

XXXX DRY CHAIRMAN'S CUP DAY

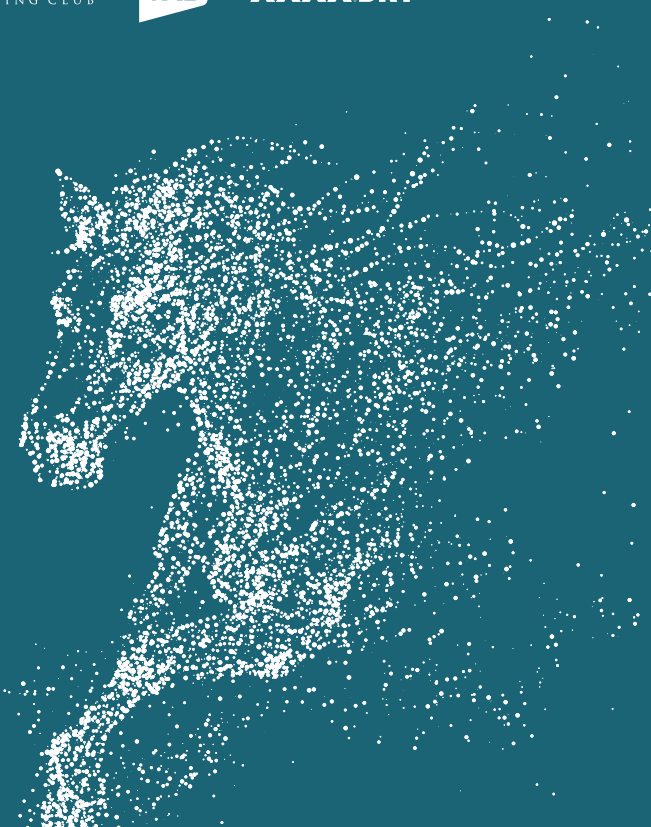
30 MAY



BRISBANE
RACING CLUB



XXXX DRY



Gamble Responsibly.
Gambler's Help 1800 858 858.

BINGO

HOW TO PLAY

GET READY

Print this document and cut each page down the middle so everyone has a different card (we've kept maximum numbers for Covid-19 restrictions in mind).

Each player will need a card and a pen (or a bingo dabber for the enthusiasts)!

TIME TO PLAY

1. Starting from race 1, mark the number on your card for the horse number that places first, second and third (i.e. you can mark up to 3 boxes per race)
2. Continue for all each of the Doomben races throughout the day
3. When a player has a full line of five numbers marked (vertical, horizontal or diagonal down the middle) they call out "Bingo!" and are the winner

TIPS

- The "Free Space" is a free pass - if a players numbers go through this space they win
- Players can simply compete for glory, or up the ante and offer some prizes for the winner (i.e. a bottle of wine, bunch of flowers, etc)

CARD ONE

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

CARD TWO

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

CARD THREE

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

CARD FOUR

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

CARD FIVE

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

CARD SIX

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

CARD SEVEN

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

CARD EIGHT

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

CARD NINE

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

CARD TEN

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