

K-Town Bingo

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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 mfbc.us/e/fjxgtf

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 myfreebingocards.com/virtual-bingo.

Help

If you're having trouble printing your bingo cards or using the bingo card generator then please go to <https://myfreebingocards.com/faq> 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/fjxgtf

Edit and Create

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

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 myfreebingocards.com/terms.

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.

Starts with "So, yeah..."	Reiterates same idea	First to jump on question	Over complication	Over simplification	Update Takes 1 minutes	Update Takes 3 minutes
Update Takes 5 minutes	Says the name "Jeff"	Talks over someone else	"Helps" someone else on the call	Has problems during the call (on mute, lost sound, etc.)	Asks to take a look at another GEM while one is being discussed	Needs to "Recreate" the issue
Asks Karen for her opinion directly	References another person not on the call	Apologizes	Mike steps in	Over explains a change made to a GEM	References a change made in an old GEM	Says a specific release number
Answers a question directed at someone else	Says "by the way"	References that code does "this" somewhere else				

Bingo Card ID 001

K-Town Bingo

Says the name "Jeff"	Apologizes	References a change made in an old GEM	First to jump on question	Reiterates same idea
Over explains a change made to a GEM	References that code does "this" somewhere else	Starts with "So, yeah..."	Says "by the way"	Asks to take a look at another GEM while one is being discussed
Talks over someone else	Update Takes 3 minutes	Kenton Is On The Call	Has problems during the call (on mute, lost sound, etc.)	Answers a question directed at someone else
Update Takes 5 minutes	Needs to "Recreate" the issue	Over simplification	"Helps" someone else on the call	Over complication
Mike steps in	Asks Karen for her opinion directly	References another person not on the call	Says a specific release number	Update Takes 1 minutes

Bingo Card ID 002

K-Town Bingo

Starts with "So, yeah..."	Says "by the way"	References another person not on the call	Says the name "Jeff"	Needs to "Recreate" the issue
Over explains a change made to a GEM	Has problems during the call (on mute, lost sound, etc.)	Says a specific release number	Talks over someone else	First to jump on question
Update Takes 5 minutes	Over complication	Kenton Is On The Call	Asks Karen for her opinion directly	Over simplification
Answers a question directed at someone else	Asks to take a look at another GEM while one is being discussed	Apologizes	Update Takes 3 minutes	"Helps" someone else on the call
Reiterates same idea	Mike steps in	References a change made in an old GEM	References that code does "this" somewhere else	Update Takes 1 minutes

Bingo Card ID 003

K-Town Bingo

Says a specific release number	References that code does "this" somewhere else	Starts with "So, yeah..."	Over complication	Over simplification
Update Takes 1 minutes	First to jump on question	Has problems during the call (on mute, lost sound, etc.)	References another person not on the call	Update Takes 3 minutes
Apologizes	Says the name "Jeff"	Kenton Is On The Call	Answers a question directed at someone else	Mike steps in
Says "by the way"	Needs to "Recreate" the issue	Talks over someone else	"Helps" someone else on the call	Update Takes 5 minutes
Reiterates same idea	References a change made in an old GEM	Over explains a change made to a GEM	Asks to take a look at another GEM while one is being discussed	Asks Karen for her opinion directly

Bingo Card ID 004

K-Town Bingo

Update Takes 3 minutes	References a change made in an old GEM	Talks over someone else	Asks to take a look at another GEM while one is being discussed	References another person not on the call
Answers a question directed at someone else	References that code does "this" somewhere else	Reiterates same idea	Update Takes 5 minutes	Says a specific release number
Has problems during the call (on mute, lost sound, etc.)	Says the name "Jeff"	Kenton Is On The Call	Starts with "So, yeah..."	Asks Karen for her opinion directly
Over complication	Needs to "Recreate" the issue	First to jump on question	Update Takes 1 minutes	Over explains a change made to a GEM
Says "by the way"	Apologizes	Over simplification	"Helps" someone else on the call	Mike steps in

