

Ham Radio Bingo

Objectives

- Have fun on the radio
- Using tactical call signs

To play the game, you need:

- A deck of playing cards. Remove any jokers.
- A piece of paper and a pencil (or print this document)
- A ham radio and your license

Play of the game

There are two roles: “Player” and “caller.” The “Caller” controls the game and announces cards one at a time. “Players” turn over their cards that match and when they have 5 in a row, they call “Bingo!”

As a Player:

- Deal out 25 cards, face up, in 5 rows (5 rows of 5 cards each). You can use the same 25 cards for all the games where you are a player
- The Caller will ask for call signs of those wishing to play. Check in if you want to play in this round. The Caller might assign you a tactical call sign such as “Player 1” or “Player 2” or so on. Remember this tactical call sign. It will change every game.
- After everyone has checked in, the Caller will announce cards one at a time. If you have that card, turn it over (face down).
- When you get 5 cards turned over in a row (horizontal, vertical, diagonal), announce on the air “Bingo! Player “X”, <fcc call sign> such as “Bingo Player 9 W6GAS”
- The caller will then ask you to read back the 5 cards that you have that make up your Bingo. If they match, you’re the winner.
- As the winner of this round, your prize is your chance to be the Caller for the next round. Please see the “Caller” section for instructions.

As the “Caller”

- Gather your cards together and shuffle if needed.
- Announce on the air something like “This is <your call sign> and I will be the Caller for this round of Bingo. If you want to play, you need to check in. If you wish to play, please give your call sign now”
- As people check in, write down their call sign (or at least the last 3 letters of their call), and assign them a tactical call sign. You can use the last page of this document to keep track of the players.
- Ask if there are any others who wish to play.
- When done with the check-ins, it is time to start the game.
- Draw one card from your deck of cards and announce it on the air, such as “The card is the 4 of diamonds”

- Wait a few seconds to see if anybody announces “Bingo!” If there’s no Bingo, repeat the step above.
- When someone announces “Bingo!”, announce “we may have a winner. Player X, please read back the 5 cards that make up your Bingo.”
- You may have to search through your deck to verify they got the correct cards. When you have verified their five cards, announce that they are the winner and the new “Caller.”

Player Tracking Page when you are the "Caller"

Instructions: as people check in, write their call sign next to the tactical call sign you want to assign to them.

Game 1

Call Sign	Tactical Call		Call Sign	Tactical Call
	Player 1			Player 8
	Player 2			Player 9
	Player 3			Player 10
	Player 4			Player 11
	Player 5			Player 12
	Player 6			Player 13
	Player 7			Player 14

Game 2

Call Sign	Tactical Call		Call Sign	Tactical Call
	Player 1			Player 8
	Player 2			Player 9
	Player 3			Player 10
	Player 4			Player 11
	Player 5			Player 12
	Player 6			Player 13
	Player 7			Player 14

Game 3

Call Sign	Tactical Call		Call Sign	Tactical Call
	Player 1			Player 8
	Player 2			Player 9
	Player 3			Player 10
	Player 4			Player 11
	Player 5			Player 12
	Player 6			Player 13
	Player 7			Player 14