

BUNCO Rules

The Setup

Each table will have 2 teams (partners across from each other)
When the head table rings the bell, the play starts.

Game Play

Each game consists of 5 rounds. The evening is done when 3 games are completed.

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

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.

The FUZZY DIE gets tossed to the roller.

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.

FOOFA gets tossed to the roller.

3 of any other number -- 5 Points --

If 'Baby Bunco', Roller must yell 'Baby Bunco'. Only the roller writes down Baby Bunco, and the PACIFIER gets tossed to the roller.

The player continues to roll until they fail to score on a throw. Both partners receive the same number of points for each round, but BABY BUNCOS, SNAKE EYES, and BUNCOS are scored individually.

When either team at the head table reaches 21 points, they will ring the bell, completing the round. If any players were not given the chance to throw the dice, their table will continue until all players have completed at least 1 cycle. If both teams at a table are tied at the end of the round, they will roll one complete cycle around the table until a team leads after the cycle.

After the round is completed, the losers at the head table will move to the lowest table. The WINNERS from the other tables will move to the next higher table.

One non-moving player at each table will shift 1 seat, so that the players in the next round will not have the same partners as the previous round.

The Winners

Prizes will be awarded to the player with the most wins, most Buncos, most Snake Eyes, most losses, last Bunco, & last Snake eyes. There may also be awards for Most and Last Baby Bunco.