

Alberta Satellite Bingo (ASB) Linked Game

Rules of Play

Effective March 17, 2017



1. Individuals must be 18 years of age or older to participate in the ASB Linked Bingo game.
2. The cost per card face is \$1.00 for regular Afternoon and Evening game formats. ASB may, as advertised and approved by AGLC, hold special events with elevated card prices and increased prizing.
3. The game is offered on both paper card and electronic card products.
4. Refunds will only be allowed for paper cards damaged by the printer or refunds may be given if an event is cancelled at the hall level. Refunds must be requested prior to the start of the game.
5. The ASB Linked Bingo Game is played in an odd/even format with odd/even numbers, determined by the calendar date being an odd or even day, being wild numbers which the player is allowed to pre-mark prior to the start of the game.
6. Only odd or even numbered bingo balls will be placed in the bingo blower as determined by the calendar date.
7. Satellite Game Sales Revenue Breakdown:
 - a. 48% of sales – prize contribution (main and consolation)
 - b. 15.5% of sales – game expenses
 - c. 36.5% of sales – charitable proceeds

8. Game Format

The game will be played as a two part game. The main prize will be awarded to the player or players who achieve and declare the Full card pattern within the number of balls called as listed below and whose bingo is verified as being valid. Once the main prize is awarded no further main prize bingos will be acknowledged and verified. The prize awarded will be based on the number in which bingo was declared. For example, if bingo was achieved in 14 numbers (\$2500 prize) but not declared and verified until the 15th number is called, the prize awarded will be based in the 15th number being called (\$2000 prize). In the case of multiple winners the prize amount will be divided equally between all verified and valid winning cards. All prizes will be rounded to the nearest dollar.

Prize Structure is based on the number of balls called, and valid full card pattern being achieved:

Balls Called

12 or fewer	\$10,000
13 numbers	7,500
14 numbers	5,000
15 numbers	2,500
16 numbers	2,000
17 numbers	1,500
Over 17 numbers	1,000

Once the main prize has been awarded, play will continue for a \$100 consolation prize in each hall.

9. ASB game cards must be marked in a manner to ensure that the series number, control number and card number remain visible and readable for the card to be accepted as a valid card eligible to claim a prize.

10. A ball is not official until both the letter and the number of the ball have been announced. Flash boards are an aid to the game only and only balls announced by the studio Caller are in play. If there is a discrepancy between the called ball and the ball shown on the screen, the visible ball letter and number on the screen will be the official "called" ball.
11. Anyone found in possession of tampered or stolen ASB game cards may be prosecuted under the Criminal Code of Canada.
12. ASB cards must be played in the hall in which they were issued and during the same event (session) they were issued or they will be disqualified.
13. It is the player's responsibility to notify the hall bingo caller of a bingo. The hall caller is in turn responsible to notify the ASB studio caller to stop the game to recognize and verify the called bingo. If the studio is not alerted to the bingo – play will continue.
14. Once ASB has been alerted, the game will stop and a request for additional bingos will be called three times prior to closing the game. The studio caller will announce the number of bingos to be verified and close the game. No other bingos will be recognized once the game has been closed.
15. The bingo(s) must be verified by the ASB studio caller and declared valid. If there is not a valid win, the game may be re-opened.
16. The hall caller will relay card information to the ASB studio caller for verification.
17. Should there be telecommunication interruptions caused by equipment failure, ASB may recognize additional winners.
18. Card Verification - Main Prize card verification will be done by the ASB studio Caller on the ASB equipment.
 - a. **Paper Cards** - ASB Caller will verify Control Number, Series Number and Color prior to entering the card number for verification. Paper card winners are required to fill out Winner Information on the card and card is attached to Winner Certificate
 - b. **Electronic cards** - In Hall Caller will provide the center number of the winning card to the ASB Caller for verification and the card is printed by ASB. Electronic card winners will fill out the Winner Certificate and ASB will attach a copy of the winner card when the Certificate is received.
 - c. **Consolation winning card(s) will be verified at the hall level.**
19. Current identification must be shown in order to claim any prizes from ASB. The winner must also sign the winning card or a printed facsimile of the winning card indicating their name, address and telephone number in order to be eligible to claim a prize.
20. Payment of a prize(s) is valid only on ASB Linked game cards issued for the event and in the hall where a prize is claimed.
21. Any complaints or disputes will be handled by the local management in consultation with ASB and AGLC Inspections. AGLC rulings on payment resulting from an inspection of the dispute will be final.
22. Wherever possible, ASB game prizes will be paid by cheque or electronic transfer within two business days at the hall in which the prize was won. Arrangements may be made to send the cheque directly to the player or an alternate hall if requested.
23. ASB may periodically conduct promotional activities as approved by the AGLC.
24. The ASB game is subject to change without notice and with the prior approval of the AGLC.