

## **Banker Duties/Explanation of Tasks**

### **Early Birds**

1. When the Caller drops the balls for Early Bird Game #1, sales for E.B. Game #1 are closed.
2. The Banker needs to calculate the prize. To do this:
  - Look at the set-up sheets to see the opening number. Record this on the appropriate line.
  - Check the number on the next game card (not sold). Record this on the appropriate line.
  - Subtract to determine the number sold.
  - Calculations are determined from this (calculations on the page)
3. Take the calculated prize amount to the Caller for him/her to announce.
4. When someone calls "Bingo" for the game, once it is verified by the Caller, the prize is sent out.
5. For Early Birds, the winners must sign the back of the winning card and turn it in.
6. Write the Game # and prize amount awarded to the winner on the back. Attach the winning cards to the sheet.
7. Repeat the same process for Early Bird Game #2 and #3.

### **Regular Games**

1. Games played and prize amounts awarded are provided on the Set-up sheets.
2. When there are multiple winners of a game the total prize payout will be divided evenly amongst the winners, rounded to the nearest whole dollar. Standard rules of rounding will apply (i.e. values of \$0.50 or more will be rounded up and values less than \$0.50 will be rounded down).
3. Game sheets **do not** have to be signed and kept (except in the case of winning the Toonie Pot, see below).

### **Door Prize – Every week, following first intermission**

1. There are 5 door prizes: 3 - \$25 cash prizes, one 12 pack of regular games, one 18 pack of regular games.
2. Door prize tickets matching the numbers of the door prize cards are placed in one of the large bowls.
3. Have the banker draw the five tickets from the bowl, announce the number, and write the prize on the back of the tickets.
4. Floor workers should deliver the prizes to the winners.
5. You will keep the tickets, record the numbers and prizes on the sheet, and then attach the tickets to the sheet.

**Worst Card** – Players will bring any Bonanza card they have that they think is the Worst Card. This is a card with many numbers not pre-called (on the board).

- Make sure the person's name is on the back of the card.
- Verify that they have correctly dabbed the numbers.
- Initial the card once it is checked.
- Write on the white board the # of spots not dabbed on the worst card.

### **Worst Card Payout – Following second intermission**

- From the Bonanza cards that players have been submitting as “Worst Card”, determine which card has the fewest dabbed spots. This is the worst card.
- The prize amount for worst card is \$50. If there are multiple winners, divide the prize evenly between the winners, rounding to the nearest whole number.
- Keep the worst card to attach to the sheets (with other Bonanza cards).

### **Monthly Draw – Following second intermission; 1<sup>st</sup> Bingo of each Month**

- The tabs from the top of the door tickets since the last draw have been collected in a bowl.
- The Caller will draw two names from the bowl.
- 1<sup>st</sup> Prize - \$100.00 2<sup>nd</sup> Prize - \$50.00
- The people whose names were drawn must be present to receive the prize.

### **Half Time Sales** – Players purchasing only the second half of the regular games pay half price.

- They are then given only the last 3 sheets.
- Keep the first three sheets until the end of the evening when you are calculating the deposit amount so you can subtract the amount taken in.

### **Bonanza Verification Sheet**

- This sheet has probably been started by the Set-Up people. If not, you will have to find the Bonanza Verification Sheet in a brown envelope in one of the bins.
- The 50 pre-called numbers for the Bonanza should be dabbed.
- On the top of the sheet record the Series numbers from the Bonanza cards used for the night.
- Once you have calculated the Bonanza prize amount, record it on the sheet.
- Give this form to the Caller, who will use it to record the next numbers that are called and sign the sheet.
- Attach this to the sheets at the end of the night, along with the winning Bonanza cards and the worst card.

### **Bonanza Game**

- In the case of multiple winners, divide the prize evenly between winners, rounding to the nearest dollar. The minimum payout is \$5.
- Winners must come to the Banker’s table to receive their prize.
- The banker counts out the prize to the winner and the winner must sign that they received the prize.
- Winners must sign the back of the card.
- The Banker records the game and prize amount on the back of the card and attaches the card(s) to the sheets.

### **Toonie Pot**

- Players may pay \$2.00 to take part in the Toonie Pot draw for the evening.
- Their door ticket will be stamped with the advancing stamp as proof of purchase. The numbers from the stamp will also help record the number of players who paid into the pot that night.

- After Early Bird Game #3 the Caller will call the "Toonie Ball" for the evening.
- Toonie Pot sales are closed after Game 13.
- At this point the Banker can determine the Toonie Pot prize value for this evening, add it to any prize carried over from the previous week, and post the total prize value on the whiteboard.
- The Toonie Pot can be won only on blackout regular games (#4, 8, 12, 16, 20, 24) if the player gets the blackout on the toonie ball and if they have proof of paying the \$2 (proof would be a door ticket with an appropriately stamped number).
- Once the prize has been won, the player's name(s) and amount won must be recorded on the sheet provided. The winning card should be kept and attached to the accountability sheet. The Toonie Pot is closed for the remainder of the evening. The following week will start with a Toonie Pot of \$0. (except in the case of reaching the cap of \$3000, when the extra will begin the new Toonie Pot for the next week.)
- **New in 2017: There is a cap of \$3000 on the Toonie Pot prize. On the night that the prize reaches \$3000 it must be awarded to someone. If the Toonie ball is not drawn on the regular blackout games, the Toonie Pot prize will be awarded to the winner(s) of Game 24.** The winner must have bought into the toonie pot that evening. Anything over \$3000 starts the new pot for the following week.
- If the prize is not won, the total Toonie Pot prize is carried over to the next week. 45% of the money taken in that evening is deposited in the Lotteries Account.

### **Two Deposits at the end of the night**

At the end of the night, the Banker will determine the deposit for the two accounts:

a) Lotteries Account – this is calculated from the door sales, early bird sales, bonanza sales, and toonie pot sales.

b) General Account – this is the amount from the sale of dabbers and glue sticks.

- this is determined by the amount left after doing the Lotteries deposit and leaving the float of \$1000 in the cash box.