

Bunco Payouts

20 Players				
Envelope		Payout	Bills	Qty/Winner
1	Last Snake Eyes*	5	1-\$20	
2	Most Snake Eyes*	13	6-\$10	
3	Most Losses	10	3-\$5	
4	Last Baby Bunco	10	5-\$1	
5	Last Bunco	15		
6	Most Baby Buncos	12		
7	Most Buncos	15		
8	Most Wins	<u>20</u>		
		100		
	Door Prize		2 Prizes	

16 Players				
Envelope		Payout	Bills	Qty/Winner
1	Last Snake Eyes*	5	1-\$20	
2	Most Snake Eyes*	10	4-\$10	
3	Most Losses	10	3-\$5	
5	Last Bunco	15	5-\$1	
7	Most Buncos	18		
8	Most Wins	<u>22</u>		
		80		
	Door Prize		1 Prize	

12 Players				
Envelope		Payout	Bills	Qty/Winner
1	Last Snake Eyes*	3	1-\$20	
2	Most Snake Eyes*	5	2-\$10	
3	Most Losses	5	3-\$5	
5	Last Bunco	12	5-\$1	
7	Most Buncos	15		
8	Most Wins	<u>20</u>		
		60		
	Door Prize		1 Prize	

* Determined by player holding the stuffed item.

In the event of a tie:

Roll 1 die to determine the target. If a one is rolled, roll again.

Tied players will play 1 round. (Individual scoring, no teams)

The objective for Wins or Buncos is to get the most points.

The objective for Losses or Snake Eyes, is to get the fewest points.

At the end of the round, players that do not have the objective are eliminated.

If necessary, perform additional rounds until there is one winner.

Scoring:

Target = 1 1 Point
 Target = 2 2 Points
 Target = 3 21 Points = Bunco (Fuzzy Dice and tally for roller only)

< 20 Players - 5 Points
 Non Target x 3
 20 Players - 5 Points = **Baby Bunco** (Pacifier and tally for roller only)
 Non Target x 3

3 Ones = Snake Eyes Both teammates lose their points. (**Foofa** and tally for roller only)

Head Table

Winners -- Wait (1 Player - Shift 1 Chair)
Losers -- Walk to Lowest Table

(Ring Bell to Start/Stop Round)

The 'target' increments each round (first round=2, second=3, etc.).

You can use scratch paper do keep your points for the round. The points do not need to be written down on your score sheet.

1 Target = 1 Point

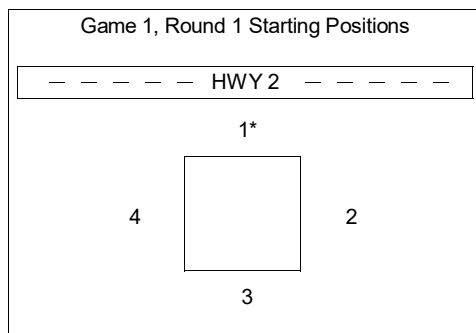
2 Targets = 2 Points

3 Targets = Bunco -- Roller must yell 'Bunco'.
 Team adds 21 points to their total.
 Roller ONLY writes down Bunco.

3 Ones -- Snake Eyes -- Roller must yell 'Snake Eyes'.
 The team loses all points for the round.
 Don't lose accumulated tallies.
 Roller ONLY writes down Snake Eyes.

3 of any other number -- 5 Points -- If 'Baby Bunco', Roller must yell 'Baby Bunco'.
 Roller ONLY writes down Baby Bunco.

Roll until your throw doesn't add points.



Name: Rosie Roller #: 2

Round	Game 1	Game 2	Game 3
2	X L <u>Bb-B-S</u>	X L <u>S-S</u>	w X <u>B-B</u>
3	X L <u>S</u>	w X <u>Bb</u>	X L <u>S</u>
4	(W) L _____	w X <u>B</u>	X L <u>S-B</u>
5	w X <u>Bb</u>	(W) L _____	w X <u>Bb</u>
6	X L <u>B-S-S</u>	w (L) <u>S</u>	X L <u>B</u>
	<u>w 2 / 3 L</u>	<u>w 3 / 2 L</u>	<u>w 2 / 3 L</u>
	Wins: <u>7</u>	Losses: <u>8</u>	
	Buncos: <u> 1</u>	Baby Buncos: <u> </u>	Snake Eyes: <u> </u>

Table 2

Winners -- Walk to Table 1 Losers -- Are Left (1 Player - Shift 1 Chair)

The 'target' increments each round (first round=2, second=3, etc.).

You can use scratch paper do keep your points for the round. The points do not need to be written down on your score sheet.

1 Target = 1 Point

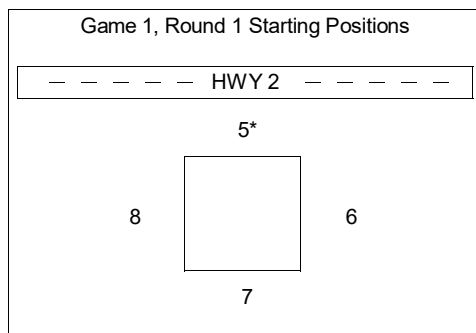
2 Targets = 2 Points

3 Targets = Bunco -- Roller must yell 'Bunco'.
Team adds 21 points to their total.
Roller ONLY writes down Bunco.

3 Ones -- Snake Eyes -- Roller must yell 'Snake Eyes'.
The team loses all points for the round.
Don't lose accumulated tallies.
Roller ONLY writes down Snake Eyes.

3 of any other number -- 5 Points -- If 'Baby Bunco', Roller must yell 'Baby Bunco'.
Roller ONLY writes down Baby Bunco.

Roll until your throw doesn't add points.



