

Pin Ball

PLAYING RULES 2026

1. Each player purchases a golf ball for \$4. *Tickets can be purchased at or near the bingo tent for 2 tickets for \$8 for those without cash*
2. Players to remain at the front of the game, ball is released at the top of the board and reaches receiver at bottom.
3. Colour of receiver determines the prize---- 3 categories – Small, medium, large
4. No prize exchanging or trading. The club rely on all proceeds for projects throughout the community.
5. Please say Thanks for supporting Rotary
6. **GAME FLOATS:** *aka Blue cash purse Beginning of day cash floats are in the blue purses. Please always place large (\$20,\$50) bills or large numbers of bills into the cash purse (not in your apron), Please do not fold bills and store blue purse in a safe spot (e.g. Prize box) with your personal belongings. Tickets should also be stored in purse.*

Throughout the day these purses will be exchanged for new ones and counted for the bank deposit that night

Drinks: Coffee, pop, water(available in cooler) at the blue tent between the two containers behind the game tents. (back fence)

End of day:

Please replace all remaining prizes in the box and take to large container with equipment box after counting and recording them on the inventory page(overleaf).

Cash bags and prize inventory sheet to be taken to the small container at end of day.

Sidney Rotary thanks you for volunteering

An example of the prize sheet to be filled out at end of day and reference for categories

Sidney Rotary Club 2025				
Game	PinBall		Fall Fair Prizes	
Prize	Code	Price	Sunday	
			Issue	Returned
Small				
rainbow springs	11024	0.22	12	
bubbles	25404	0.43	30	
fairy wands	11238	0.29	20	
mardi gras beads	1186	0.31	21	
balls	81065	0.12	20	
sstar glasses	10636	0.38	20	
tops	11522N	0.09	20	
fire flame planes	11580	0.15	26	
Target			169	0
Medium				
Dinosaurs	60968	1.19		
mouse	60986	0.7	10	
emoji	60960	1.14	10	
ladybugs	60982	1.2	10	
Target			30	
Large				
turtles	60968	1.25	6	
sailfish		1.05	5	
Target			11	
			210	