

bunco



RULES:

prizing:

Everyone pays \$5 to play!

- 50% of total pot → most buncos
- 30% of total pot → high score
- 20% of total pot → most wins
- \$5 → lowest score || \$5 → most losses

how to play:

1. 12 players break into 3 tables of 4 players each.
2. Tables are numbered; table 1 is the 'head table'; table 2 is middle; table 3 is last.
3. Players sit across from their 'temporary team' member at each table.
4. One player at head table rings bell to signal start of game.
5. Players at each table take turns rolling 3 dice, trying to roll the same number as the round (ex: roll 1's during the 1st round = points earned; 2's during 2nd round, etc.).
6. Players keep rolling until they score no points, after which time they hand the dice to the next player. A table scorekeeper tallies points for both teams.
7. When the head table earns 21 points, the bell is rung, and the round is over.
8. Points are added. Each table will have a winning team and a losing team. Players write their score on their personal score sheet and indicate win (W) or loss (L).
9. Players either stay or move tables depending on whether they won or lost the round. Instructions are on the table cards. 'Temporary team' members **MUST** switch after each game.

BUNCO = 3 of the same number rolled matches round number (ex: three 2's during 2nd round = BUNCO! → BUNCO = 21 points)

Baby Bunco = 3 of same number rolled does not match round number (ex: three 2's during the 4th round) = Baby Bunco → Baby Bunco = 5 points