8 : print ("Bingo") <small>2.6</small>	if z < -9 : print ("Bingo") <small>2.9</small>

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if x > 18 : print ("Bingo") <small>3.1</small>	if y > 27 : print ("Bingo") <small>3.4</small>	if z == 10 : print ("Bingo") <small>3.7</small>
if x == 9 : print ("Bingo") <small>3.2</small>	if y == 2 : print ("Bingo") <small>3.5</small>	if z == 12 : print ("Bingo") <small>3.8</small>
if x == 4 : print ("Bingo") <small>3.3</small>	if y == 8 : print ("Bingo") <small>3.6</small>	if z < -2 : print ("Bingo") <small>3.9</small>

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if x > 32 : print ("Bingo") <small>4.1</small>	if y > 25 : print ("Bingo") <small>4.4</small>	if z == 12 : print ("Bingo") <small>4.7</small>
if x == 8 : print ("Bingo") <small>4.2</small>	if y == 7 : print ("Bingo") <small>4.5</small>	if z == 5 : print ("Bingo") <small>4.8</small>
if x == 9 : print ("Bingo") <small>4.3</small>	if y == 9 : print ("Bingo") <small>4.6</small>	if z < -11 : print ("Bingo") <small>4.9</small>

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if x > 32 : print ("Bingo") <small>5.1</small>	if y == 3 : print ("Bingo") <small>5.4</small>	if z > 20 : print ("Bingo") <small>5.7</small>
if x == 9 : print ("Bingo") <small>5.2</small>	if y == 10 : print ("Bingo") <small>5.5</small>	if z == 11 : print ("Bingo") <small>5.8</small>
if x == 8 : print ("Bingo") <small>5.3</small>	if y < -1 : print ("Bingo") <small>5.6</small>	if z < -2 : print ("Bingo") <small>5.9</small>

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if x > 18 : print ("Bingo") <small>6.1</small>	if y == 2 : print ("Bingo") <small>6.4</small>	if z > 27 : print ("Bingo") <small>6.7</small>
if x == 5 : print ("Bingo") <small>6.2</small>	if y == 10 : print ("Bingo") <small>6.5</small>	if z == 6 : print ("Bingo") <small>6.8</small>
if x == 4 : print ("Bingo") <small>6.3</small>	if y < -1 : print ("Bingo") <small>6.6</small>	if z < -11 : print ("Bingo") <small>6.9</small>

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if x == 12 : print ("Bingo") <small>7.1</small>	if y == 9 : print ("Bingo") <small>7.4</small>	if z > 31 : print ("Bingo") <small>7.7</small>
if x == 10 : print ("Bingo") <small>7.2</small>	if y == 10 : print ("Bingo") <small>7.5</small>	if z == 6 : print ("Bingo") <small>7.8</small>
if x < -9 : print ("Bingo") <small>7.3</small>	if y < -14 : print ("Bingo") <small>7.6</small>	if z == 12 : print ("Bingo") <small>7.9</small>

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if x == 5 : print ("Bingo") <small>8.1</small>	if y == 2 : print ("Bingo") <small>8.4</small>	if z > 31 : print ("Bingo") <small>8.7</small>
if x == 4 : print ("Bingo") <small>8.2</small>	if y == 7 : print ("Bingo") <small>8.5</small>	if z == 11 : print ("Bingo") <small>8.8</small>
if x < -9 : print ("Bingo") <small>8.3</small>	if y < -14 : print ("Bingo") <small>8.6</small>	if z == 6 : print ("Bingo") <small>8.9</small>

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if x == 12 : print ("Bingo") <small>9.1</small>	if y > 25 : print ("Bingo") <small>9.4</small>	if z > 27 : print ("Bingo") <small>9.7</small>
if x == 10 : print ("Bingo") <small>9.2</small>	if y == 9 : print ("Bingo") <small>9.5</small>	if z == 10 : print ("Bingo") <small>9.8</small>
if x < -1 : print ("Bingo") <small>9.3</small>	if y < -19 : print ("Bingo") <small>9.6</small>	if z == 11 : print ("Bingo") <small>9.9</small>

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if x == 10 : print ("Bingo") <small>10.1</small>	if y > 23 : print ("Bingo") <small>10.4</small>	if z > 20 : print ("Bingo") <small>10.7</small>
if x == 12 : print ("Bingo") <small>10.2</small>	if y == 3 : print ("Bingo") <small>10.5</small>	if z == 10 : print ("Bingo") <small>10.8</small>
if x < -1 : print ("Bingo") <small>10.3</small>	if y < -19 : print ("Bingo") <small>10.6</small>	if z == 3 : print ("Bingo") <small>10.9</small>

Calling Card: 1

x == 12;	y == 7;	z == 3;
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Calling Card: 2

x == 5;	y == 9;	z == 37;
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Calling Card: 3

x == 10;	y == 33;	z == -11;
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Calling Card: 4

x == 30;	y == 2;	z == 10;
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Calling Card: 5

x == -4;	y == 3;	z == 5;
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Calling Card: 6

x == 8;	y == 10;	z == 6;
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Calling Card: 7

x == 9;	y == 8;	z == -5;
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Calling Card: 8

x == 4;	y == -19;	z == 12;
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