

# Players – Programs

## Morning program

### DOUBLE ACTION – PROGRESSIVE

### EARLYBIRD – BLACKOUT

			ONE	TWO	THREE	FOUR
			1	2	3	4
GAMES			15-30	31-50	51-75	76 & up
Page 1	1	1 Line Anyway & 1 Stamp (NF)	10	15	15	20
	2	2 Hardway Lines	15	20	20	30
Page 2	3	2 Stamps (no fee)	10	15	15	20
	4	Even Dozen (rectangle)	15	20	20	30
	5	Inside or Outside Half a House	20	25	35	40
Page 3	6	2 Lines Across	10	15	15	20
	7	3 Lines Across	15	20	20	30
	8	4 Lines Across	20	25	35	40
Page 4	9	Baseball	10	15	15	20
	10	Half a House Anyway	15	20	20	30
	11	Blackout	20	25	35	40
<b>6-4 BASEBALL – Intermission</b>						
Page 5	12	1 Six Pack	10	15	15	20
	13	2 Six Packs	15	20	20	30
Page 6	14	Small “X” or Cross	10	15	15	20
	15	Around the Free	15	20	20	30
	16	Sputnik	20	25	35	40
<b>HOUDINI - Progressive</b>						
Page 7	17	2 Corner Stamps	10	15	15	20
	18	3 Corner Stamps	15	20	20	30
	19	4 Corner Stamps	20	25	35	40
Page 8	20	3 Vertical Lines	10	15	15	20
	21	Blackout	15	20	20	30
Bonus in 50#'s or Less			20	50	75	100
<b>Bonanza and Consolidation</b>						
<ol style="list-style-type: none"> <li>1. Payouts stated on the program applies to SINGLE winners of \$1.00 cards, 1.50 pays 1.5 x the 1.00 card, 2.00 card pays 2 x 1.00 card and the 3.00 card pays 3 x the 1.00 card, all multiples split.</li> <li>2. If you need help during the event, please hold up a HELP indicator card supplied at the Cashiers.</li> </ol>						



# Players – Programs

## Afternoon program

Double Action Frenzy – 5 Games

EARLYBIRD – BLACKOUT (3 Wild Numbers)

### NICKLE PROGRAM

1. 2 Lines Anyway
2. Letter “X”
3. Two Stamps Anywhere (not overlapping – no free)
4. Baseball (9 numbers in a square)
5. Small Kite

### DOUBLE ACTION – PROGRESSIVE

			ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT	NINE
GAMES			15-40	41-65	66-90	91-125	126-175	176-225	226-275	276-325	326 and up
			1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Page 1	1	1 Line Anyway & 1 Stamp (NF)	10	15	15	20	20	25	30	35	40
	2	2 Hardway Lines	10	15	20	25	30	30	35	40	45
	3	Inside or Outside Half a House	15	25	30	30	35	40	45	50	55
Page 2	4	2 Lines Anyway	10	15	15	20	20	25	30	35	40
	5	Half a House Anyway	10	15	20	25	30	30	35	40	45
	6	Blackout	15	25	30	30	35	40	45	50	55
Page 3	7	2 Corner Stamps	10	15	15	20	20	25	30	35	40
	8	3 Corner Stamps	10	15	20	25	30	30	35	40	45
	9	4 Corner Stamps	15	20	25	30	40	40	45	50	55
	10	Blackout	20	25	30	40	45	50	55	60	60
Page 4	11	1 Line of “L”	10	15	15	20	20	25	30	35	40
	12	Letter “L” Anyway	10	15	20	25	30	30	35	40	45
	13	Picture Frame	15	20	25	30	40	40	45	50	55
	14	Blackout	20	25	30	40	45	50	55	60	60
<b>6-4 BASEBALL – Intermission</b>											
Page 5	15	Baseball	10	15	20	25	30	30	35	40	45
	16	Half a House Anyway	15	20	25	30	40	40	45	50	60
	17	Blackout	20	25	30	40	45	50	55	60	70
Page 6	18	2 Lines Across	10	15	20	25	30	30	35	40	45
	19	3 Lines Across	10	20	25	30	40	40	45	50	60
	20	4 Lines Across	15	25	30	40	45	50	55	60	70
	21	Blackout	20								
<b>HOUDINI - Progressive</b>											
Page 7	22	Small “X” or Cross	10	15	15	20	20	25	30	35	40
	23	Large “X” or Cross	10	15	20	25	30	30	35	40	45
	24	Sputnik	15	20	25	30	40	40	45	50	60
	25	Blackout	20	25	30	40	45	50	55	60	70
Page 8	26	Large Kite	10	15	20	20	25	30	35	40	50
	27	Blackout	25	50	75	100	150	200	250	300	350
Bonus in 50#'s or Less			25	50	75	100	150	200	250	300	350

### Bonanza and Consolidation

1. Payouts stated on the program applies to SINGLE winners of \$1.00 cards, 1.50 pays 1.5 x the 1.00 card, 2.00 card pays 2 x 1.00 card and the 3.00 card pays 3 x the 1.00 card, all multiples split.
2. If you need help during the event, please hold up a HELP indicator card supplied at the Cashiers.