Bingo Card ID 005

K-Town Bingo

References a change made in an old GEM	Asks to take a look at another GEM while one is being discussed	Update Takes 3 minutes	Has problems during the call (on mute, lost sound, etc.)	"Helps" someone else on the call
Starts with "So, yeah..."	Needs to "Recreate" the issue	Says "by the way"	Update Takes 1 minutes	Answers a question directed at someone else
Apologizes	Update Takes 5 minutes	Kenton Is On The Call	Over explains a change made to a GEM	Over simplification
First to jump on question	Asks Karen for her opinion directly	Over complication	References that code does "this" somewhere else	Says the name "Jeff"
Mike steps in	Talks over someone else	Reiterates same idea	Says a specific release number	References another person not on the call

Bingo Card ID 006

K-Town Bingo

References a change made in an old GEM	Apologizes	Says the name "Jeff"	Asks Karen for her opinion directly	First to jump on question
Has problems during the call (on mute, lost sound, etc.)	Says "by the way"	References another person not on the call	Starts with "So, yeah..."	References that code does "this" somewhere else
"Helps" someone else on the call	Over simplification	Kenton Is On The Call	Reiterates same idea	Says a specific release number
Needs to "Recreate" the issue	Talks over someone else	Update Takes 3 minutes	Update Takes 5 minutes	Over explains a change made to a GEM
Over complication	Asks to take a look at another GEM while one is being discussed	Update Takes 1 minutes	Answers a question directed at someone else	Mike steps in

Bingo Card ID 007

K-Town Bingo

Update Takes 5 minutes	Asks Karen for her opinion directly	Talks over someone else	Reiterates same idea	Starts with "So, yeah..."
Mike steps in	Says "by the way"	First to jump on question	Over simplification	References that code does "this" somewhere else
Has problems during the call (on mute, lost sound, etc.)	Says a specific release number	Kenton Is On The Call	Over explains a change made to a GEM	Answers a question directed at someone else
References a change made in an old GEM	References another person not on the call	Over complication	"Helps" someone else on the call	Update Takes 3 minutes
Needs to "Recreate" the issue	Says the name "Jeff"	Asks to take a look at another GEM while one is being discussed	Apologizes	Update Takes 1 minutes

Bingo Card ID 008

K-Town Bingo

Update Takes 5 minutes	Says the name "Jeff"	Needs to "Recreate" the issue	Over explains a change made to a GEM	"Helps" someone else on the call
Asks Karen for her opinion directly	Answers a question directed at someone else	Update Takes 3 minutes	References a change made in an old GEM	Asks to take a look at another GEM while one is being discussed
Starts with "So, yeah..."	Says a specific release number	Kenton Is On The Call	References that code does "this" somewhere else	Has problems during the call (on mute, lost sound, etc.)
Apologizes	Update Takes 1 minutes	First to jump on question	Reiterates same idea	Over simplification
Says "by the way"	Over complication	Mike steps in	References another person not on the call	Talks over someone else

Bingo Card ID 009

K-Town Bingo

Needs to "Recreate" the issue	Over complication	References another person not on the call	Answers a question directed at someone else	Talks over someone else
References a change made in an old GEM	Asks to take a look at another GEM while one is being discussed	First to jump on question	Over simplification	Says the name "Jeff"
Says a specific release number	References that code does "this" somewhere else	Kenton Is On The Call	Update Takes 5 minutes	Has problems during the call (on mute, lost sound, etc.)
Says "by the way"	Mike steps in	Update Takes 1 minutes	Reiterates same idea	Asks Karen for her opinion directly
Over explains a change made to a GEM	Starts with "So, yeah..."	Apologizes	"Helps" someone else on the call	Update Takes 3 minutes

