

Official Bunco Rules: PLAYING THE GAME:

You do not need to know how to play to join in the fun!

- Each table is randomly divided into 2 teams. Team couples sit across from each other. Pick one person on each team to tally points during each round. Keep track of team points by using the tally sheet--these points are only used for each number round. To save paper, just cross out previous rounds tallies and continue with new round on the same paper.
- The "Head" table controls the pace of the game. The game begins when the "Head" table rings the bell. One player from each table starts the game by trying to roll "ones" with the 3 dice. Always take your roll using 3 dice. If 1 of the die shows the number currently "up" tally 1 point, if 2 of the dice show the number currently "up" tally 2 points.
- When you roll "three of a kind" of the number you are currently rolling this is a **BUNCO !!!**(21 points). Keep rolling and collecting points. Do not forget to give yourself, not your teammate, one **BUNCO !!!** point on the bottom of your score sheet after your turn is finished.. If at this time or any other time a player at the "Head" table rolls a **BUNCO !!!** the bell is rung & the round stops. The other players currently rolling finish their turn and continue collecting points .
- Remember, the fuzzy die is passed from player to player as **BUNCO'S !!!** are rolled.
- If you roll "three of a kind"--of another number--give your team 5 points and keep rolling and collecting points until you do not roll the number that is "up".
- If you do not roll the number that is currently "up" the person to your left takes their turn.
- When the "Head" table reaches 21 points or rolls a **BUNCO !!!** they ring the bell to signal the end of that round. The number currently up changes to the next number (1 to 2, 2 to 3 , etc.).
- The winning team stays at the "Head" table. Have one teammate move over a chair so they will have different partners for the next round. (This is a great way to meet people.) The losing team from the "Head" table goes down to the "Middle" table.
- The winning team from the "Middle" table goes to the "Head" table & the winning team from the "Losing" table goes to the "Middle" table. The losing team from the from the "Middle" table goes down to the "Losing" table & the losing team at the "Losing" table stays at the table but one player moves over one chair so they will have a different partner..
- At this point write W or L (Winner or Loser) on your own score sheet for that round. Keep your score sheet with you at all times. Do not stay with your partner--your new partner will be one person from the winning or losing team joining you at the "Winning", "Middle", or "Losing" table.
- The "Head" table rings the bell to signal the start of a new round.
- If the teams have a tie score there will be a roll-off to determine the winner. (See roll-off-- **BUNCO !!!** Lingo)
- Play continues for two complete sets. At this point, take a break for dessert and then continue the last 2 sets.

The game ends when all 4 sets of **BUNCO !!!** have been completed. Each person then adds up the their total **BUNCO'S !!!**, Wins, & Losses from each round and writes the totals at the bottom of their score sheet. Prizes are awarded at this time.