

# Bunco Rules







**Players will be randomly selected to play in pods of 12 people. One person in the pod will be designated hostess.**




**ROUND:** Players start by rolling for TWOS, (then 3s, 4s, 5s, 6s) and continue rolling until the HEAD TABLE reaches 21 points and rings the bell.




**SET:** A set is when players have completed rolling for TWOS, THREES, FOURS, FIVES & SIXES. There will be three sets played for the Mingle Event.




**TARGET NUMBER:** The number which is rolled for in the current round. The first **round's** target number is 2.

Bunco is played with 4 people and 3 dice at each table and is played in 5 **ROUNDS** (2s, 3s, 4s, 5s, 6s) per **SET**. The person sitting across from you is your partner for one ROUND. You will switch partners every ROUND.

Players earn points by rolling **ALL** three dice. In each round, players are trying to roll the same number as the round, or the **target number** (for example, rolling  in Round 3). One point is awarded for each **target number** rolled successfully. For example, rolling    in round 1(rolling for 2s) earns 1 point, but in round 2 (rolling for 3s), the same roll earns two points. In rounds 4-6 this roll earns no points and you must pass the dice to the next player.

**BUNCO!** is called when rolling 3 of a kind of the **target number**. For example, rolling    in Round 3. Rolling BUNCO is worth 21 points to the team; **the player who rolled the bunco has to yell it out to get credit for it**. Mark one point on your personal score sheet for Bunco. Continue rolling **ALL THREE DICE** until you do not get a **target number**. If the head table gets a Bunco, they yell out "Bunco", ring the bell and the round ends.

**BABY BUNCO!** Five points are awarded to the team for rolling three of a kind of any number except the current **target number**. For example rolling    in round 3 earns 5 points. Also, mark one point on your personal score sheet for BABY BUNCOS or BABIES. Continue rolling until you do not get a target number.

**SNAKE EYES:** Rolling three 1s    is a snake eyes. The team loses all of its points and loses its turn. Mark one point for snake eyes on the individual score sheet.

**OTHER:** A player rolls as long as they score one or more points. When they fail to roll the target number on any of the dice, the dice are passed to the player on the left. The team scorekeeper records the cumulative score on the Team Tally Sheet during the ROUND.

The ROUND is over when the HIGH table reaches 21 points. The HIGH table rings the bell and the round is over for everyone. The other tables keep rolling until the high table rings the bell. Teams may score more than 21 points, sometimes over 100 points.

When the round ends, players at the lower tables get to finish their roll. **Every player gets at least one roll per round.**

**TABLE/PARTNER SWITCHING:** At the end of each ROUND the winning team from the Middle and Low tables move up to a higher table. The losing team from the High table moves to the Low table. During the switch, some teams will remain at original tables. One of the partners will move to the next chair.

**SCORING:** If you win or lose a ROUND, mark a WIN or LOSS on your personal tally sheet. Track Buncos, Babies and Snake Eyes as these occur on your personal tally sheet.

**TIES:** To break a tie each person rolls one dice - highest score wins.

**GHOSTS:** Name given to replace a missing person. The ghost's team mate across the table will do the rolling for their team, and can usually take credit for any of the ghost's buncos or winning rolls during the round. (Having a ghost as a partner can be rewarding!)

**PRIZES:** Prizes will be awarded for Most Wins and Most Losses. A prize will also go to the person holding the Bunco Fuzzy Die at the end of the evening.