

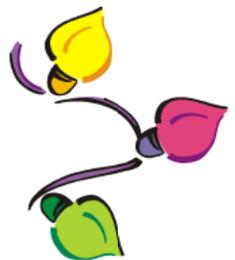
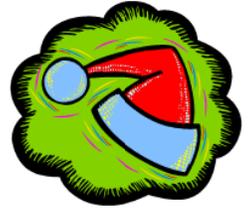
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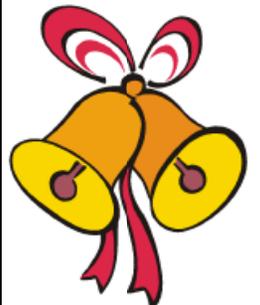
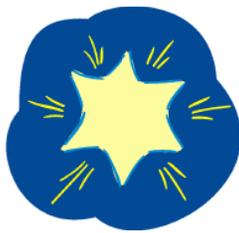
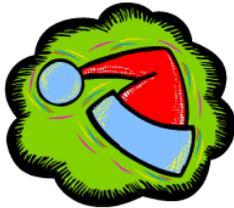
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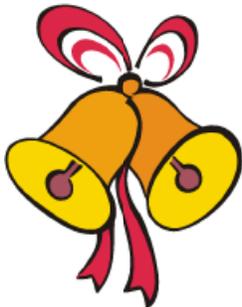
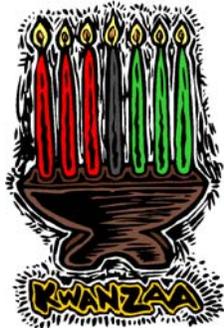
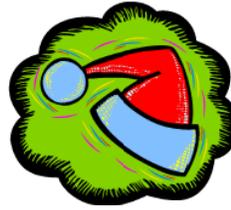
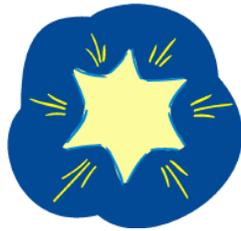
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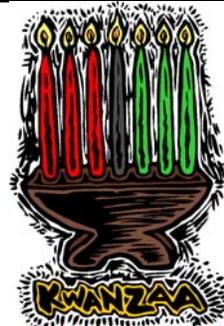
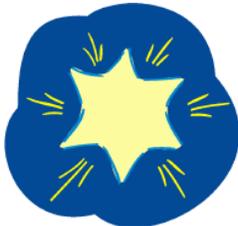
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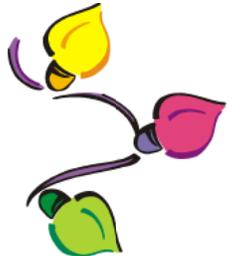
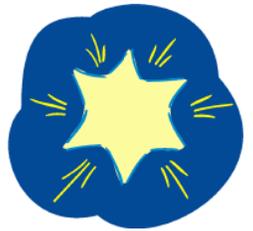
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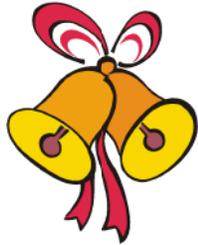
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Cut each square out to use for calling items for BINGO, located on the next couple pages. There are 36 squares all together.

You will also need markers, a caller, a container for the squares to call, and



Cut each square out to use for calling items for BINGO. There are 36 squares all together.

You will need beads or foam shapes to mark your cards when they are called.

The items are announced by the **Caller**, so you must pay careful attention to the items that are called and mark them quickly and accurately on your card.

The caller keeps calling and showing the items to the participants until someone claims **BINGO**. Then the game stops and the items are verified. If there is a winner, the prize is awarded and a new bingo game begins. If there is more than one winner, the prize is split among the winners or two prizes are given.

Mix up the calling cards in a container and begin another game.

How to layout your board. Let the players know which way they are playing BINGO before you start.

LINES BINGO-This is the typical way to play.

Must make a horizontal, diagonal OR vertical line to get a BINGO.

BLACKOUT BINGO

All images must be marked on the card to get a BINGO.

T or X BINGO

Fill the card in the shape of a right-side up, upside down or sideways capital T. For example... fill the center column plus the top row. Side row and the middle row (sideways T) For the X create a pattern in the center of the card resembling an X with the markers.

SQUARES BINGO

Fill the card in the shape of a square all around the edges. (top, left, right and bottom). The center is open.

