In Spring 2011, the Slippery Rock University Math Club hosted the game “Math Bingo” during one of its regular club meetings. Each student in attendance was given a (distinct) bingo board. Problems were displayed on the document camera and students were to mark off the slots on their board corresponding to the solution of the problem. As is usual for bingo, the first student to get a certain arrangement of spots on their board marked won a prize. We will provide examples of the problems and boards used, and discuss ways of providing appropriate prizes. (Received September 09, 2011)