

## Basic Play of Bunco

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. We will play 3 rounds a night. Everyone brings \$5 to add to the pot at the beginning of the night. All money paid in will be re-distributed out in prizes.

The bell is always located on the Head Table (table 1). When everyone is ready to begin, the bell is rung to signal the beginning of a round. All tables roll at the same time. You are always partnered with the person sitting across from you and there are 2 teams per table.

Play is done by rolling all three dice at the same time. A player at each table begins rolling the dice. During round 1, the goal is to roll 1's (round 2 - roll 2's, etc).

**Scoring:** One person is assigned scorekeeper at each table. On the table tally sheet, the score keeper and her teammate is "us" and the other team is "them". Each time a player rolls the correct number for the round, her team gets one point and continues rolling. 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 who begins rolling.

**Buncos:** a Bunco is when any player rolls all three dice in the number of that round (rolling three 1s in round 1, etc.). The team earns 21 points. The individual player who rolled a bunco marks a tally on her Bunco score sheet under Bunco's. Each player must keep track of the number of Bunco's she rolls individually. If a bunco is rolled at the head table, the player continues to roll until her turn is done, and then the round is over. The bell is rung, signaling the end of the round. Players at the other tables may have higher scores than 21 as they do not stop playing at 21 but continue until the bell is rung at the head table. When the bell is rung, the player who is rolling finishes her turn. The winning team marks their score card with a circle for a win and the losing team marks their score card with an X on the corresponding round number.

Bunco is played by individuals, not teams, so partners change after each round. The losing team moves from the head table (#1) and the winning teams from tables 2 and 3 move to a new table. The other teams stay at the table, however, one lady from each remaining team at the table will change seats so that new teams are formed for the next round. You will not play with the same team member two rounds in a row.

**Baby Bunco:** Each time a player rolls three of any number other than that of the round they are playing, they get a Baby Bunco. The team gets five points. During the last three rounds (on rolls 4, 5, and 6 of the last set), a baby Bunco is also known as Flunco. Flunco is then yelled out and they take possession of the traveling stuffed toy. Whoever is holding the stuffed toy at the end of the night, wins a prize.

**Wipeouts:** During any round that is not rolling 3's, if a player rolls all 3's, that team's points are lost and their score goes to 0. The player who rolled a wipeout tallies it on their card. At the end of the night, there is a prize for the most wipeouts. If it is a round of rolling 3's, there are no wipeouts that round.

**Ghosts:** A ghost is used when a seat cannot be filled. The player with the ghost for a partner rolls for herself and for the ghost and collects points for their team, but cannot collect tallies for Bunco's nor Wipeouts, etc. Ghost players will not have a scorecard.

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

**Prizes:** Players can only win in one category. Any ties will result in a roll off. Highest number wins with the exception of the Big Loser; in that case, the lowest number wins.

- \$20 most wins
- \$20 most Buncos
- \$10 most losses
- \$5 Flunco
- \$5 most Wipeouts