|  | 1. | N-31 |  |  |
| :---: | :---: | :---: | :---: | :---: |
| B-2 | 1-17 | N-32 | G | 0-62 |
| - 3 | I-18 | N-3 | G | 0-63 |
| B-4 | I-19 | N-3 | G | 0 |
| B-5 | 1-20 | N-35 | G | - |
| B-6 | 1-21 | N-3 | G - | - |
| B-7 | 1-22 | N-3 | G | 0-6 |
| -8 | 1-23 | $\mathrm{N}-3$ | G | 0-68 |
| - 9 | 1-24 | N-3 |  |  |
| B-10 | 1-25 | N | G | -70 |
| B-11 | 1-26 | $\mathrm{N}-4$ | - |  |
| 12 | 1-27 | $\mathrm{N}-4$ | G | -72 |
| 13 | 1-28 | N | G | -7 |
| B-14 | 1-29 | N | G | - |
| B-15 | 1-30 | N-45 | G-60 |  |

## Tetley Tea BINGO!

## Callers Card 1-75

Use your Bingo Callers Card to call the bingo and keep track of which numbers you have already called.
Print two copies of the callers card. Cut one copy up, fold the squares in half, and put them in a hat. To call the bingo, pull a number out of the hat and read it out.
When you have called a number, tickit 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.

