

SUNCOAST BINGO

14

\$20,000

Sunday Super Session



SUNDAY, JANUARY 20, 2019

Doors open at 4:30pm • Session begins at 5:30pm

\$35 FIRST PACK

9-on pack

\$5 EACH ADDITIONAL PACK

Maximum 20 additional packs per player in electronic units.

20 - \$1,000 GAMES!

Discounts, cashball validation, double daub & progressive coverall jackpots not available at this special session. Electronic fee not included in price. Seating available on a first come, first served basis. Electronic units available with a 4-pack minimum.

Game 1	CRAZY ARROW	\$1,000	Game 11	DOUBLE POSTAGE STAMPS (into)	\$1,000
Game 2	"J" FOR JANUARY	\$1,000	Game 12	TRIPLE POSTAGE STAMPS	\$1,000
Game 3	SMALL DIAMOND & 4 CORNERS	\$1,000	Game 13	HANG THE CALLER	\$1,000
Game 4	5 AROUND THE CORNER (into)	\$1,000	Game 14	CRAZY L (into)	\$1,000
Game 5	8 AROUND THE CORNER	\$1,000	Game 15	LARGE PICTURE FRAME	\$1,000
Game 6	TRIPLE DIAGONAL	\$1,000	Game 16	HARDWAY (into)	\$1,000
Game 7	6-PACK (into)	\$1,000	Game 17	DOUBLE HARDWAY (into)	\$1,000
Game 8	12-PACK	\$1,000	Game 18	COVERALL (into)	\$1,000
Game 9	DOUBLE BINGO W/ WILD NUMBER (into)	\$1,000	Game 19	2nd CHANCE (into)	\$1,000
Game 10	TRIPLE BINGO	\$1,000	Game 20	3rd CHANCE	\$1,000

ELECTRONIC SPECIALS

Buy 5 - \$5 packs & receive 3 FREE
Buy 10 - \$5 packs & receive 6 FREE
Buy 20 - \$5 packs & receive 12 FREE

Winner does not need last number called to be a valid winner, except on 2nd and 3rd chance coverall. All house rules apply.

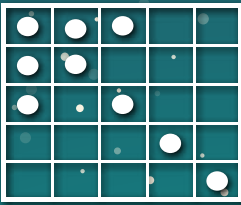
Visit our Jackpot website at suncoastbingo.com



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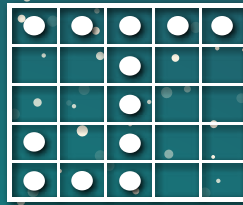


GAME 1 • PAGE 1



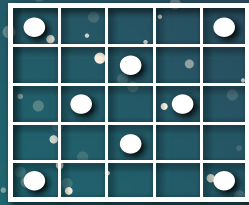
CRAZY ARROW
(One Example)

GAME 2 • PAGE 2



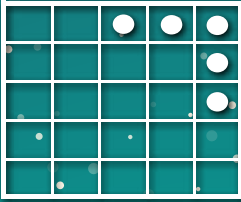
LETTER J

GAME 3 • PAGE 3



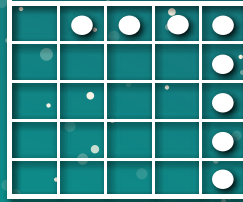
SMALL DIAMOND & 4 CORNERS

GAME 4 • PAGE 4



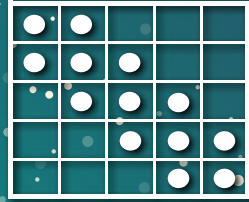
5 AROUND THE CORNER
(Into) (One Example)

GAME 5 • PAGE 4



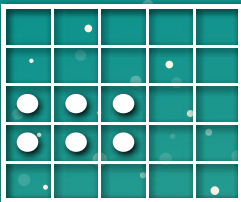
8 AROUND THE CORNER
(One Example)

GAME 6 • PAGE 5



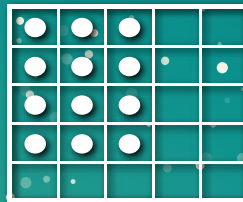
TRIPLE DIAGONAL
(2 Ways to Win)

GAME 7 • PAGE 6



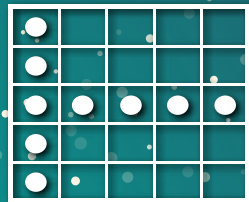
6 PACK
(Into) (One Example)

GAME 8 • PAGE 6



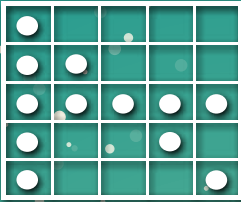
12 PACK
(One Example)

GAME 9 • PAGE 7



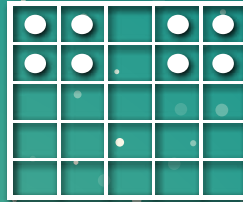
DOUBLE BINGO WITH WILD
(Into) (One Example)

GAME 10 • PAGE 7



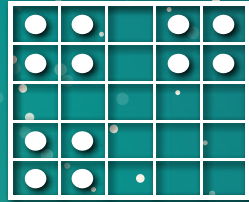
TRIPLE BINGO
(One Example)

GAME 11 • PAGE 8



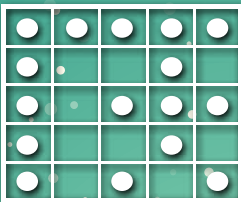
DOUBLE POSTAGE STAMPS
(Into) (One Example)

GAME 12 • PAGE 8



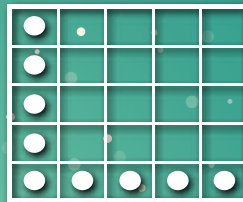
TRIPLE POSTAGE STAMPS
(One Example)

GAME 13 • PAGE 9



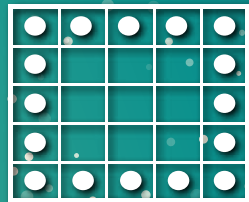
HANG THE CALLER

GAME 14 • PAGE 10



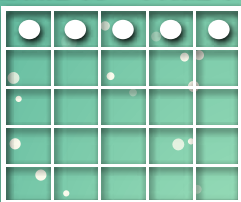
CRAZY L
(Into)

GAME 15 • PAGE 10



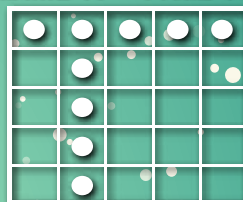
LARGE PICTURE FRAME

GAME 16 • PAGE 11



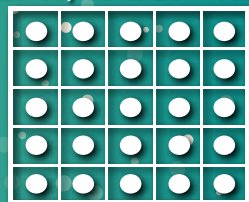
HARDWAY
(Into) (One Example)

GAME 17 • PAGE 11



DOUBLE HARDWAY
(Into)

GAMES 18, 19 & 20 • PAGE 11



COVERALLS

IT IS THE PLAYER'S RESPONSIBILITY TO BE PLAYING ON THE CORRECT PAGE AND HAVE THE LAST NUMBER CALLED TO BE ELIGIBLE TO WIN.