## **Thunder Bingo**

## myfreebingocards.com

## **Safety First!**

Before you print all your bingo cards, please print a test page to check they come out the right size and color. Your bingo cards start on Page 3 of this PDF.

If your bingo cards have words then please check the spelling carefully.

If you need to make any changes go to <a href="mailto:mfbc.us/e/aptv497">mfbc.us/e/aptv497</a>

### **Play**

Once you've checked they are printing correctly, print off your bingo cards and start playing! On the next page you will find the "Bingo Caller's Card" - this is used to call the bingo and keep track of which words have been called. Your bingo cards start on Page 3.

## **Virtual Bingo**

Please do not try to split this PDF into individual bingo cards to send out to players. We have tools on our site to send out links to individual bingo cards. For help go to <a href="mailto:myfreebingocards.com/virtual-bingo">myfreebingocards.com/virtual-bingo</a>.

### Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <a href="https://myfreebingocards.com/faq">https://myfreebingocards.com/faq</a> where you will find solutions to most common problems.

#### **Share**

Pin these bingo cards on Pinterest, share on Facebook, or post this link: mfbc.us/s/aptv497

#### **Edit and Create**

To add more words or make changes to this set of bingo cards go to mfbc.us/e/aptv497

Go to myfreebingocards.com/bingo-card-generator to create a new set of bingo cards.

## Legal

The terms of use for these printable bingo cards can be found at <a href="mailto:myfreebingocards.com/terms">myfreebingocards.com/terms</a>.

#### **Have Fun!**

If you have any feedback or suggestions, drop us an email on hello@myfreebingocards.com.

# **Bingo Caller's Card**

Use your Bingo Caller's Card to call the bingo and keep track of which words you have already called.

Print two copies of the caller's card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a square out of the hat, unfold it and read it out.

When you have called a word/number, tick it off on the second copy of the caller's card. You can use the second copy of the caller's card to check if a player has a winning card during a game.

J will, Mitchell, or Carlson alley oop participation	Chet's limbs go everywhere	Deep three for Joe or Dort	Okc takes a charge	Shai gets an and 1	l Hart push shot	Ajay Mitchell Wow moment
Either team is fouled on a three	Caruso or Shai gets a steal	Wallace or Dub gets a steal	Buzzer beater shot attempt for either team	Chet dunks	Okc forces an offensive foul on defense	Chet blocks a shot
Caruso gives great effort	Okc Corner three	2 alley oops for okc	Technical or flagrant foul by either team	Steal into a transition dunk	Osmane Dieng touches the ball	Okc wins a coaches challenge or opponent loses
Mark Daigneault squints	Any okc player gets a double double	Bench player makes two free throws	Both scores are prime numbers (0-0 doesn't count)	Opponent hits back- to-back threes	Okc bench player gets and 1	Anyone gets called for a travel or double dribble
Anyone two- way player make a good play	Airball from anyone					



























































