



BUNCO

official rules

Welcome to the Bunco Party Pack

Get the gang together and get ready to play Bunco ! The rollin' fun dice game ! We have included invitations to make your Bunco party officially fun !

Bunco plays great with 12 players (games are always a good excuse to get your friends and family together). If you can't find 11 friends to play with you, we have provided rules for 2-11 players as well.

Don't let the party stop...
keep on playin'

Make some copies of our score sheets, or download them from www.IFBUNCO.com

Check out our great Bunco party recipes online at:
www.IFBUNCO.com

Or just share your best Bunco story. We would love to hear from you!

Object of the Game: To be the player with the most points, of course!

The Goods: 1 scorepad of Master Score Sheets, 6 scorepads of Round Tally Sheets, 6 pencils, 12 postcard invitations for your Bunco Party, 1 large fuzzy Bunco die, 4 each of red, pink, and cream dice in a fuzzy dice bag, the Bunco bell, and official game instructions.

Setting the Scene for One Table Bunco

2 to 4 players: Gather up the players around one table. If 2 or 3 are playing, each player can have her own color of dice to roll. If four are playing, use only one set of dice and pass them from player to player.

Appoint the most honest person (you know who she is) to be the scorekeeper. List all players' names on the Master Score Sheet. Place the bell in the center of the table. Make sure everyone can reach it! The fuzzy die gets passed around from player to player, throughout the game, whenever a Bunco is rolled. This is mainly just for fun or when playing for prizes (see pg. 11)

Game Play: During each round, all players are trying to roll the same target number. For instance, in the first round, the target number is '1'. In the second round the target number is '2' and so on until the sixth round (the end of the game).

The round begins with the scorekeeper ringing the bell. This player then rolls all four dice. If this is the first round, then for every '1' the player rolls, that player gains a point and rolls again. The same player continues to roll until her roll does not contain the target number. She then passes the dice to the next player. The dice may continue to pass around the table from player to player, until the round ends.

If a player does not roll the target number before the round ends (when someone reaches 21 pts), then that player scores 0 for that round.

Bunco Bonus Points: The rare player who rolls a 'True Bunco', or four of a kind (of the current target number only!) scores 21 automatically and the round is over. The winner of the round gets to ring the bell and gains control of the fuzzy die.

More Extra Points: When you roll a four of kind that isn't the target number – be relieved – you can still score extra points. Here is how it works:

Low Bunco: If the players are on Round Three, and a player rolls four 2s, then she scores what is called a Low Bunco, because the number she rolled is lower in value than the target number. (four 1s could have also scored a Low Bunco) The player who rolls a Low Bunco scores five points.

High Bunco: Suppose our players are still on Round Three, and another player rolls four 5s. This player scores a High Bunco and is awarded seven points.

Scoring your Points: Here is the best part – tallying up your score! On the Round Tally Sheet, place the initials of each player under the player's column and fill in which round you are playing. Every time a player scores a point, the scorekeeper records it on this sheet. Once a player reaches 21 points, the scorekeeper announces the win and the winning player for the round rings the bell.

On the Master Score Sheet, the scorekeeper records the results of the round. Wins are recorded as Ws, and the rest of the results are recorded numerically. If any of the players win a round with a Bunco, then a 'B' is written down beside the 'W.'

The winner gets to ring the bell to start the next round. Players keep playing until a full game has been played – which is 6 rounds.



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Winning the Game: The player with the most 'Ws' at the end of all six rounds wins the game! If there is a tie, the player with the most "Bs" between those in the tie, wins the game. If there is still a tie – don't duke it out – the players have a 'roll-off'.

The first player to reach 5 points in a roll-off wins the game. Players alternate rolling one die until the total reaches or exceeds five. To determine which player goes first in the roll-off, have each player roll one die, the highest number goes first.

Shorter Rounds: If you can't sit still for long, make 11 points the goal instead of 21 for each round. This makes the game shorter.

Party Bunco: For all of you party-hearty players out there, cramming people into your house, here are rules for 12 players. This involves 3 tables and lots of moving around, so you may want to provide some refreshments, or just go ahead and make it a pot luck!

Setting the Scene for 12: Get out your tables, because you will need three of them! Each table should have the following: one Round Tally Sheet, one pencil, 4 dice and four players. The 'head' table has a few other items on it – like the bell and the Master Score Sheet. The main scorekeeper is seated at this table and writes down all 12 players' names on the Master Score Sheet.

Each Table has 4 players, divided into 2 teams. It is helpful to sit directly across from your teammate. Each table has a scorekeeper who enters the initials of each player on the Round Tally Sheet and keeps track of the points earned each round.

