

NEW Event Game!

RAPID

**RAPID™
BINGO**

\$1

FORM NO.
002A
SIZE: 420

HOLD RAPID
BINGO TICKETS
B1 THRU 075
FOR CHANCE AT

5

TICKET #

DATE _____
SERIAL NO. _____



\$1

FORM NO.
002A
SIZE: 420

HOLD RAPID
BINGO TICKETS
B1 THRU 075
FOR CHANCE AT

\$200

TICKET #

DATE _____
SERIAL NO. _____



1	9	17
2	10	18
3	11	19
4	12	20
5	13	21
6	14	22
7	15	23
8	16	24
		25



FACE



First COVERALL
Wins!

INSTANT WIN!

- CREATE EXCITEMENT!
- SELL OUT FASTER!
- CREATE A BUYING FRENZY!
- 25 HOLD TICKETS-3 NUMBERS EACH



WIN BIG!

For new and up-to-date product information visit us at www.arrowgames.com

The laws that determine the legality of this product change constantly. It is the responsibility of the buyer to determine which products are legal in any given area. 5WSccALBfy-RapidBingo



FORM 002A \$1.00 per card

420 cards @ \$1.00.....\$420.00

PAYS OUT

Total Seal Value @ \$200.00.....\$200.00

INSTANT WINNERS

1	Winner	@	\$20.00.....	\$20.00
1	Winner	@	\$10.00.....	\$10.00
1	Winner	@	\$5.00.....	\$5.00
3	Winners	@	\$2.00.....	\$6.00
45	Winners	@	\$1.00.....	\$45.00

PAYS OUT	\$286.00
IDEAL PROFIT	\$134.00

68.1% payback Win Ratio: 1 per 8.1 tickets
12 sets per case**RAPID BINGO - New bingo event game or a BALL GAME****Quick Facts – the inside story**

- Price per pull-ticket = **\$1.00**
- Only **420** pull-tickets per deal – very short count game
- Playing for a top prize of **\$200.00**
- Hold all pull-tickets with Bingo BALL Numbers B1-O75 for a chance at the top prize of **\$200.00**
- There are **25** hold tickets per deal – 3 bingo BALL numbers each – these are premium tickets
- The caller will announce prior to the sale & actually playing the game how the winner will be decided by either dabbing the tickets or pulling the seal.
- Rapid Bingo can be played along with any double bingo or longer game. Average number of calls for a winner on Rapid Bingo will be 24.
- Sell all the tickets in the deal as fast as possible and award the top prize
- Create a buying frenzy by announcing to the crowd that the ticket is now for sale

Before placing the pull-tickets out for sale to the public:

- Review the quick facts above with the pull-ticket sellers
- Determine how the game will be played – **Coverall bingo – first player to dab all 3 numbers on the pull-ticket wins the top prize.**
- Selling the pull-tickets face to face with floor workers will speed the sell through
- Sell the tickets along with the paper buy in and any specials
- Keep the callers card in a safe place for record keeping and for reference by the caller
- Explain the game to as many customers as possible as they purchase the paper buy-in

Announce to the Hall – traditionally the caller does this:

- We will now be selling a new bingo event pull-ticket or BALLS!called: **Rapid Bingo for \$1.00 each with a top prize of \$200. Rapid Bingo has only 25 hold tickets with 3 bingo BALL numbers on each. The player who completes the coverall on the Rapid Bingo ticket during the designated bingo game will win the \$200.**
- During bingo, be sure to occasionally announce what event games are still for sale and create more excitement.
- When the game is close to selling out, create an even bigger frenzy “while they last, chance at \$200”
- Once sold out, pick the paper game in which you will play the event ticket. Then announce “We are about to play RAPID BINGO, serial #xxxxxx (from the callers card) and the first player, to dab all 3 numbers on their ticket wins the \$200.” Instruct the crowd that there are only 25 hold tickets and someone will win. “The winning BALL Ticket holder should shout “BALLS!” to be recognized”.
- If the designated bingo game ends prior to the ball game winner, continue calling numbers or use the seal card to determine the winner.
- Once a BALLS! winner yells “BALLS!”, announce “Congratulations, please raise your hand so we can verify the valid winner”
- The winning pull-ticket should be verified for the correct number and using the serial number. We suggest paying some of the prize money in smaller bills to encourage tips and re-buys.