

Bunco

The rules on one page

Players

Usually 12, at 3 tables of 4, in teams of 2

You need

3 dice for each table, a bell for the head table, a tally for each table, and a score sheet and pencil for each player

Goal

Win rounds by outscoring the other team at your table, and roll Buncos

Game ends

A set is 6 rounds, and a party usually plays 2 to 4 sets. Prizes go to the most wins, the most Buncos and other categories

Setup

1. Number 3 tables 1, 2 and 3. Table 1 is the head table, and the bell goes there.
2. Put 3 dice and a table tally on each table. Give every player a score sheet and a pencil.
3. Seat 4 players at each table. Players sitting across from each other are partners.
4. Each table picks a scorekeeper, who writes down both teams' points and rolls first.

How to play

1. **Start the round.** The head table rings the bell to start each round. At every table, the scorekeeper rolls the 3 dice first. Everyone rolls for the round's number: 1s in round 1, 2s in round 2, and so on up to 6s in round 6.
2. **Score the roll.** Each die showing the round's number scores 1 point. Do not add up the numbers on the dice. All 3 dice showing the round's number is a Bunco, worth 21 points. Three of a kind of any other number is a mini Bunco, worth 5.
3. **Keep rolling while you score.** If your roll scored, roll all 3 dice again. Keep going until a roll scores nothing. The scorekeeper adds your points to your team's score. Then pass the dice to the player on your left.
4. **The head table ends the round.** The round ends when a team at the head table reaches 21 or more. The player who got there rings the bell. A Bunco at the head table always ends the round. At the other tables, reaching 21 or rolling a Bunco ends nothing.
5. **Finish turns and find each winner.** When the bell rings, anyone in the middle of a turn keeps rolling until a roll scores nothing. That includes the player who rang the bell. Then the team with more points at each table wins the round. Tied teams hold a roll-off.
6. **Mark your score sheet.** Each player writes W for a win or L for a loss on the line for that round. If you rolled a Bunco, add a tally mark in your Buncos space. Your partner does not mark your Bunco.

7. Change tables and partners. At the head table, the winners stay and the losers move to table 2. At table 2, the winners move up to the head table and the losers move to table 3. At table 3, the winners move to table 2 and the losers stay. A team that stays splits up: one player moves over one chair.

8. Play the next round. The head table rings the bell to start the next round, rolling for the next number. After round 6 the set is over. A party usually plays 2 to 4 sets.

What each round rolls for

Round	Each of these scores 1 point	A Bunco (21 points)
1	A 1	1, 1, 1
2	A 2	2, 2, 2
3	A 3	3, 3, 3
4	A 4	4, 4, 4
5	A 5	5, 5, 5
6	A 6	6, 6, 6

Scoring

Points for one roll

The roll	Points	Then
Each die showing the round's number	1 for each die	Roll again
All 3 dice show the round's number (a Bunco)	21	Roll again. At the head table, also ring the bell
Three of a kind of another number (a mini Bunco)	5	Roll again
No die shows the round's number and the dice do not all match	0	Pass the dice to your left

What goes on your score sheet after each round

Mark	When you write it
W on the line for the round	Your team won the round at your table
L on the line for the round	Your team lost the round at your table
A tally mark beside Buncos	You rolled a Bunco yourself. One mark for each
A tally mark beside mini Buncos	You rolled a mini Bunco, if your sheet has the space

A Bunco night usually has several winners. The host picks prize categories, such as most wins, most Buncos, most losses and an even split of wins and losses.

