

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)