Playing the Game: One player from the head table rings the bell to begin the first round. The scorekeepers at each table roll first! Play is the same as "One Table Bunco", however, the score from each individual is added to her teammate's score. Whichever team reaches a combined score of 21 first, wins the round!

Winning the Round: When a team reaches 21 points, the scorekeeper at their table announces the winners and the bell is rung at the head table. The other tables continue playing until each table has a winning team. The bell is rung 3 times to signify the end of the round.

When a 'True Bunco' is rolled, the rolling player shouts "Bunco!", and the bell is rung 3 times. The player gets

possession of the fuzzy die. The round ends for ALL tables. The teams with the most points at the other tables (the non-Bunco tables) are declared the table winners. If there is a tie, the teams participate in a civilized roll-off, until one team scores 5 points. (See roll off instructions under Winning the Game on pg. 4)

The Master Score Sheet: The Main Scorekeeper (who is seated at Table 1) enters the results for all of the players on the Master Score Sheet for the round that was just completed. Scoring is almost the same as 'One Table Bunco.' A 'W' is entered for each member of the winning team at each table. There should be 6 'winners' in all – 2 per team with 3 tables. If someone rolled a 'True Bunco' then a 'B' is recorded in that player's scoring row, but not her teammate's row. Sorry you have to earn this for yourself – no sharing.

Moving to a New Table: This is where the winners and losers are divided. After the scores are tallied, players move to new tables. The non-winning players (in other words, the losers) rotate to the next table. The losing team members from Table 1 move to Table 2, the losing team members from Table 2 move to Table 3 and the losing team members from Table 3 move to Table 1, the head table. Now while the losing team members are moving, one player from each of the winning teams moves over one seat, so that she will be sitting next to her former teammate. This way everyone gets a new team.

Start the Next Round: The head table now rings the bell to begin Round 2. The scorekeeper at each table rolls first, as usual. Please rotate the role of scorekeeper so that everyone gets chance to go first! Continue playing until a full set is completed. The winner of the set is the player with the most "Ws". Ties are broken in the same manner as in 'One Table Bunco.' The player with the most Buncos wins the tie. If the players have the same number of Buncos, then the players participate in a roll-off.

Bunco for 5 to 11 players: The following are rules for when you have an odd number of players and the rules for Party Bunco and One Table don't quite apply. Remember that when playing with teams, one person from each winning team moves over a seat so that player is paired up with a new partner.

If you have 11 players, you can play Party Bunco and just have one person rolling twice, to make up for her absent Bunco Partner.

Rules for 5: Three players congregate at one table, and two



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at the second table. There are no teams, each of the players fend for themselves.

Moving Tables: At the end of each round, both of the players from Table 2 move to Table 1, while the losing players at Table 1 move to Table 2. The winner from Table 1 is the only player who doesn't move.

Rules for 6: Four players sit at Table 1 and two sit at Table 2. Table 1 plays in teams, while those at Table 2 play as individuals.

Moving Tables: At the end of each round, the two members from the losing team of table 1, move to Table 2 and play against each other. Both of the players from Table 2 move to Table 1.

Rules for 7: Four players sit at Table 1 and three players sit at Table 2. Table 1 plays in teams, while those at Table 2 play as individuals.

Rules for 8: Same as Party Bunco, except that there are only two tables instead of three. So you will have four teams.

Moving Tables: The players move in the same manner as Party Bunco except there are only two tables.

Rules for 9: Table 1 has four players playing in teams, Table 2 has three players playing as individuals and Table 3 has two players playing as individuals.

Moving Tables: At the end of each round, both players from Table 3 move to Table 1, the losing players at Table 1 move to Table 2 and the losing players from Table 2 move to Table 3.

Rules for 10: Tables 1 and 2 have four players and play as teams, while the two remaining players at Table 3 play as individuals.

Moving Tables: The players move in the same manner as the movement for 9 players.

Rules for 11: Tables 1 and 2 play as teams and the three players at Table 3 play as individuals.

Moving Tables: At the end of each round, the losing players at each table move, and the winners remain at their own tables.

Tips for your Bunco party

A fun way to add fun to your party is to award small prizes in the following categories when the game is finished:

- Player with the most Buncos
- Player with the most Wins
- The player who is holding the fuzzy die when the game ends
- The player with an equal number of Wins and Losses
- The player with the most Losses

Sample Master Score Sheet

Players	1	2	3	4	5	6	Total
1. Mindy		w				w	2-w
2. Heather			w				1-w
3. Becca	w					b/w	2-w 1-b
4. Taryn				w	w		2-w
5. Kelly		w					1-w
6. Tina			w				1-w
7. Brandi	w	b/w			w		3-w 1-b
8. Shellie							0-w
9. Karen				w			1-w
10. Jenny					w		1-w
11. Nikki	w						1-w
12. Julie			w			w	2-w

Brandi is the winner!

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