# Players – Programs

## Evening program

Double Action Frenzy – 5 Games

EARLYBIRD – BLACKOUT (3 Wild Numbers)

### NICKLE PROGRAM

1. 2 Lines Anyway
2. Letter "X"
3. Two Stamps Anywhere (not overlapping – no free)
4. Baseball (9 numbers in a square)
5. Small Kite

### DOUBLE ACTION – PROGRESSIVE

GAMES			ONE	TWO	THREE	FOUR	FIVE	SIX	SEVEN	EIGHT	NINE
CARD			1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0	1.0
Page 1	1	1 Line Anyway & 1 Stamp (NF)	10	15	15	20	20	25	30	40	40
	2	2 Hardway Lines	10	15	20	25	25	30	35	45	45
	3	Broken Picture Frame	15	25	30	35	40	45	50	55	60
Page 2	4	1 Vertical Line	10	10	15	20	20	25	30	40	40
	5	2 Vertical Lines	10	15	20	20	25	30	35	45	45
	6	3 Vertical Lines	15	20	25	25	30	35	45	50	60
	7	Blackout	20	30	35	40	45	45	55	60	70
Page 3	8	2 Corner Stamps	10	10	15	20	20	25	30	40	40
	9	3 Corner Stamps	10	15	20	20	25	30	35	45	50
	10	4 Corner Stamps	15	20	25	25	30	40	45	50	60
	11	Blackout	20	30	35	40	45	50	55	60	70
Page 4	12	Small "X" of Cross	10	15	15	20	20	25	30	40	40
	13	Around the Free	10	15	20	20	25	30	35	45	45
	14	Sputnik	15	20	25	25	30	35	45	50	55
	15	Blackout	20	25	35	40	45	50	55	60	70
<b>6-4 BASEBALL – Intermission</b>											
Page 5	16	6 Pack (include free, rectangle)	10	10	15	20	20	25	30	40	40
	17	Baseball	10	15	20	20	25	30	35	45	50
	18	Half a House Anyway	15	20	25	25	30	35	45	50	60
	19	Blackout	20	30	35	40	45	50	55	60	70
Page 6	20	2 Lines Across	10	10	15	20	20	25	30	40	40
	21	3 Lines Across	10	15	20	20	25	30	35	45	45
	22	4 Lines Across	15	20	25	25	30	35	45	50	60
	23	Blackout	20	30	35	40	45	50	55	60	70
<b>HOUDINI - Progressive</b>											
Page 7	24	1 Line of 4 Corners	10	10	15	20	20	25	30	40	40
	25	2 Lines Anyway	10	15	20	20	20	30	35	45	50
	26	Picture Frame	15	20	25	25	25	35	45	50	60
	27	Blackout	20	30	35	40	40	50	50	60	70
Page 8	28	2 Lines Anyway	10	15	15	20	20	25	30	40	40
	29	Even Dozen	15	15	20	20	25	30	35	45	50
	30	Jackpot Blackout	30	50	75	100	150	175	200	300	400
		Bonus in 50#'s or Less	30	50	75	100	150	175	250	300	400
<b>Bonanza and Consolidation</b>											
<ol style="list-style-type: none"> <li>1. Payouts stated on the program applies to SINGLE winners of \$1.00 cards, 1.50 pays 1.5 x the 1.00 card, 2.00 card pays 2 x 1.00 card and the 3.00 card pays 3 x the 1.00 card, all multiples split.</li> <li>2. If you need help during the event, please hold up a HELP indicator card supplied at the Cashiers.</li> </ol>											



# Players – Programs

## Night Owl program

Double Action Frenzy – 5 Games

EARLYBIRD – BLACKOUT (3 Wild Numbers)

### NICKLE PROGRAM

1. 1 Line of 4 Corners
2. Small Kite
3. Around the Free
4. 1 Line Anyway
5. 2 Stamps (NF)

### DOUBLE ACTION – PROGRESSIVE

GAMES			ONE	TWO	THREE	FOUR
			15-30	31-65	66-125	126-175
			1	1	1	1
Page 1	1	Small Kite	10	10	10	20
	2	Large Kite	15	20	20	25
Page 2	3	1 Line (no fee)	10	10	15	20
	4	E2 Lines (no fee)	15	15	20	20
	5	Inside or Outside Half a House	15	20	20	30
	6	Blackout	20	25	40	40
Page 3	7	Large "X" or "L"	10	10	15	20
	8	Sputnik	15	15	20	20
	9	Picture Frame	15	20	20	30
	10	Blackout	20	25	40	40
Page 4	11	2 Lines Across	10	10	15	20
	12	3 Lines Across	15	15	20	20
	13	4 Lines Across	15	20	20	30
	14	Blackout	20	25	40	40
<b>6-4 BASEBALL – Intermission</b>						
Page 5	15	1-6 Pack (rectangle)	10	10	10	20
	16	Around the Free	15	15	20	25
	17	Broken Picture Frame	20	20	30	35
Page 6	18	1 Line or 1 Stamp (no fee)	10	10	10	20
	19	Baseball	15	15	20	20
	20	Half a House Anyway	15	20	20	30
	21	Blackout	20	25	40	40
<b>HOUDINI - Progressive</b>						
Page 7	22	2 Corner Stamps	10	10	10	20
	23	3 Corner Stamps	15	15	20	20
	24	4 Corner Stamps	15	20	20	30
	25	Progressive Blackout	20	25	40	40
Page 8	26	2 Lines Anyway	10	10	15	20
	27	Even Dozen	15	15	25	30
	28	Blackout	25	50	100	150
Bonus in 50#'s or Less			25	50	100	150
<b>Bonanza and Consolidation</b>						
<ol style="list-style-type: none"> <li>1. Payouts stated on the program applies to SINGLE winners of \$1.00 cards, 1.50 pays 1.5 x the 1.00 card, 2.00 card pays 2 x 1.00 card and the 3.00 card pays 3 x the 1.00 card, all multiples split.</li> <li>2. If you need help during the event, please hold up a HELP indicator card supplied at the Cashiers.</li> </ol>						

