

41500001

FOOTBALL[®] BINGO

What a play!



Check off each event as it happens, and win prizes!
Numbers correspond to events and are used for verification purposes.

<input type="checkbox"/> Kickoff return past own 30 36	<input type="checkbox"/> QB throws screen pass 28	<input type="checkbox"/> Pass caught for >10 yards 30	<input type="checkbox"/> Missed field goal 15	<input type="checkbox"/> 14 or more points in any quarter 16
<input type="checkbox"/> Punt return over 10 yards 40	<input type="checkbox"/> Interception 1	<input type="checkbox"/> Punt lands inside 20 39	<input type="checkbox"/> Touchback 42	<input type="checkbox"/> Kickoff return past mid-field 37
<input type="checkbox"/> Any defensive score 3	<input type="checkbox"/> Man in motion 22	<input checked="" type="checkbox"/> FREE	<input type="checkbox"/> Penalty by defense 44	<input type="checkbox"/> Fair catch 41
<input type="checkbox"/> Total points: 50 or more 20	<input type="checkbox"/> Time out called in 2nd half 50	<input type="checkbox"/> Pass interference 45	<input type="checkbox"/> Chain gang on field 49	<input type="checkbox"/> Total points: 40 or more 19
<input type="checkbox"/> QB throws bomb 27	<input type="checkbox"/> Pass caught for >20 yards 31	<input type="checkbox"/> Team goes for it on 4th down 24	<input type="checkbox"/> Pass caught in 2nd half 32	<input type="checkbox"/> Runner gains >15 yards 34

THE
CO-OP
STORE



Thank you for playing Football Bingo at today's game!

TWO WAYS TO WIN!

1. Single Bingo

Be the first to achieve a single bingo – that is, any line in any direction.

2. Full Card Bingo

Be the first to achieve a full card bingo by checking off all 24 spaces on the front of this card.

To Play

All you need is a pencil or pen. When one of the 24 events listed on the front of this card occurs, check off that space. If you are uncertain whether an event has occurred, ask a fellow fan or check the Football Bingo Event Board.

Second Chance Drawing

Another chance to win? Yes, all you have to do is enter the Football Bingo drawing. Just fill out your name, email address and phone # and drop it off near the Football Bingo Event Board. If you are a winner, you will be contacted by email or phone.

Name _____

Email _____

Phone _____

Football Bingo Lingo

Bomb = a long pass thrown to a receiver sprinting down the field.

Chain gang = The assistants to the officials whose job consists of handling the first down measuring chain and the down box.

Challenge flag = a red flag thrown by the coach when he wants to appeal the ruling on the field.

Fair catch = when a kick returner decides only to catch a punt or kickoff and not advance it, protecting himself from being hit by an opponent; he signals for a fair catch by raising one hand in the air and waving it.

Field goal: 7-24 yards = a kicker kicks a field goal from a distance between 7 and 24 yards. A field goal is a place kick that passes above the crossbar and between the uprights of the goalpost, earning the team that kicked it 3 points.

Fumble = when a ball carrier loses possession by dropping the ball or having it knocked away before a play ends

Line of scrimmage = an imaginary line which no player may cross before the snap; each team has its own line of scrimmage, separated by the neutral zone.

Man in motion = a single offensive player who is permitted to move prior to the snap; he may only run parallel to the line of scrimmage, or away from it.

No huddle offense = when the offensive team decides not to form a huddle prior to running a play.

PAT = PAT stands for Point After Touchdown and is a place kick awarded after a team scores a touchdown. A PAT is worth one point.

Punt = when a player 10 yards behind the center catches a snap and kicks it before it hits the ground; an opponent tries to catch and advance it the other way.

Red zone = the imaginary area between the defense's 20-yard line and its goal line.

Sack = a tackle of the quarterback behind his line of scrimmage.

Touchback = when a player who gains possession of a ball in his own end zone kneels to the ground and automatically starts the next play at his own 20-yard line; also awarded if his opponent kicks the ball across the end line.

