

Beat Bingo



You'll need a single die to play this game.

OBJECT OF GAME:

To see if you can get 'Bingo' by crossing off all your beats with no more than ten rolls of the die.

HOW TO PLAY:

1. Roll the die to see how many 'beats' you should cross off.
2. Cross off the correct number of beats. For example, if you roll a 3, cross off three beats. You may choose any combination of beats to cross off (e.g. three crotchets or a crotchet and a minim).
3. After each roll of the die, fill in one of the circles.
4. If you cross off all the beats before all the circles get filled in... BINGO!

RULES:

Every time you roll the die you **MUST** fill in a circle, even if you can't cross anything off. For example, if you roll a '1' and you have no crotchets left, you won't be able to cross anything off... but it still counts as a turn, and you must fill in a circle.

You may cross off fewer beats than you roll, but not more beats. For instance, if you roll a '3' and you only have minims and semibreves left, you may cross off just the minim and nothing else. Don't forget to fill in a circle!

WHOLE BAR REST:

















The whole bar rest (—) does not have a fixed value. The value of the whole bar rest is given in each individual game.

If the value of the whole bar rest is not specified, it is the 'joker'. This means that you can cross it off no matter what is rolled. However, when using it as a joker, nothing else can be crossed off in that turn.

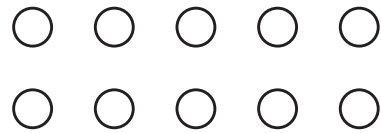
VARIATIONS:

Play beat bingo at all different levels. Sometimes the die roll represents quavers!

Beat Bingo - Beginners

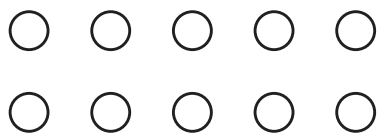
			
			
			
			

Game 1



































(In this game,  = 2)

Game 2

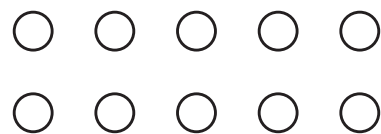


(In this game,  = 3)

















			
			
			
			

Game 3

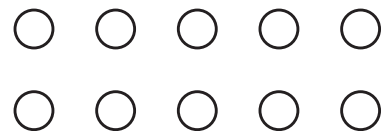


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Beat Bingo - Beginners

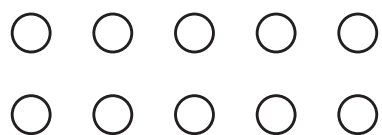
			
			
			
			

Game 4



















(In this game,  = 4)

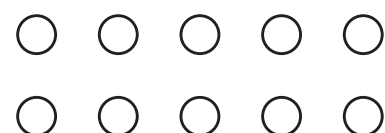
Game 5



















(In this game,  = 3)

















Game 6



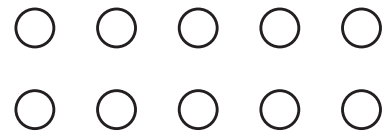
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Beat Bingo - Grade 1

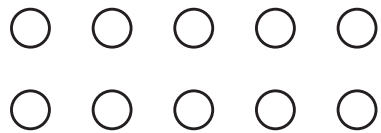
			
			
			
			

Game 1



















(In this game,  = 2)

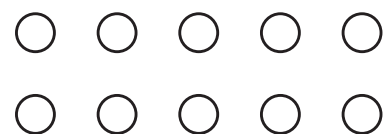
Game 2



















(In this game,  = 3)

















Game 3



(In this game,  = 4)

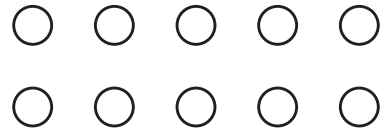
			
			
			
			


Beat Bingo - Grade 2

Die roll = quaver beats

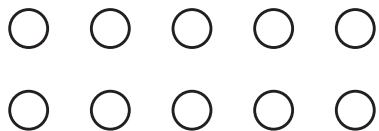
Game 1




















( = joker)

















Die roll = quaver beats

Game 2



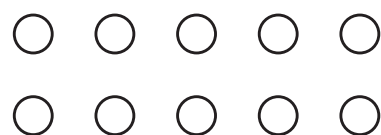
( = joker)


			
			
			
			

















Die roll = quaver beats

Game 3



( = joker)

Beat Bingo - Grade 3

Die roll = quaver beats


Game 1

















○	○	○	○	○
○	○	○	○	○

















Die roll = quaver beats

Game 2

○	○	○	○	○
○	○	○	○	○

( = joker)

Die roll = quaver beats

Game 3

○	○	○	○	○
○	○	○	○	○

Beat Bingo: Make Your Own!

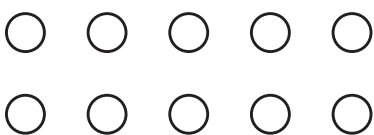


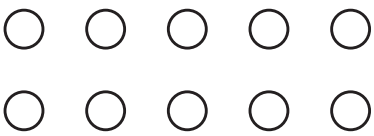
Decide on the beat value for your game, e.g. crotchets or quavers. This means that when you roll the die it represents the beat you have chosen.

Fill up the grid with any sorts of note values you like. The total number of beats should be between 32 and 34. For example, if you fill the grid with 16 minims, that would be a total of 32 crotchet beats. If you choose 16 crotchets to fill the grid, that would make a total of 32 quaver beats. (These two examples are obviously quite boring!)

Your grid should contain no more than two whole bar rests. These can be used as jokers (see rules page 1).

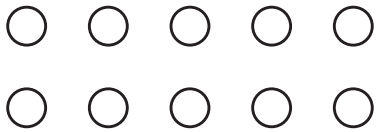
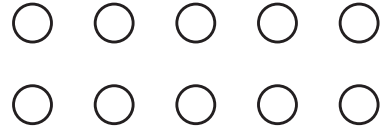
The more creative you are, the more fun the game will be!

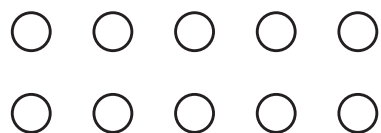
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Beat Bingo: Make Your Own!







Super Beat Bingo - Grade 3+



Each roll tells you how many **crotchet** beats to cross off.

This time you get 20 rolls of the die, and = joker!

