

Bunco Payouts

		24 Players		20 Players		16 Players		12 Players	
Envelope		Payout	Bills	Payout	Bills	Payout	Bills	Payout	Bills
1	Last Snake Eyes*	5	1-\$20	5	1-\$20	5	1-\$20	3	1-\$20
2	Most Snake Eyes*	13	7-\$10	13	6-\$10	10	4-\$10	5	2-\$10
3	Most Losses	10	4-&5	10	3-\$5	10	3-\$5	5	3-\$5
4	Split (7 or 8 Wins)	16	10-\$1		5-\$1		5-\$1		5-\$1
5	Last Baby Bunco	10		10					
6	Last Bunco	15		15		15		12	
7	Most Baby Buncos	12		12					
8	Most Buncos	15		15		18		15	
9	Most Wins	20		20		22		20	
10	Consolation	4							
		120		100		80		60	
	Door Prizes		2 Prizes		2 Prizes		1 Prize		1 Prize

* Determined by player holding the stuffed item.

In the event of a tie:

Roll 1 die until a non-1 is rolled.

That number will be the target.

Tied players will play 1 round. (Points go to the roller only.)

At the end of the round, the player with the most points

Wins the category (Wins, Losses, Buncos, or Snake Eyes).

If there are still tied players, continue until there is only 1.

Scoring:

Target = 1

1 Point

Target = 2

2 Points

Target = 3

21 Points = Bunco (Fuzzy Dice and tally for roller only)

< 20 Players - Non Target x 3

5 Points

>= 20 Players - Non Target x 3

5 Points = **Baby Bunco** (Pacifier and tally for roller only)

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

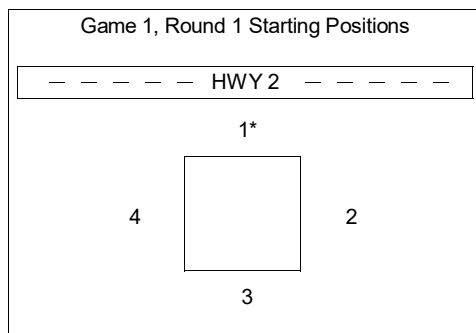
2 Targets = 2 Points

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.



* Player starts the round.

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

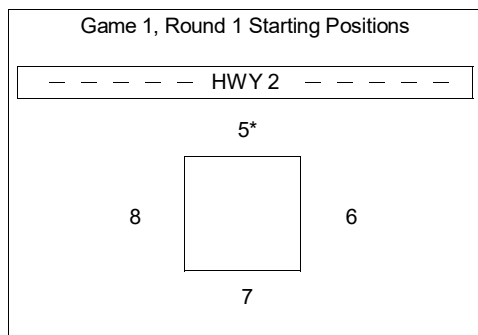
2 Targets = 2 Points

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

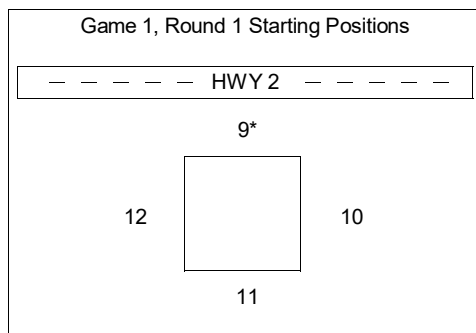
2 Targets = 2 Points

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

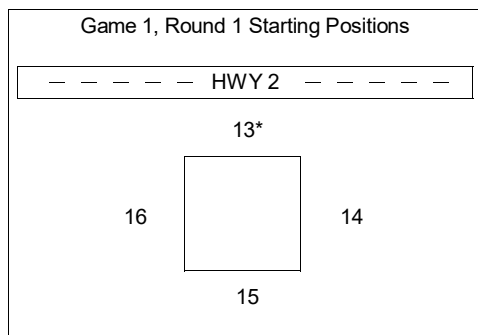
2 Targets = 2 Points

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> </u>

Table 5

Winners -- Walk to Table 4 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

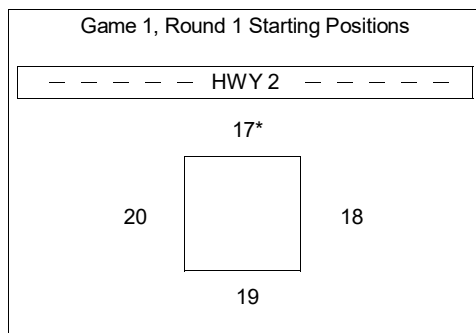
2 Targets = 2 Points

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 #: 18

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 6

Winners -- Walk to Table 5 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

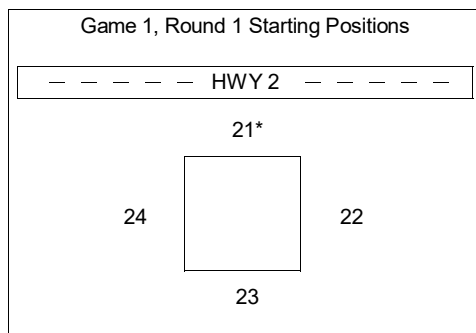
2 Targets = 2 Points

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 #: 22

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>

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Name: _____ #: _____

Name: _____ #: _____

Round Game 1 Game 2 Game 3

Round Game 1 Game 2 Game 3

2 W L _____ W L _____ W L _____

2 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

3 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

4 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

5 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

6 W L _____ W L _____ W L _____

W / L W / L W / L

W / L W / L W / L

Wins: _____ Losses: _____

Wins: _____ Losses: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

Buncos: _____ Baby Buncos: _____ Snake Eyes: _____

1	2	3
4	5	<u>6</u>
7	8	<u>9</u>
10	11	12
13	14	15
16	17	18
19	20	21
22	23	24

1

1

1

1

1

1

1

1

1

1

1

1

2

2

2

2

2

2

2

2

2

2

2

2

3

3

3

3

3

3

3

3

3

3

3

3

4

4

4

4

4

4

4

4

4

4

4

4

5

5

5

5

5

5

5

5

5

5

5

5

6

6

6

6

6

6

6

6

6

6

6

6