

The WIZARD of OZ™ **Bingo Game Ideas!**

Here are some Wizard of Oz promotional ideas that you can incorporate into your bingo games:

- **Ruby Shoes Night:** Award a prize to the person with the best pair of ruby slippers; conduct a vote—by applause—for a free packet for the next bingo session.
- **Turn your hall into Tornado Alley:** Have a quickly called game during which you play storm-like music/Wizard of Oz music.
- Sell an **Over the Rainbow** buy-in pack, however you choose to define it; i.e., standard rotation.
- Conduct an **Oz trivia game** during a break and award a prize.
- Host an **Everything Green Emerald City Evening** and award higher payouts on the “green” games. Decorate your hall with Emerald City paraphernalia. For example, post a sign on your entry door “Bell Out of Order: Please Knock” (art attached).
- Host a **“There’s No Place Like Home”** multiple night bingo session. Put the bingo winner’s names from each night into a drawing and at the end of the week, on your largest attendance night, conduct the final drawing (winner must be present)— and award a useful home appliance. Instead of payouts, award some Oz-themed prizes.
 - Toto in a Basket (available on amazon.com)
 - Cowardly Lion Badge of Courage (available on amazon.com)
 - Tin Man Heart Clock (available on amazon.com)
 - Diploma with a gift card attached (art attached)



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- Turn your concession stand into an **"Auntie Em's"** kitchen.
 - **Emerald Ball Quick Hit:** Add a solid green ball to your bingo blower and use it as an indicator ball. If someone completes a bingo immediately following the green indicator ball, the player wins a quick hit prize (prize determined by game operator).
 - **Oz Bingo:** Using a minimum of a 2on, play the "O" and the "Z" pattern.
 - Turn your hall into **Munchkinland** by having volunteers dress in colorful munchkin outfits and feature Wizard of Oz bingo inks and Wizard of Oz pull tabs. Hand out bubbles that players can blow when there is a winner!
 - Have a game where the **winner gets to pick** a good witch or a bad witch. They have a 50/50 chance at getting the better or cheaper prize depending on the way you look at it.
 - Have a game where the **color of the winning player's Oz dabber** determines the prize: have prizes concealed in envelopes (one green, yellow, etc.).
 - Give out **"collector cards"*** with a different one each night (Dorothy, good witch, bad witch, scarecrow, lion, etc.) and when players complete the set they get an Oz themed prize, free play or discount (discount can be determined by how many different cards player has).
- *Available on amazon.com or ebay.com
- Host a **Yellow Brick Road Night:** yellow table cloths, best "yellow" prize, incorporate additional "yellow" straight goods' sheets as floor sales – with the standard packet: award an additional Oz-themed prize for a bingo on the "yellow", incorporate a 4 on square (4 primary characters) into a game and award the best Oz costume.



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PROFLOMA

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Degree in Winning

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HERE



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**BELL
OUT OF ORDER
PLEASE KNOCK**

