

J-Town Bingo – Friday 10:45 AM & Saturday 2 PM

Sponsored by Louisville Soccer Alliance

License # ORG-0000319

1	Early Bird 3 rd # wild	Pink	\$100
2	Early Bird 3 rd # wild	Gray	\$100
3	Early Bird 3 rd # wild	Olive	\$100
4	Early Bird 3 rd # wild	Brown	\$100
5	Single Bingo into	Blue	\$200
6	Double Bingo	Blue	\$300
7	Early Speed Coverall	Red	\$400
8	Single Bingo	Orange	\$200

BREAK

9	Nine Pack into	Green	\$200
10	Coverall (52 #'s or less) - Progressive	Green	\$1,000
<i>*Must Have Last # Called – This Game Only*</i>			
If not won in 52 #'s or less – paid in two parts \$500/ \$500			

INTERMISSION

11	Odd/ Even Coverall – <i>Cover all Even Numbers</i>		\$1,000
12	Single Bingo into	Yellow	\$200
13	Double Bingo	Yellow	\$300
14	Double Floating Postage	Pink	\$250
15	Late Speed Coverall	Blue	\$100
16	Late Speed Coverall	Orange	\$100
17	Late Speed Coverall	Green	\$100
18	Single Bingo	Gray	\$200

****Up to \$5,000 Payout Every Session****

Early Birds

9 Faces	9 ON 4 UP	\$2.00 ea.
18 Faces	18 ON 4 UP	\$4.00 ea.

Main Packs

9 Faces	9 ON 6 UP	\$3.00 ea.
18 Faces	18 ON 6 UP	\$6.00 ea.

Extra Games

Early Speed	1 ON 1 UP	\$1.00 ea.
Odd/ Even	3 ON 1 UP	3 for \$1.00
Late Speed	1 ON 3 UP	\$1.00 ea.

** Pull tab Packs: Receive (2) 18 on 6 up stripped packs at no-charge with purchase of \$100 in pull tabs in advance.
10 pull tab vouchers valued at \$10 each.

HOUSE RULES:

1. It is the PLAYER'S responsibility to get the caller or a game operators' attention, if they have bingo.
2. Once a game is announced closed it cannot be reopened.
3. The ball on the monitor is not valid until it is called.
4. The last number called is only required on the coverall game(s) # 10.
5. All winning pull tabs must be claimed within 15 days of the closing of the deal.
6. All progressive pull tabs will be played according to the rules on the card.
7. It is not necessary to purchase a bingo pack to play pull tabs or raffle tickets.
8. All pull tab coupons must be used at the session they are received.

THANK YOU FOR YOUR SUPPORT OF LSA SOCCER!