NASCO HIGH SCHOOL GEOMETRY BINGO

How to Play:

Play in small or large groups. The game can be played for any length of time and can have any number of winners.

1) To start, each player selects a 5" x 6" playing card and places a marker on the center square.

2) The caller shuffles the small question cards facedown, picks the top card off the pile, and reads the question. The caller should not read the answer.
   EXAMPLE: N = Find the distance between the points (-3, 4) and (3, -5).
   The player looks for the answer under the letter N. If they have the answer ($\sqrt{117}$) under the letter N, they place a marker on that answer. An extra answer has been added under each category to increase the difficulty of the game and length of playing time.

3) The caller then returns the card to the file box and places it under the correct letter. In addition, the caller places a marker on the answer on the master sheet.

4) Play continues in the same way until a player covers five squares in a row.

5) When a player succeeds in covering five squares in a row, either vertically, horizontally, or diagonally, they call out "NASCO", and everyone stops playing.

6) The caller then checks the master sheet as the player reads off their five covered answers. If they match, the player wins. If not, the player, as a penalty, must remove those same five markers off of their card, and the game continues.

7) The winner becomes the caller for the next game, or play continues until someone fills their entire card.

Playing for Points:

To play for points, set a time limit at the start of the game. Players keep their own score or appoint a scorekeeper. The person with the highest score at the end of the time limit is the winner.

How to Score:

1st NASCO — 10 points	3rd NASCO — 20 points	5th NASCO — 40 points
2nd NASCO — 15 points	4th NASCO — 30 points	6th NASCO — 50 points
Each additional NASCO — 50 points		

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