Bingo Card ID 010

K-Town Bingo

Reiterates same idea	Update Takes 3 minutes	Talks over someone else	Apologizes	Asks Karen for her opinion directly
Says "by the way"	Mike steps in	Has problems during the call (on mute, lost sound, etc.)	Answers a question directed at someone else	"Helps" someone else on the call
References another person not on the call	Starts with "So, yeah..."	Kenton Is On The Call	Over complication	Says the name "Jeff"
References a change made in an old GEM	Update Takes 5 minutes	Over simplification	Update Takes 1 minutes	Asks to take a look at another GEM while one is being discussed
Says a specific release number	Over explains a change made to a GEM	Needs to "Recreate" the issue	First to jump on question	References that code does "this" somewhere else

Bingo Card ID 011

K-Town Bingo

Apologizes	Update Takes 1 minutes	Answers a question directed at someone else	Says the name "Jeff"	First to jump on question
References that code does "this" somewhere else	Needs to "Recreate" the issue	References a change made in an old GEM	Starts with "So, yeah..."	Mike steps in
References another person not on the call	Reiterates same idea	Kenton Is On The Call	Update Takes 5 minutes	Over simplification
Says "by the way"	Says a specific release number	Talks over someone else	Asks Karen for her opinion directly	Update Takes 3 minutes
"Helps" someone else on the call	Has problems during the call (on mute, lost sound, etc.)	Asks to take a look at another GEM while one is being discussed	Over explains a change made to a GEM	Over complication

Bingo Card ID 012

K-Town Bingo

References that code does "this" somewhere else	Mike steps in	Says "by the way"	Apologizes	Has problems during the call (on mute, lost sound, etc.)
Over complication	References another person not on the call	Over explains a change made to a GEM	Update Takes 1 minutes	First to jump on question
Over simplification	Starts with "So, yeah..."	Kenton Is On The Call	Answers a question directed at someone else	Update Takes 5 minutes
References a change made in an old GEM	Says the name "Jeff"	Update Takes 3 minutes	Needs to "Recreate" the issue	Asks Karen for her opinion directly
"Helps" someone else on the call	Says a specific release number	Reiterates same idea	Asks to take a look at another GEM while one is being discussed	Talks over someone else

Bingo Card ID 013

K-Town Bingo

Starts with "So, yeah..."	Needs to "Recreate" the issue	Asks to take a look at another GEM while one is being discussed	Over complication	References another person not on the call
Asks Karen for her opinion directly	First to jump on question	Update Takes 5 minutes	References that code does "this" somewhere else	Talks over someone else
Says the name "Jeff"	Says "by the way"	Kenton Is On The Call	Has problems during the call (on mute, lost sound, etc.)	Mike steps in
"Helps" someone else on the call	Reiterates same idea	Answers a question directed at someone else	Over explains a change made to a GEM	Apologizes
Update Takes 3 minutes	Over simplification	References a change made in an old GEM	Update Takes 1 minutes	Says a specific release number

Bingo Card ID 014

K-Town Bingo

Over complication	Asks to take a look at another GEM while one is being discussed	Over simplification	References another person not on the call	Asks Karen for her opinion directly
Starts with "So, yeah..."	Says a specific release number	Over explains a change made to a GEM	References that code does "this" somewhere else	Has problems during the call (on mute, lost sound, etc.)
Update Takes 1 minutes	"Helps" someone else on the call	Kenton Is On The Call	Says "by the way"	References a change made in an old GEM
Reiterates same idea	Answers a question directed at someone else	Update Takes 3 minutes	First to jump on question	Talks over someone else
Says the name "Jeff"	Update Takes 5 minutes	Needs to "Recreate" the issue	Mike steps in	Apologizes

