


MEDANZ Festival 2024 Bingo Card

Share a MEDANZ Festival post on Instagram or Facebook with #MEDANZ or #medanz_dance	Attend 1 workshop at festival (live or online)	Become a MEDANZ Subscriber for 2023/24	Attend the MEDANZ AGM in person or via Zoom	Bring a friend to the MEDANZ Festival Show on Saturday 27 April
Perform the Flashmob Choreography at the Hafla	Join and/or Introduce yourself in one of our Facebook or website groups	Comment on someone else's post in one of the online groups	Attend 1 workshop at festival (live or online)	Learn a new skill at the MEDANZ Festival 2024 in Christchurch
Attend 1 workshop at festival (Live or online)	Share on social media one of the goodies you picked up at the Souk at the MEDANZ Festival		Perform the Flashmob Choreography at the Hafla	Share a MEDANZ Festival post on Instagram or Facebook with #MEDANZ or #medanz_dance
Participate in the Panel Discussion about dancing through illness, injury and dancing as we age, 8.30am Friday	Attend the MEDANZ AGM in person or via Zoom	Share the MEDANZ Festival 2024 in your social media	Become a MEDANZ Subscriber for 2023/24	Attend 1 workshop at festival (live or online)
Comment on someone else's post in one of the online groups	Share a MEDANZ Festival post on Instagram or Facebook with #MEDANZ or #medanz_dance	Attend 1 workshop at festival (live or online)	Come to the MEDANZ Festival Hafla in dance costume	Perform the Flashmob Choreography at the Hafla

Bingo Rules: Complete 1 row of tasks to receive 1 Bingo, maximum Bingo's available per card is 5. 1 Bingo card per subscriber. Bingo Cards must be completed by 30 April 2024.

To claim your prize: Post your completed Festival Bingo Card on our Festival 24 Group or our Facebook Group, and/or email it to committee@medanz.org.nz to receive your discount coupon.

Prizes: (not redeemable for cash)

For Each completed Bingo Row, MEDANZ will issue a 10% discount coupon off the MEDANZ Subscription for 2024/25, up to a maximum of 5 rows per subscriber, ie up to 50% discount.