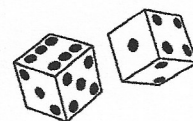


BASIC BUNCO RULES



- Bunco is played in rounds (1-4) and in teams of 2. Each table has 2 teams of two at it. Your partner is the person sitting across from you.
- The first round is the “ones” round; the second round is the “twos” round; and so on. The first person at each table rolls three dice, looking to roll 1 or more of whichever round they are on. (Example: if it is round one, you want to roll a one or if you roll 3 ones, you yell BUNCO!)
- The person rolling the dice at each table keeps rolling as long as at least one of the dice gets the number they are looking for. The scorekeeper at each table keeps track of each correct number rolled, giving a point. (Example: if you are on “ones” you get 1 point every time you roll a one. You get 21 points for rolling 3 ones – or “Bunco”.)
- Five points are awarded if three of the same number are rolled that are not the same number as the round you are on. (Example: if you get three “twos” but are playing round four, you get 5 points. You would have gotten 21 points (bunco) if you were on round two.)
- When the person rolling doesn’t get the number for the round being played they pass the dice to the left and the next team gets to roll for points.
- Play stops when any team reaches 21 by accumulating points or rolling a Bunco.
- Now each team at each table adds up their points and figures out which team has won and which has lost. Each member of the team marks their scorecard with a “W” for a win or a “L” for a loss. Keep track of your individual buncos as well.
- At the end of each round, the two winners from each table move up a table (towards the head table) and the losers stay at the same table and switch seats so you don’t stay with the same partner from round to round.
- At the end of the night, the Buncos, Wins, and Losses are added up and prizes are awarded for “Most Buncos”, “Most Wins”, and “Most Losses”.