

Double Dabbin' Game Instructions

BACKGROUND

Double Dabbin' is a charity game ticket designed to be played in conjunction with a random drawing of bingo numbers 1 through 75. Each box contains 6 deals of Double Dabbin'.

A deal of Double Dabbin' has 480 tickets. Each ticket has a large tab concealing 3 pairs of bingo numbers (ranging from 1 to 75). Each pair of numbers are displayed in a box. To win, a player must call bingo when at least one number from each box has been called and the last number called is on the ticket. Each ticket is a chance to win \$360.

INSTRUCTIONS

1. Due to the nature of Double Dabbin', players must be present to play.
2. All tickets in a deal must be sold before a drawing takes place, therefore it is important that additional deals are not offered for sale unless there is time to sell all the tickets before the drawing(s).
3. If multiple deals are being sold, the licensee must announce each serial number being sold and with which drawing (or bingo game) the tickets will be played.
4. Tickets should be retained by players until the \$360 prize has been awarded for that serial number. **NOTE: One in 4 games may have multiple winners that will split the prize equally.**
5. Just prior to the drawing of the bingo numbers, announce the following:
 - a. The serial number(s) that will be played with the drawing.
 - b. Players can mark off the numbers on their ticket as they are called.
 - c. Once at least 1 of the 2 numbers in each box have been called, that player must yell "bingo" or "Double Dabbin'" to stop the drawing.
 - d. Any winning ticket(s) must include the last number called.
6. Begin the drawing of the bingo numbers. The caller shall clearly call each number drawn and show each number to two or more players.
7. Players can mark off the numbers on their tickets as they are called.
8. Once at least 1 number in each box on a players ticket have been called, the player must immediately make the winner known by yelling "Bingo" or "Double Dabbin'" in a manner where at least one worker or the caller can hear them.
9. Once a worker hears a player making their winner known, they must immediately notify the caller. The game must stop for the verification of the ticket(s).
10. For each proposed winning ticket:
 - a. The worker takes the ticket to a neutral table to read back the serial number, the last number called on the ticket, and a dabbed number from each of the other two boxes.

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- b. The caller verifies the serial number is the one being called, the last number called, and that the other two numbers read back have been called.
11. Once the winner(s) have been verified, the caller announces that Double Dabbin' with that serial number is closed.
12. If multiple deals of Double Dabbin' are being played the drawing of the numbers continues until a winner has been determined for each additional serial number that may be in play.
13. If Double Dabbin' is conducted with a bingo game and the Double Dabbin' winner(s) have been determined, the bingo game must continue until the bingo winner(s) have been determined.

PRIZE PAYOUT

14. Six deals are in a box. Each deal of Double Dabbin' contains the following:

Takes In	\$480
Pays Out	\$360
Cost per Deal	\$48
Profit per Deal	\$72

DISPUTED GAMES

15. If there are problems with the objects being drawn, a drawing receptacle, or the operation of the drawing, then all of the following provisions shall apply:
 - a. If it is discovered while the game is in progress, that game is void and shall be replayed using the same tickets at no cost to the players.
 - b. If it is discovered immediately following the drawing, the just-completed game is void and must be replayed using the same tickets at no cost to players.
 - c. Otherwise, the game shall not be replayed.
16. If it is discovered that a number was incorrectly called, or a bingo ball was improperly placed or improperly entered into a master board, the game must be stopped.
 - a. Upon immediate discovery, the error shall be corrected by clearly restating the incorrect call or indicating the improper placement and indicating what the correct call or placement should have been and continue the game.
 - b. After additional balls have been called, if it is determined by the chairperson that the game cannot be reconstructed, then the game must be declared void and replayed during the same occasion using the same tickets.
17. In the case of a disputed game, if a prize has been paid to a player before the discovery of the error, then the prize must remain the property of the player.
18. Whenever there is a player complaint involving a game, log the issue along with the names of players involved. Maintain documentation with the game records.