Bingo Card ID 015

K-Town Bingo

Mike steps in	Needs to "Recreate" the issue	References a change made in an old GEM	Says "by the way"	Apologizes
Says a specific release number	Update Takes 3 minutes	References another person not on the call	First to jump on question	Answers a question directed at someone else
References that code does "this" somewhere else	Asks to take a look at another GEM while one is being discussed	Kenton Is On The Call	Talks over someone else	Starts with "So, yeah..."
Over explains a change made to a GEM	Says the name "Jeff"	Update Takes 5 minutes	Has problems during the call (on mute, lost sound, etc.)	"Helps" someone else on the call
Update Takes 1 minutes	Asks Karen for her opinion directly	Reiterates same idea	Over simplification	Over complication

Bingo Card ID 016

K-Town Bingo

References that code does "this" somewhere else	Over simplification	Answers a question directed at someone else	Update Takes 5 minutes	Has problems during the call (on mute, lost sound, etc.)
Update Takes 3 minutes	Update Takes 1 minutes	Starts with "So, yeah..."	References another person not on the call	Says a specific release number
Reiterates same idea	"Helps" someone else on the call	Kenton Is On The Call	References a change made in an old GEM	Over complication
Says "by the way"	Says the name "Jeff"	Over explains a change made to a GEM	Needs to "Recreate" the issue	Talks over someone else
Asks to take a look at another GEM while one is being discussed	Mike steps in	Apologizes	First to jump on question	Asks Karen for her opinion directly

Bingo Card ID 017

K-Town Bingo

References a change made in an old GEM	References that code does "this" somewhere else	First to jump on question	Update Takes 5 minutes	Asks to take a look at another GEM while one is being discussed
Talks over someone else	Apologizes	Mike steps in	Over complication	Needs to "Recreate" the issue
References another person not on the call	"Helps" someone else on the call	Kenton Is On The Call	Over explains a change made to a GEM	Over simplification
Says "by the way"	Asks Karen for her opinion directly	Update Takes 1 minutes	Reiterates same idea	Says a specific release number
Says the name "Jeff"	Update Takes 3 minutes	Answers a question directed at someone else	Starts with "So, yeah..."	Has problems during the call (on mute, lost sound, etc.)

Bingo Card ID 018

K-Town Bingo

Over simplification	Apologizes	"Helps" someone else on the call	Asks to take a look at another GEM while one is being discussed	Starts with "So, yeah..."
References another person not on the call	Says the name "Jeff"	References that code does "this" somewhere else	Reiterates same idea	Says a specific release number
Update Takes 3 minutes	References a change made in an old GEM	Kenton Is On The Call	Over explains a change made to a GEM	Over complication
Needs to "Recreate" the issue	Talks over someone else	Has problems during the call (on mute, lost sound, etc.)	Mike steps in	First to jump on question
Asks Karen for her opinion directly	Answers a question directed at someone else	Says "by the way"	Update Takes 1 minutes	Update Takes 5 minutes

Bingo Card ID 019

K-Town Bingo

Has problems during the call (on mute, lost sound, etc.)	Over explains a change made to a GEM	Over complication	Asks Karen for her opinion directly	Over simplification
Needs to "Recreate" the issue	Asks to take a look at another GEM while one is being discussed	Reiterates same idea	References another person not on the call	Says a specific release number
Says the name "Jeff"	Update Takes 5 minutes	Kenton Is On The Call	First to jump on question	Talks over someone else
Says "by the way"	Mike steps in	Answers a question directed at someone else	Starts with "So, yeah..."	"Helps" someone else on the call
References a change made in an old GEM	Update Takes 1 minutes	References that code does "this" somewhere else	Update Takes 3 minutes	Apologizes

Bingo Card ID 020

K-Town Bingo

References another person not on the call	Talks over someone else	Has problems during the call (on mute, lost sound, etc.)	References that code does "this" somewhere else	"Helps" someone else on the call
Says "by the way"	Reiterates same idea	Mike steps in	References a change made in an old GEM	Apologizes
Update Takes 1 minutes	Over explains a change made to a GEM	Kenton Is On The Call	Over simplification	Needs to "Recreate" the issue
Starts with "So, yeah..."	Asks Karen for her opinion directly	Update Takes 3 minutes	Update Takes 5 minutes	Says a specific release number
Answers a question directed at someone else	First to jump on question	Asks to take a look at another GEM while one is being discussed	Over complication	Says the name "Jeff"

