

SmartMamaz 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 mfbc.us/e/k7fe3u

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/fag> 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/k7fe3u

Edit and Create

To add more words or make changes to this set of bingo cards go to mfbc.us/e/k7fe3u

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.

Braindump	Differentiation	Road map	Flexibility	Open SourceAcquisition	Elevator	pitchIn a Nutshell
Backward	Compatible	Team	Exposure	Sales Driven	Cadence	Call Challenge[s] Customer
Centric	Run the	Numbers	Game	Plan	Email	Tailwind[s]
Out of the Box	Staff	Compelling	Pipeline Customer	Service	Portal	Top down Drop the Ball E-tailers Time to
Market						

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Plan	Team	Cadence	Compatible	Game
Open SourceAcquisition	Top down Drop the Ball E-tailers Time to	Exposure	Numbers	Portal
Out of the Box	Centric	FREE	Road map	Sales Driven
pitchIn a Nutshell	Braindump	Compelling	Elevator	Service
Flexibility	Staff	Tailwind[s]	Backward	Email

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Portal	Tailwind[s]	Out of the Box	Market	Plan
Elevator	Exposure	Compelling	Top down Drop the Ball E-tailers Time to	Road map
Compatible	Pipeline Customer	FREE	Service	Team
pitchIn a Nutshell	Email	Call Challenge[s] Customer	Braindump	Centric
Cadence	Flexibility	Sales Driven	Backward	Open SourceAcquisition

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pitchIn a Nutshell	Pipeline Customer	Portal	Numbers	Top down Drop the Ball E-tailers Time to
Email	Flexibility	Team	Tailwind[s]	Run the
Compatible	Compelling	FREE	Market	Staff
Sales Driven	Cadence	Braindump	Plan	Out of the Box
Differentiation	Backward	Elevator	Road map	Service

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Sales Driven	pitchIn a Nutshell	Game	Road map	Top down Drop the Ball E-tailers Time to
Centric	Market	Tailwind[s]	Braindump	Numbers
Open SourceAcquisition	Service	FREE	Portal	Pipeline Customer
Plan	Staff	Compelling	Team	Call Challenge[s] Customer
Email	Elevator	Run the	Compatible	Exposure

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Game	Sales Driven	Centric	Backward	Compelling
Top down Drop the Ball E-tailers Time to	Elevator	Portal	Out of the Box	Braindump
Run the	Staff	FREE	Cadence	Flexibility
Exposure	Service	Compatible	Call Challenge[s] Customer	Numbers
Email	Plan	Team	pitchIn a Nutshell	Differentiation

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Game	Cadence	pitchIn a Nutshell	Plan	Call Challenge[s] Customer
Staff	Compatible	Compelling	Out of the Box	Portal
Market	Numbers	FREE	Backward	Pipeline Customer
Top down Drop the Ball E-tailers Time to	Flexibility	Open SourceAcquisition	Tailwind[s]	Elevator
Sales Driven	Service	Road map	Email	Exposure

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Service	Call Challenge[s] Customer	Open SourceAcquisition	Road map	pitchIn a Nutshell
Staff	Differentiation	Portal	Out of the Box	Team
Compatible	Flexibility	FREE	Tailwind[s]	Pipeline Customer
Numbers	Braindump	Exposure	Compelling	Game
Market	Email	Backward	Sales Driven	Top down Drop the Ball E-tailers Time to

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Service	Plan	Elevator	Exposure	Backward
Call Challenge[s] Customer	Braindump	Sales Driven	Top down Drop the Ball E-tailers Time to	Tailwind[s]
Game	Centric	FREE	Portal	Pipeline Customer
pitchIn a Nutshell	Numbers	Compelling	Run the	Staff
Compatible	Team	Cadence	Open SourceAcquisition	Flexibility

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Elevator	Tailwind[s]	Market	Email	Top down Drop the Ball E-tailers Time to
Road map	Braindump	Game	Flexibility	Compatible
Centric	Pipeline Customer	FREE	Plan	Numbers
Service	Compelling	Team	Out of the Box	Differentiation
Run the	Open SourceAcquisition	Call Challenge[s] Customer	Exposure	Backward

