



Bunco Rules

Bunco is played by rolling dice, keeping score and moving from table to table. There are six rounds per set of play. Each set is made up of a round of 1-6.

The bell always located on the Head Table (which is determined by the hostess). When everyone is ready to play, the bell is rung to signal the beginning of a round. All tables roll at the same time. You are always partners with the person sitting across from you

Play is accomplished using all three dice at the same time. A player at each table begins rolling the dice. During round 1, the goal is to roll ones (round 2 – roll twos, etc.).

SCORING: Each person keeps track of their own points as well as their partners. Each time a player rolls the correct number for the round, her team gets one point. When a player stops rolling the number of the round (round 1 – ones, round 2 – twos, etc.), the dice goes clockwise to the next player. A round is over when one of the teams at the head table has acquired 21 points

BUNCOS: A Bunco is when any player rolls all 3 dice in the number of that round (rolling 3 1's in round 1, etc.). Each time a player rolls a Bunco, they call out "BUNCO" and choose a gift. The player who rolled a Bunco marks a tally on her Bunco Score Sheet under "Buncos". Each player must keep track of the number of Buncos she rolls. Buncos are worth 21 points, if at the Head Table the round is over when a Bunco is rolled.

MINI BUNCOS: Each time a player rolls three of any number other than that of the round they're playing they get a Mini BUNCO. The player marks her BUNCO Score Sheet in the blank area below BUNCOS. Each player must keep track of the number of Mini BUNCOS she rolls. Mini BUNCOS are worth 5 points. Players choose a gift whenever a Mini BUNCO is rolled.

The first team at the Head Table to reach a score of 21 wins the round and the bell is rung signaling the end of the round. The other two tables may have higher scores (depending on the rolling).

When the bell is rung, all playing ceases and the winning team adds up their points from that round. Bunco is played by individuals, not teams, so partners change after each round. The winning teams move to a new table, rotating in one direction. For example, the Head Table winners move Table 2, Table 2 winners move to Table 3, and Table 3 winners move to the Head Table.

The losing teams from each table stay at that table. However, one person from each losing team remaining at the table will change seats so that new teams are formed for the next round.

GHOSTS: A ghost is used if an individual cannot attend and could not find a sub. The player with the ghost for a partner rolls for the ghost and collects points for their team including BUNCOS and Mini BUNCOS

Play continues through rounds 1-6, repeating for a total of 2 sets. At the end of the 2nd set all players calculate their scores and prizes are awarded.