Bingo Card ID 021

K-Town Bingo

Talks over someone else	Reiterates same idea	Mike steps in	References that code does "this" somewhere else	Says the name "Jeff"
Says a specific release number	References a change made in an old GEM	Update Takes 3 minutes	Answers a question directed at someone else	Asks to take a look at another GEM while one is being discussed
Asks Karen for her opinion directly	First to jump on question	Kenton Is On The Call	Update Takes 5 minutes	Over complication
Says "by the way"	Starts with "So, yeah..."	"Helps" someone else on the call	References another person not on the call	Over simplification
Has problems during the call (on mute, lost sound, etc.)	Apologizes	Over explains a change made to a GEM	Update Takes 1 minutes	Needs to "Recreate" the issue

Bingo Card ID 022

K-Town Bingo

Over simplification	"Helps" someone else on the call	Asks to take a look at another GEM while one is being discussed	Over complication	Reiterates same idea
References a change made in an old GEM	Says "by the way"	Apologizes	Answers a question directed at someone else	Starts with "So, yeah..."
Update Takes 5 minutes	Needs to "Recreate" the issue	Kenton Is On The Call	Over explains a change made to a GEM	Says the name "Jeff"
Update Takes 1 minutes	Asks Karen for her opinion directly	References another person not on the call	Talks over someone else	Mike steps in
First to jump on question	Update Takes 3 minutes	Says a specific release number	References that code does "this" somewhere else	Has problems during the call (on mute, lost sound, etc.)

Bingo Card ID 023

K-Town Bingo

Over explains a change made to a GEM	Over complication	"Helps" someone else on the call	Asks Karen for her opinion directly	Says "by the way"
Talks over someone else	Says a specific release number	Update Takes 5 minutes	Needs to "Recreate" the issue	Starts with "So, yeah..."
Update Takes 3 minutes	Over simplification	Kenton Is On The Call	Mike steps in	Has problems during the call (on mute, lost sound, etc.)
References another person not on the call	Update Takes 1 minutes	Reiterates same idea	References that code does "this" somewhere else	Asks to take a look at another GEM while one is being discussed
First to jump on question	Answers a question directed at someone else	Says the name "Jeff"	Apologizes	References a change made in an old GEM

Bingo Card ID 024

K-Town Bingo

Has problems during the call (on mute, lost sound, etc.)	Update Takes 1 minutes	Says a specific release number	Apologizes	Reiterates same idea
Over explains a change made to a GEM	References that code does "this" somewhere else	References a change made in an old GEM	Update Takes 3 minutes	Asks to take a look at another GEM while one is being discussed
Mike steps in	References another person not on the call	Kenton Is On The Call	Needs to "Recreate" the issue	Over simplification
Says "by the way"	"Helps" someone else on the call	Asks Karen for her opinion directly	Over complication	First to jump on question
Says the name "Jeff"	Talks over someone else	Answers a question directed at someone else	Starts with "So, yeah..."	Update Takes 5 minutes

Bingo Card ID 025

K-Town Bingo

References another person not on the call	Says a specific release number	Update Takes 3 minutes	Asks to take a look at another GEM while one is being discussed	Asks Karen for her opinion directly
Over simplification	Needs to "Recreate" the issue	"Helps" someone else on the call	Over complication	Update Takes 5 minutes
Over explains a change made to a GEM	References that code does "this" somewhere else	Kenton Is On The Call	Apologizes	Talks over someone else
Starts with "So, yeah..."	Update Takes 1 minutes	First to jump on question	Says the name "Jeff"	Mike steps in
Reiterates same idea	References a change made in an old GEM	Answers a question directed at someone else	Has problems during the call (on mute, lost sound, etc.)	Says "by the way"

