

# 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

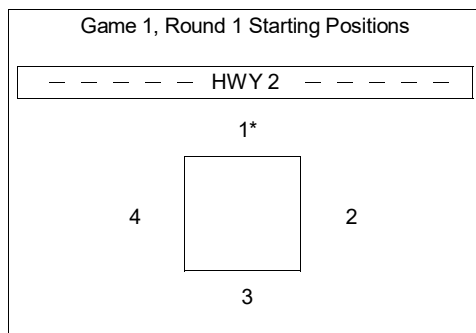
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	w <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	w <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	w <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	w <del>X</del> <u>Bb</u>	(W) L _____	w <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	w (L) <u>S</u>	<del>X</del> 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

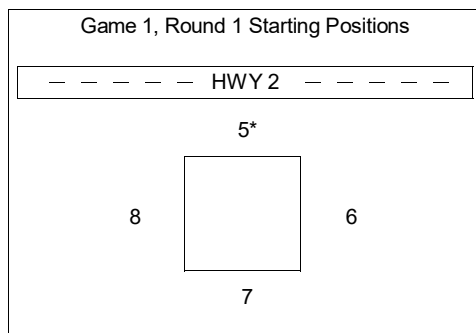
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	W <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	W <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	W <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	W <del>X</del> <u>Bb</u>	(W) L _____	W <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	W (L) <u>S</u>	<del>X</del> 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

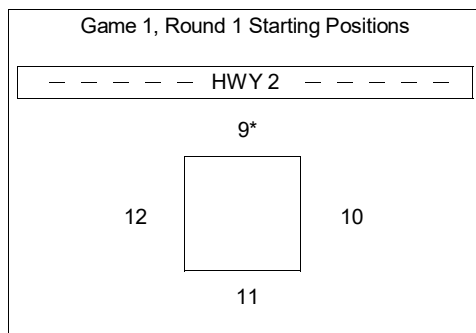
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	W <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	W <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	W <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	W <del>X</del> <u>Bb</u>	(W) L _____	W <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	W (L) <u>S</u>	<del>X</del> 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

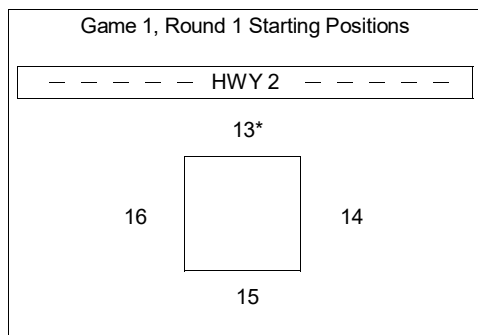
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	W <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	W <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	W <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	W <del>X</del> <u>Bb</u>	(W) L _____	W <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	W (L) <u>S</u>	<del>X</del> 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

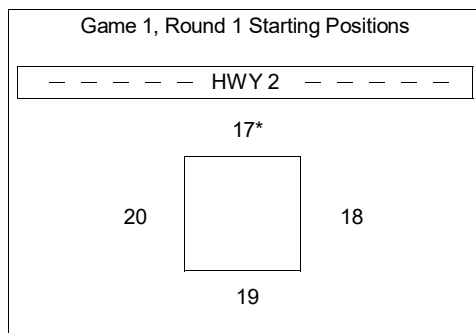
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	W <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	W <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	W <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	W <del>X</del> <u>Bb</u>	(W) L _____	W <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	W (L) <u>S</u>	<del>X</del> 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>

# 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

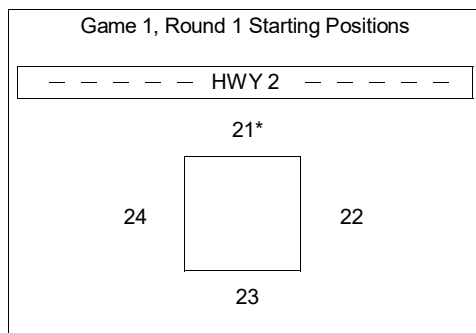
2 Targets = 2 Points

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	<del>X</del> L <u>Bb-B-S</u>	<del>X</del> L <u>S-S</u>	W <del>X</del> <u>B-B</u>
3	<del>X</del> L <u>S</u>	W <del>X</del> <u>Bb</u>	<del>X</del> L <u>S</u>
4	(W) L _____	W <del>X</del> <u>B</u>	<del>X</del> L <u>S-B</u>
5	W <del>X</del> <u>Bb</u>	(W) L _____	W <del>X</del> <u>Bb</u>
6	<del>X</del> L <u>B-S-S</u>	W (L) <u>S</u>	<del>X</del> 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>