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Road map	Sales Driven	Open SourceAcquisition	Cadence	pitchIn a Nutshell
Call Challenge[s] Customer	Tailwind[s]	Out of the Box	Differentiation	Compelling
Braindump	Top down Drop the Ball E-tailers Time to	FREE	Team	Backward
Market	Staff	Plan	Portal	Email
Game	Flexibility	Service	Run the	Centric

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Cadence	Run the	Plan	Braindump	Compatible
Numbers	Elevator	pitchIn a Nutshell	Differentiation	Game
Market	Portal	FREE	Flexibility	Staff
Open SourceAcquisition	Service	Call Challenge[s] Customer	Out of the Box	Pipeline Customer
Road map	Tailwind[s]	Backward	Sales Driven	Compelling

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Numbers	Out of the Box	Differentiation	Cadence	Compelling
Email	Market	Top down Drop the Ball E-tailers Time to	Exposure	Compatible
Flexibility	Run the	FREE	Braindump	Portal
Staff	Service	pitchIn a Nutshell	Game	Plan
Sales Driven	Elevator	Team	Call Challenge[s] Customer	Backward

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Portal	Elevator	Centric	Email	Staff
Market	Call Challenge[s] Customer	Compatible	Numbers	Tailwind[s]
Service	Out of the Box	FREE	Road map	Plan
Compelling	Differentiation	Backward	Open SourceAcquisition	Braindump
Sales Driven	Exposure	Cadence	Game	Flexibility

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Email	Staff	Centric	pitchIn a Nutshell	Flexibility
Call Challenge[s] Customer	Portal	Market	Pipeline Customer	Numbers
Exposure	Compelling	FREE	Team	Run the
Out of the Box	Backward	Game	Open SourceAcquisition	Braindump
Sales Driven	Road map	Compatible	Plan	Service

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Differentiation	Elevator	Game	Cadence	Pipeline Customer
Out of the Box	Sales Driven	Market	pitchIn a Nutshell	Braindump
Numbers	Compatible	FREE	Road map	Top down Drop the Ball E-tailers Time to
Centric	Staff	Plan	Portal	Exposure
Service	Compelling	Backward	Call Challenge[s] Customer	Run the

SmartMamaz

Numbers	Flexibility	Braindump	Service	Compelling
Tailwind[s]	Sales Driven	Run the	Portal	pitchIn a Nutshell
Staff	Market	FREE	Team	Backward
Open SourceAcquisition	Pipeline Customer	Game	Out of the Box	Plan
Email	Top down Drop the Ball E-tailers Time to	Exposure	Road map	Elevator

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Numbers	Game	Staff	Centric	Compatible
Service	Cadence	Differentiation	Road map	Elevator
Email	Market	FREE	Backward	Exposure
pitchIn a Nutshell	Flexibility	Out of the Box	Call Challenge[s] Customer	Tailwind[s]
Team	Open SourceAcquisition	Run the	Pipeline Customer	Plan

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Flexibility	Cadence	Backward	Portal	Centric
Market	Plan	Numbers	Open SourceAcquisition	Pipeline Customer
Game	Sales Driven	FREE	Elevator	Road map
Exposure	Email	Compelling	Tailwind[s]	Team
Top down Drop the Ball E-tailers Time to	Compatible	Differentiation	Call Challenge[s] Customer	Run the

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Tailwind[s]	Compelling	Exposure	Staff	Email
Flexibility	Call Challenge[s] Customer	Elevator	Centric	pitchIn a Nutshell
Market	Open SourceAcquisition	FREE	Pipeline Customer	Service
Team	Plan	Compatible	Out of the Box	Road map
Differentiation	Braindump	Portal	Backward	Game

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Road map	Compelling	Market	Numbers	Out of the Box
Backward	Top down Drop the Ball E-tailers Time to	Open SourceAcquisition	Differentiation	Game
Staff	Cadence	FREE	Run the	Team
Elevator	Exposure	Flexibility	Portal	Sales Driven
Call Challenge[s] Customer	Service	Pipeline Customer	Tailwind[s]	Compatible