Bingo Card ID 026

K-Town Bingo

"Helps" someone else on the call	Mike steps in	Over complication	Starts with "So, yeah..."	Has problems during the call (on mute, lost sound, etc.)
Answers a question directed at someone else	Over simplification	Update Takes 5 minutes	Talks over someone else	Over explains a change made to a GEM
Asks to take a look at another GEM while one is being discussed	Says "by the way"	Kenton Is On The Call	Asks Karen for her opinion directly	References a change made in an old GEM
Reiterates same idea	Says a specific release number	Update Takes 1 minutes	References another person not on the call	References that code does "this" somewhere else
Says the name "Jeff"	Needs to "Recreate" the issue	Apologizes	First to jump on question	Update Takes 3 minutes

Bingo Card ID 027

K-Town Bingo

Update Takes 5 minutes	Mike steps in	References a change made in an old GEM	References another person not on the call	Update Takes 3 minutes
Answers a question directed at someone else	Talks over someone else	"Helps" someone else on the call	Asks to take a look at another GEM while one is being discussed	Update Takes 1 minutes
Over simplification	Says a specific release number	Kenton Is On The Call	Asks Karen for her opinion directly	Needs to "Recreate" the issue
Says the name "Jeff"	References that code does "this" somewhere else	Reiterates same idea	Over complication	Over explains a change made to a GEM
Apologizes	Says "by the way"	Starts with "So, yeah..."	Has problems during the call (on mute, lost sound, etc.)	First to jump on question

Bingo Card ID 028

K-Town Bingo

Update Takes 5 minutes	Over explains a change made to a GEM	Says the name "Jeff"	Has problems during the call (on mute, lost sound, etc.)	Says "by the way"
Update Takes 3 minutes	Update Takes 1 minutes	Talks over someone else	"Helps" someone else on the call	Says a specific release number
References that code does "this" somewhere else	Starts with "So, yeah..."	Kenton Is On The Call	Asks Karen for her opinion directly	Over complication
Needs to "Recreate" the issue	Asks to take a look at another GEM while one is being discussed	Apologizes	References another person not on the call	Mike steps in
First to jump on question	Over simplification	Answers a question directed at someone else	Reiterates same idea	References a change made in an old GEM

Bingo Card ID 029

K-Town Bingo

Over explains a change made to a GEM	Apologizes	Update Takes 1 minutes	"Helps" someone else on the call	Asks to take a look at another GEM while one is being discussed
Mike steps in	Answers a question directed at someone else	Asks Karen for her opinion directly	Over simplification	References another person not on the call
Needs to "Recreate" the issue	References that code does "this" somewhere else	Kenton Is On The Call	Update Takes 3 minutes	Says a specific release number
Has problems during the call (on mute, lost sound, etc.)	Starts with "So, yeah..."	Talks over someone else	Update Takes 5 minutes	First to jump on question
Says "by the way"	Reiterates same idea	Says the name "Jeff"	Over complication	References a change made in an old GEM

Bingo Card ID 030

K-Town Bingo

Reiterates same idea	Mike steps in	Answers a question directed at someone else	Has problems during the call (on mute, lost sound, etc.)	Update Takes 3 minutes
Talks over someone else	First to jump on question	References that code does "this" somewhere else	Update Takes 5 minutes	Over explains a change made to a GEM
Says the name "Jeff"	References another person not on the call	Kenton Is On The Call	References a change made in an old GEM	Asks to take a look at another GEM while one is being discussed
Apologizes	Over simplification	Starts with "So, yeah..."	Says a specific release number	Over complication
Asks Karen for her opinion directly	Update Takes 1 minutes	"Helps" someone else on the call	Says "by the way"	Needs to "Recreate" the issue