* Player starts the round.

Name: Rosie Roller #: 6

Round	Game 1	Game 2	Game 3
2	X L <u>Bb-B-S</u>	X L <u>S-S</u>	W X <u>B-B</u>
3	X L <u>S</u>	W X <u>Bb</u>	X L <u>S</u>
4	(W) L _____	W X <u>B</u>	X L <u>S-B</u>
5	W X <u>Bb</u>	(W) L _____	W X <u>Bb</u>
6	X L <u>B-S-S</u>	W (L) <u>S</u>	X L <u>B</u>
	<u>W 2 / 3 L</u>	<u>W 3 / 2 L</u>	<u>W 2 / 3 L</u>
	Wins: <u>7</u>	Losses: <u>8</u>	
	Buncos: <u> 1</u>	Baby Buncos: <u> </u>	Snake Eyes: <u> </u>

Table 3

Winners -- Walk to Table 2 Losers -- Are Left (1 Player - Shift 1 Chair)

The 'target' increments each round (first round=2, second=3, etc.).

You can use scratch paper do keep your points for the round. The points do not need to be written down on your score sheet.

1 Target = 1 Point

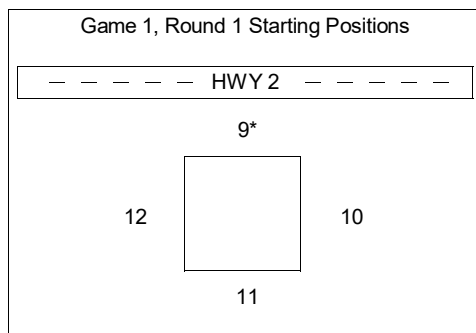
2 Targets = 2 Points

3 Targets = Bunco -- Roller must yell 'Bunco'.
Team adds 21 points to their total.
Roller ONLY writes down Bunco.

3 Ones -- Snake Eyes -- Roller must yell 'Snake Eyes'.
The team loses all points for the round.
Don't lose accumulated tallies.
Roller ONLY writes down Snake Eyes.

3 of any other number -- 5 Points -- If 'Baby Bunco', Roller must yell 'Baby Bunco'.
Roller ONLY writes down Baby Bunco.

Roll until your throw doesn't add points.



* Player starts the round.

Name: Rosie Roller #: 10

Round	Game 1	Game 2	Game 3
2	X L <u>Bb-B-S</u>	X L <u>S-S</u>	W X <u>B-B</u>
3	X L <u>S</u>	W X <u>Bb</u>	X L <u>S</u>
4	(W) L _____	W X <u>B</u>	X L <u>S-B</u>
5	W X <u>Bb</u>	(W) L _____	W X <u>Bb</u>
6	X L <u>B-S-S</u>	W (L) <u>S</u>	X L <u>B</u>
	<u>W 2 / 3 L</u>	<u>W 3 / 2 L</u>	<u>W 2 / 3 L</u>
	Wins: <u>7</u>	Losses: <u>8</u>	
	Buncos: <u> 1</u>	Baby Buncos: <u> </u>	Snake Eyes: <u> </u>

Table 4

Winners -- Walk to Table 3 Losers -- Are Left (1 Player - Shift 1 Chair)

The 'target' increments each round (first round=2, second=3, etc.).

You can use scratch paper do keep your points for the round. The points do not need to be written down on your score sheet.

1 Target = 1 Point

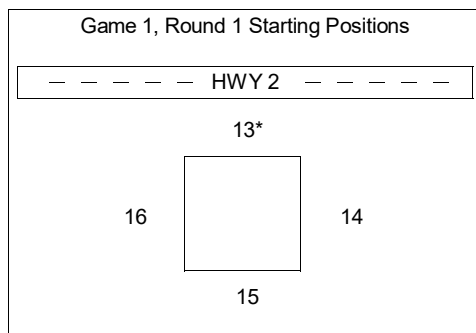
2 Targets = 2 Points

3 Targets = Bunco -- Roller must yell 'Bunco'.
Team adds 21 points to their total.
Roller ONLY writes down Bunco.

3 Ones -- Snake Eyes -- Roller must yell 'Snake Eyes'.
The team loses all points for the round.
Don't lose accumulated tallies.
Roller ONLY writes down Snake Eyes.

3 of any other number -- 5 Points -- If 'Baby Bunco', Roller must yell 'Baby Bunco'.
Roller ONLY writes down Baby Bunco.

Roll until your throw doesn't add points.



* Player starts the round.

Name: Rosie Roller #: 14

Round	Game 1	Game 2	Game 3
2	X L <u>Bb-B-S</u>	X L <u>S-S</u>	W X <u>B-B</u>
3	X L <u>S</u>	W X <u>Bb</u>	X L <u>S</u>
4	(W) L _____	W X <u>B</u>	X L <u>S-B</u>
5	W X <u>Bb</u>	(W) L _____	W X <u>Bb</u>
6	X L <u>B-S-S</u>	W (L) <u>S</u>	X L <u>B</u>
	<u>W 2 / 3 L</u>	<u>W 3 / 2 L</u>	<u>W 2 / 3 L</u>
	Wins: <u>7</u>	Losses: <u>8</u>	
	Buncos: <u> 1</u>	Baby Buncos: <u> </u>	Snake Eyes: <u> 1</u>

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
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2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round	Game 1	Game 2	Game 3
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Round	Game 1	Game 2	Game 3
-------	--------	--------	--------

2 _____

2 _____

3 _____

3 _____

4 _____

4 _____

5 _____

5 _____

6 _____

6 _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Snake Eyes: _____

Buncos: _____ Snake Eyes: _____

1	2	3
4	5	<u>6</u>
7	8	<u>9</u>
10	11	12
13	14	15
16		