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pitchIn a Nutshell	Road map	Open SourceAcquisition	Differentiation	Numbers
Plan	Pipeline Customer	Sales Driven	Game	Braindump
Centric	Team	FREE	Tailwind[s]	Call Challenge[s] Customer
Compatible	Service	Staff	Email	Top down Drop the Ball E-tailers Time to
Out of the Box	Portal	Backward	Market	Compelling

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Flexibility	Backward	Centric	Open SourceAcquisition	Game
Email	Out of the Box	Cadence	Service	Elevator
Portal	Braindump	FREE	Tailwind[s]	Exposure
Run the	Plan	Top down Drop the Ball E-tailers Time to	Call Challenge[s] Customer	Market
pitchIn a Nutshell	Team	Road map	Sales Driven	Differentiation

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Exposure	Email	Backward	Out of the Box	Team
Call Challenge[s] Customer	Road map	Service	Pipeline Customer	Sales Driven
Portal	Elevator	FREE	Flexibility	pitchIn a Nutshell
Compelling	Differentiation	Market	Staff	Tailwind[s]
Run the	Open SourceAcquisition	Top down Drop the Ball E-tailers Time to	Centric	Numbers

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Compelling	Run the	Pipeline Customer	Cadence	Numbers
Team	Exposure	Open SourceAcquisition	Staff	Sales Driven
Game	Centric	FREE	Differentiation	Market
Elevator	Flexibility	Out of the Box	Backward	Call Challenge[s] Customer
Compatible	Email	Tailwind[s]	Top down Drop the Ball E-tailers Time to	Plan

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Pipeline Customer	Market	Team	Sales Driven	Centric
pitchIn a Nutshell	Flexibility	Call Challenge[s] Customer	Elevator	Backward
Email	Top down Drop the Ball E-tailers Time to	FREE	Service	Exposure
Tailwind[s]	Numbers	Cadence	Road map	Run the
Portal	Staff	Plan	Compatible	Open SourceAcquisition

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Backward	Email	Differentiation	Portal	Compelling
Service	Braindump	Flexibility	Exposure	Road map
Tailwind[s]	Centric	FREE	Out of the Box	Game
Call Challenge[s] Customer	Run the	Open SourceAcquisition	Pipeline Customer	Market
Staff	Top down Drop the Ball E-tailers Time to	Numbers	pitchIn a Nutshell	Plan

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Game	Service	Differentiation	Team	Sales Driven
Market	pitchIn a Nutshell	Staff	Road map	Braindump
Backward	Run the	FREE	Top down Drop the Ball E-tailers Time to	Centric
Flexibility	Pipeline Customer	Call Challenge[s] Customer	Elevator	Tailwind[s]
Plan	Numbers	Open SourceAcquisition	Exposure	Email

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Exposure	Service	Plan	Out of the Box	Team
Compelling	Tailwind[s]	Sales Driven	Run the	Road map
Backward	Top down Drop the Ball E-tailers Time to	FREE	Portal	Pipeline Customer
Numbers	Call Challenge[s] Customer	Elevator	Email	Centric
Cadence	Market	Differentiation	Compatible	Staff

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Exposure	Cadence	Tailwind[s]	Team	Run the
Backward	pitchIn a Nutshell	Differentiation	Centric	Braindump
Call Challenge[s] Customer	Flexibility	FREE	Elevator	Top down Drop the Ball E-tailers Time to
Market	Staff	Numbers	Sales Driven	Pipeline Customer
Portal	Compelling	Road map	Compatible	Service

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Differentiation	Open SourceAcquisition	Braindump	Compelling	Numbers
Team	Compatible	Sales Driven	Road map	Service
Exposure	Plan	FREE	Top down Drop the Ball E-tailers Time to	Centric
Game	Market	pitchIn a Nutshell	Cadence	Flexibility
Portal	Pipeline Customer	Email	Call Challenge[s] Customer	Run the