

## Introduction

During a Formula 1 weekend, anything can happen on and off the track. That is why Race Experience introduces a bingo card for every Grand Prix, so you can watch the race with one eye and your card with the other. This adds extra tension and sensation to the weekend. Challenge your family and friends, and may the best player win!

### **Race Experience offers three game variants:**

Classic Bingo – Predictor – Anti-Bingo

In this document, you will read all the rules and how to play each variant.

## General Classification

Do you want to battle your family or friends throughout the entire season? Race Experience has created a general classification form that allows you to easily track who scores the most points per race.

### **Classic Bingo**

After each race weekend, count how many squares you predicted correctly and receive a bonus for every complete line.

- **1 point per correct square:** After the weekend, count how many squares on your card have been crossed off because those events actually took place.
- **5 points per line:** For every full horizontal, vertical, or diagonal line you complete, you receive an additional bonus of 5 points.

### **Anti-Bingo & Predictor Bingo**

Are you playing the Anti-Bingo or the Predictor variant? If so, all players' points will be added to the standings after every Grand Prix. The points you earn in these variants are continually added to your season total.

Tie-breaker: If you finish the full season tied with someone else, the winner is the person who achieved the highest score in a single Grand Prix weekend.

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## Classic Bingo

### General

Classic Bingo is the simplest way to play. You simply follow the action during qualifying or the race and cover the matching squares with markers. The goal is to be the first to complete a full line on your card.

### Game Rules

Before the session begins, each player receives a bingo card. As soon as qualifying or the race starts, keep a close eye on the action. When an event on your card occurs, immediately place a marker on that square or cross it off clearly with a pen or marker.

Simply follow what happens during the session: if a square matches the action, mark it off. The order depends entirely on what actually happens on the track, not on a pre-planned strategy. Most importantly, only mark a square if the event has clearly and undeniably taken place. This keeps the game fair and easy to follow.

Before the start, players agree on which bingo patterns will count. You can choose:

- Horizontal lines only
- Vertical lines only
- Diagonal lines only
- An extra challenge, such as completing two lines

Players decide for themselves which bingo patterns count in their game beforehand. Once the session has started, these agreements remain in place so everyone knows exactly what to expect. The first player to fully cover a valid line according to those agreements shouts “Bingo!”

**Tip: You can find the marker tokens on the last page of the bingo card PDF, which is sent out in the newsletter during Grand Prix weeks. You can easily use these tokens to mark your squares.**

**Of course, this is not mandatory: you can also simply use a thick pen or marker to cross off a square once an event has taken place.**

### Extra Gameplay Element: The Safety Car Swap

Looking for an extra layer of excitement? Try playing the Classic Bingo with the Safety Car Swap.

Every time a Safety Car or Virtual Safety Car (VSC) is deployed during the race, you pass your bingo card to the person on your right. They continue playing with your card, and you receive the card from the person on your left. This means a single Safety Car, especially late in the race, can completely turn the game upside down!

If a Virtual Safety Car is upgraded to a full Safety Car, this counts as a new swap moment. Since the situation on track has changed again, the cards change hands once more.

## Predictor Bingo

### General

In Predictor Bingo, you decide in advance which of the 24 predictions on the bingo card you think will come true. For example, if you select the square "Russell finishes on the podium" and he does, you earn points. If you're out of luck and it doesn't happen, you will lose points.

### Game Rules

Get your bingo card ready before the session starts. Choose 10 squares that you are certain will happen. This is your mandatory baseline for the race. This ensures every player starts with a level of risk while leaving plenty of room for individual tactics.

Feeling bold? If you have extra guts, you can optionally choose more than 10 predictions. These are your Bonus squares. This is the ultimate way to rack up more points, but be careful - the risk is also much higher! You can circle as many extra squares as you like, as long as you believe they will happen.

- If your extra prediction comes true: You earn double points (+4).
- If your prediction fails: Unfortunately, you also receive extra penalty points (-4).

*Important: Mark these extra squares clearly with a colored pen or marker (for example, by coloring in the border of the square). This makes it immediately obvious to everyone that the double-point scoring applies to these specific squares.*

Once you have decided on all your predictions (your base 10 plus any optional extras), cover the remaining squares with the special Race Experience marker tokens. This filters out the events you didn't pick, allowing you to focus entirely on your selected events during the race.

All predictions must be finalized before the start of qualifying or the race. No adjustments or changes are allowed once the session is underway.

After the session, everyone tallies up their plus and minus points. The player with the highest score is the official winner!

### Scoring Table

Prediction	Correct Prediction	Incorrect Prediction
Baseline (10 squares)	+2 points	-2 points
Bonus Squares	+4 points	-4 points

At the end of the session, everyone adds up their points and subtracts any penalties. The winner is the person with the highest total score.

### Download the Predictor Bingo Scoresheet

Keep track of your score easily while you play. Download the scoresheet below!

[\*\*Click Here to Download Predictor Bingo Scoresheet\*\*](#)

## Anti Bingo

### General

Normally in Bingo, you're cheering for events to happen. In Anti-Bingo, the strategy is flipped. You are the Strategist: you choose events that you predict will **NOT occur** during Qualifying or the Grand Prix. This adds a unique layer of strategy: do you pick "safe" events that almost never happen (low risk), or do you bet against the favorites for a bigger thrill?

Example: Imagine there is a square on your card for "Max Verstappen secures a podium finish." If you expect Red Bull to struggle with pace or reliability this weekend, you select this square. If Max finishes outside the top three (off the podium), your prediction is correct and you score! However, if Max does end up on the podium, you have guessed incorrectly and will receive penalty points.

### Game Rules

Grab your bingo card before the session starts. Circle 5 squares that make you think: "There is no way this is happening today!" This is your mandatory baseline grid.

- **Correct Prediction:** If the event does not happen, you earn +2 points.
- **Incorrect Prediction:** If the event does happen after all, you lose -2 points.

Feeling bold? Want to maximize your score? You can circle additional squares. This is the ultimate way to rack up points, but be careful, the stakes are much higher! You can optionally circle as many extra squares as you like, as long as you're confident the event **won't occur**.

- **Successful Bonus Prediction:** If your extra prediction stays true (event does not happen), you score double points (+4).
- **Failed Bonus Prediction:** If it does happen, you are hit with extra penalty points (-4).

*Important: Mark these extra squares clearly with a colored pen or marker (for example, by coloring the border of the square). This makes it immediately clear to everyone that the double-point scoring applies to these specific squares.*

Once you have circled your predictions, cover those squares with the special Race Experience marker tokens (which you can print at home). This filters out the events you didn't pick, allowing you to focus entirely on your selected events during the race.

All predictions must be finalized before the start of qualifying or the race. No adjustments or changes are allowed once the session is underway.

### Scoring Table

Prediction	Correct Prediction	Incorrect Prediction
Baseline (5 squares)	+2 points	-2 points
Bonus Squares	+4 points	-4 points

Once the session is over, everyone tallies up their points and deductions. The player with the highest total score is crowned the winner!

### Download the Anti Bingo Scoresheet

Keep track of your score easily while you play. Download the scoresheet below!

[Click Here to Download Anti Bingo Scoresheet](#)