



Bingo Lingo

**Get to know the
Common Lingo at Bingo**



Common Bingo Calls

- 1 - KELLY'S EYE
- 2 - ONE LITTLE DUCK
- 3 - UP A TREE
- 4 - ON THE FLOOR
- 5 - SNAKES ALIVE
- 6 - DOROTHY DIX
- 7 - HALF WAY TO HEAVEN
- 8 - AT THE GATE
- 9 - DOCTORS ORDERS
- 10 - DOWNING STREET
- 11 - FOR THE WHISTLERS - LEGS ELEVEN
- 12 - JUST A DOZEN
- 13 - LUCKY FOR SOME
- 16 - SWEET SIXTEEN
- 20 - BLIND TWENTY
- 21 - KEY TO THE DOOR



Common Bingo Calls

22 - TWO LITTLE DUCKS

30 - BLIND THIRTY

33 - ALL THE THREES

39 - ALL THE STEPS

40 - NAUGHTY FORTY

44 - ALL THE FOURS

46 - UP TO TRICKS

50 - HALF A CENTURY

54 - CLEAN THE FLOOR

60 - BLIND SIXTY

66 - CLICKETY-CLICK

70 - BLIND SEVENTY

77 - ALL THE SEVENS

80 - BLIND EIGHTY

88 - TWO FAT LADIES

90 - TOP OF THE HOUSE



Bingo Glossary

- Common Bingo Terms

A

Admission - Most bingo halls have a minimum number of cards you must purchase to be eligible to participate in the bingo games. Typically this means the purchase of an "Admission Pack." The exact contents of the admission packs vary from one bingo hall to another, and may even contain special games.

Any way - A term used to describe a bingo "pattern." For example, if the bingo pattern was the letter T "Any Way" That means the T could be upside down or turned 90 degrees left or 90 degrees right.

B

Bingo - Derived from a variation of a lotto called Beano - which used beans to mark the numbers. The actual phrase "Bingo" was coined after the game was first introduced in New York and a woman tongue tied with the excitement of winning yelled out "B-B-B-Bingo!." Now, when you have all the required numbers, or "pattern," to win you are supposed to yell out "Bingo!" right after your last winning number is called. Most bingo halls will not honour a bingo on a winning number if it is not called before the next number has been announced.



Bingo Board - A display board, usually electronic that lights up showing each number as it is called.

Bingo Books/Booklets - A number of different colored bingo sheets/cards bound together to form a book to be played one for each game at a bingo session. They are usually bound in the order in which they will be played.

Bingo Card, Jackpot Sheet or Flyer - A card containing 15 numbers. The numbers are assigned at random on each card and are arranged in nine columns. Numbers are layed out so that Column 1 contains numbers 1-9, Column 2 is 10-19, Column 3 is 20-29, Column 4 is 30-39, Column 5 is 40-49, Column 6 is 50-59, Column 7 is 60-69, Column 8 is 70-79 and Column 9 is 80-90. Tickets are also available in strips of 6 or 12.

Bingo Marker - An ink dauber that is used to cover the numbers on a bingo game card.

Big Break Bingo - Semi-automated bingo game where the prize is determined by participation. Players opt in to each game so that the prize is dependent on the value of opt ins. Players can normally see the prize scroll up as other players opt in.

Blackout - (Also, Coverall or Full House) A pattern where you must cover the whole card to win.

Breakopen - A concealed card, made completely from paper or card, with a perforated break open window which will reveal your ticket underneath. The game play area of the card is covered to conceal numbers, letters or symbols beneath. The prizes within these tickets have been predetermined in compliance with the approved prize table.



Buy-in - Buying bingo cards for admission. Converting cash into bingo cards.

C

Caller - The person who calls out the bingo numbers as they are drawn.

Callers Choice - A Bingo game that allows the caller to decide what the pattern will be for that game. The game the caller chooses is usually not announced until the game is ready to begin.



