

# BINGO

## THE ULTIMATE PARTY

# RULES OF PLAY

We reserve the right to amend our Rules Of Play. However, we will make reasonable efforts to ensure that any significant changes to them will be notified to you via our website and by prominent notices placed at all venues. By choosing to participate in any of our bingo sessions, you will be deemed to have accepted and be bound by these Rules.

"Company" refers to ULTIMATE PARTY EVENTS LTD trading in this instance as BINGO – THE ULTIMATE PARTY.

"Caller" refers to the individual who is the designated event host for the event. This person will also typically be acting in the Event Manager role, and will introduce themselves at the beginning of the bingo session.

"Customer" refers to the player participating in the bingo session, and claiming any prizes.

### Before Play

- Prior to commencement of any bingo session, the Company will use reasonable endeavours to ensure that all gaming equipment is fully functional. Before each game commences, the Caller will:
  1. Announce which bingo card is in play, and
  2. Which line, lines or full house (or any other combination) has to be completed to win a prize.
  3. On attendance at the venue, you will be provided with your bingo book.

### During Play

- Each number will be selected at random by means of a random number generator ("RNG"). Customers must mark their cards in such a way that the numbers are sufficiently legible to be easily verifiable, allowing us to check them beyond dispute.
- Numbers called are repeated electronically on screens or manually by the Caller. In the event of a discrepancy between a number announced by the Caller and that shown on the screens, the actual number produced by the RNG and displayed on the Caller's screen shall prevail.
- If a Customer wishes to check if a number has been previously called within the current game, they should refer to the screens where previous numbers called will be shown clearly illuminated.

### Stopping the Game

- The point at which the next number is deemed to have been called will be the moment the Caller has commenced to call that number or to give a description of that number in any degree including words descriptive of its colour or position. Once a number has been started, it will be completed and that number will become the last number called. The winning card must contain the last number called as part of the advertised/announced winning sequence. Once a prize has been correctly validated another number is required to be called before an additional winning sequence can be accepted.
- No further Claim for a prize (a "Claim") will be accepted after a reasonable period of time after the number has been called (which shall be deemed to be as 60 seconds, unless special circumstances otherwise dictate),
- It is the responsibility of each player to stop the Caller before the next number is started. A player is responsible for ensuring the caller stops the game on their winning number by giving a loud clear verbal shout. Failure to stop the caller on the winning number will render the claim invalid.

### Claiming the Prize

- For the purpose of verification of any Claims, as set out below, the claiming Customer must be in possession of the relevant winning book.
- When a Claim is made, the Customer must produce their book for verification. We reserve the right to require production of valid identification. If a Customer fails to do so within a reasonable period of time (which shall be deemed to be two minutes, unless special circumstances otherwise dictate), the right to any prize for that Claim will be forfeit.
- The Caller and another individual designated to represent the Company at the event will both determine the Claim, and the Caller will announce the decision. If a Claim is rejected, the Caller will endeavour to obtain the Customer's agreement to that decision. The reason for the Claim's rejection will be announced.
- In the event of multiple winners on a game, a dance-off or similar competition will be held to determine the prize winner.
- In the event of a mechanical malfunction however caused, or any other circumstance which results in a duplicate or incorrect game books being issued resulting in multiple or duplicate claims, all entitled claimants will equally share the declared prize.

### Game Summary

Your game consists of 6 houses, with three lines in each.

1. The first prize is for ONE LINE. This is when all the numbers in one horizontal row are called out. If you have this, you call BINGO.
2. AT SOME OF OUR EVENTS the second prize is for TWO LINES. These two lines must be within the same house and again must be horizontal. If you have this, you call BINGO. The Caller will make it clear before the bingo session begins if customers are playing for two lines in the session.
3. For the final prize you must have all THREE LINES within the same house, known as a FULL HOUSE. This will typically be a monetary prize, which if won, must be paid to the Customer by the Company via BACS into a UK bank account, only at the time of the event.

### In the event of more than one Claim

- If at any point there is more than one valid call for a prize, all callers will be invited onto the stage to compete for the prize. This is usually in the form of a dance-off, but may be a similar competition to determine the winner.
- If you are asked to compete in this tie break scenario competition, and do not want to participate yourself, you must hand your bingo card over to another player who, if they win, will be required to claim the prize on your behalf.
- In a tie break scenario, the Caller will make an unbiased decision on the winner, based on the audience response, which is final and binding.

If players have any queries in regards to our Rules Of Play, they should speak to the on-site Event Manager before the bingo session commences.