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Executive Director

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“Dingo” – Approved allowable activity pursuant to Ind. Code 4-32.3-4-11 and 68 IAC 21-10-1

Pursuant to Ind. Code 4-32.3-4-11 and 68 IAC 21-10-1, the game of chance “Dingo” may be conducted according to the rules described below. Dingo may be conducted under any license issued by the Charity Gaming Division of the Indiana Gaming Commission. The Indiana Gaming Commission may rescind this approval at any time. Due to similarities in how the “dingo” and “bingo” are played, gaming events where “dingo” is conducted will be limited to three (3) days per week per location pursuant to Ind. Code 4-32.3-4-5(e).

Dingo requires the following:

- An “operator card deck,” consisting of one (1) regular fifty-two (52) card deck, with (4) suits of thirteen (13) ranks each.
- A “player card deck,” consisting of one (1) **or more** regular fifty-two (52) card deck(s), with (4) suits of thirteen (13) ranks each. One “player card deck” will be required for each group of 1 to 4 players.

Dingo may only be played in the following manner:

1. Before the game begins, both the “operator card deck” and the “player card deck(s)” will be shuffled thoroughly by a charity gaming operator holding the event.
2. Each participant will be randomly given thirteen (13) cards from the “player card deck.” These thirteen (13) cards given to each participant will be called their “sleeve.”
3. One at a time, a card will be randomly selected from the “operator card deck” by the charity gaming operator and announced and displayed (rank and suit) to all participants. A large player card of the same rank and suit may be displayed at the front of the room to assist the players to understand the rank and suit of the card in play. The card selected may also be displayed in another manner if the rank and suit of the card selected is identical.
4. The charity gaming operator will continue drawing from the “operator card deck” and announcing the selected card until a winner is determined.
5. Participants will observe the announced cards, and once all thirteen (13) of the cards in their sleeve have been drawn and announced by the operator, they will yell “**Dingo**” and win the game.
6. Participants who “**Dingo**” on the same card drawn by the operator will share the winning prize. No extra credit will be given for stating “**Dingo**” before another participant.
7. The charity gaming operator should confirm with the winning participant that all thirteen (13) of the cards in their sleeve were called, and if so, should pay the prize to the participant(s).
8. Once a subsequent card is selected for the next round, players may not state “**Dingo**” for a previous round. They may state “**Dingo**” for the new round and share the winning prize if any other players declare “**Dingo**” in that round.
9. The organization will be responsible for verifying the identity of the dingo winner.
10. Each organization should post the rules that cover the operation of **Dingo**. These rules must be conspicuously posted for everyone to observe and read. If requested a copy of the rules must be made available to any player.
11. No sharing of cards is permitted.
12. All disputes will be settled by the operator in charge of the event. Any deviations to the rules or alterations to the cards may result in disqualification of the player.
13. Event Summary Reports (ESRs) are mandatory and to be completed timely to facilitate bank deposits within 5 working days of the event.
14. There may be no exceptions to the rules described in this document.