Calls - “Calls” is a short way of saying “Balls or Numbers called out.” Generally you will hear this term in reference to a “jackpot.” If a jackpot requires that you win in “54 calls” that means that you can call out bingo any time before, or on, the 54th number called. If nobody wins after 54 calls, then the jackpot progresses to the next week.

Cash Bingo - A form of bingo where the prize is a cash payout. This is taken from the money paid in.

Cashier - The person that accounts for the takings and prizes.

Consolation Prize - The prize or prizes offered on some special games if there is no winner in a predetermined number of calls.

Coverall - (Also Blackout or Full House) A pattern where you must cover the whole card to win.

D

Dauber - A large ink filled pen with a rounded tip specifically designed for marking on bingo tickets.

E

Early Bird Game - A bingo game that starts earlier than another regularly scheduled game.

F

Four Corners - A pattern where you must cover the corner numbers of the card. If you get those four numbers, you win.

Full House or Full Card - A pattern where you must mark all 15 numbers on your ticket to win.

H

House - “House” is a shorter way of saying “The Bingo Hall.” In some areas you will hear bingo referred to as “Housie”.



J

Jackpot - A big prize usually awarded for achieving a difficult pattern, such as a blackout, within a specified number of calls.



L

Limited Calls - A jackpot game where the pattern must be achieved in a specified number of calls. Example: Mark every number in 50 calls.

Line - Mark every number on any one line of your ticket. Sometimes the line may be specified e.g. Top Line, Middle Line or Bottom Line.

Lucky Envelopes - See Breakopens.

M

Multiple Winners - Two or more players bingo at the same time. When this happens, the cash prize is divided among them. For example, if there are five winners on a \$500 game, they each receive \$100.

O

One Away - A term when you are waiting on only one number to claim Bingo.



P

Pattern - The shape you need to cover on your card with called out numbers. These are called Features. Once a feature is claimed most organisations will play on to a Full House.

Payout - The percentage of sales paid out by the House. Payout regulations vary in every state.

PET - Personal Electronic Ticket. This is a handheld tablet device that displays your tickets on screen.



Prize Bingo - Bingo that is played for a set prize or vouchers rather than cash. This prize format is commonly used in Free Bingo.

Progressive Jackpot - A Jackpot that gets bigger until it is won. It builds daily, weekly, or monthly if it is not won in a specific number of calls. If there is no winner in X number of calls, consolation prize(s) of lesser dollar amounts are paid. Different variations of progressive games add dollars or numbers, or both, to the jackpot. There is usually a separate buy-in for Progressive Jackpot games.

R

RNG - Random Number Generator. The machine used to pick the numbers for a game of bingo. Most are electronic.

S

Serial Number - The number printed by a manufacturer on each set of charity tickets/cards. Each ticket in a set contains the same serial number. This is important for record keeping and prize validation.

Series - Indicates the number of unique tickets that a single set will contain. For example: a 12,000 series has 12,000 unique tickets.

Session - An entire evening or daytime program of bingo consisting of regular games. A session usually lasts somewhere between two and a half hours and three hours.

Shutter Board - A hand-held re-usable plastic board with pre-printed numbers. These numbers are marked off by closing shutters over them.

Spotter - The person seen walking around the room. They will alert the caller when they hear bingo and call back the ticket number to be verified. For cash bingo they will also pay the prize.

T

Tickets - These are the primary pages you will use when playing bingo. They come in various sizes and are color coded for each game.



Two Lines - Mark every number on any 2 lines on your ticket.

U

Unlimited Jackpot - A jackpot game where there is no call limit to claim the prize.

V

Validation or Verification - Check required to claim prizes. Tickets are usually validated electronically though some venues still call the numbers back.



This image shows a full page of white paper with horizontal dashed lines, typical of primary school writing paper. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

This image shows a full page of white paper with horizontal dotted lines. The lines are evenly spaced and run across the width of the page, providing a guide for handwriting practice. There are no margins, text, or other markings on the page.

