

Bunco Rules



1. 12 players are seated at three tables of 4 players.
2. Tables are labeled: Head table, Middle table, Last table
3. For each round you will play with a temporary partner (the person directly across from you). One of you will be the scorekeeper for your team. There are two teams at every table.
4. **The Master Head Table will ring the bell to start the game.**
5. Players at each table take turns rolling 3 dice, trying to roll the same number (ex: first round is 1's, 2nd round is 2's, etc...)
6. Players earn one point for every time they get the round number and continue to roll until they score no more points. Then they pass the dice to the next player.
7. If a player rolls a “**Baby Bunco**” (dice rolls 3 of a kind of any number other than the round number) your team will get 5 points, and player can continue to roll until scoring no more points.
8. If a player rolls a “**Bunco**” (dice rolls 3 of the round number– ex: rolling 3 ones in round 1) the team gets an instant 21 points and wins the game at your table. Play at your table will stop. As an added element of fun, the person who rolls a Bunco gets to claim the traveling Bunco Head band! There is one headband for each group.
9. **When the players at the Master Head table earns 21 points or gets a “Bunco”, the bell is rung, and the round is over. All players at all tables must stop playing.**
10. **Scoring:** Each table will have a winning team and a losing team. The team with the highest score will be considered the winner at the table. Players mark their personal score sheets with a W for a win, or a L if they lose.
11. **Changing Partners:** Players will either stay or move tables after each round depending on if you win or lose. Instructions are on the table name card. All players must change partners at every round.
12. Once everyone has found their new partner and tables, and settled the head table will ring the bell to play the next round.
13. There are 6 rounds in each game set. We will be playing 4 sets during this evening with a break for restroom visits and munchies between sets.
14. At the end of the evening, tally up your personal player score sheets, and prizes will be awarded to 1) The most Wins, 2) The most Losses, and 3) the most Buncos.
15. At the end of the evening the person in your table group who is wearing the Traveling Bunco Headband will also get a prize!

