



TINKERSBY • BUNCO RULES

Bunco Rules

Twelve players, three tables, six rounds to a set

You need twelve players, three dice for each table, a bell, a score card each and a tally for each table.

HOW TO PLAY

- 1 Sit four to a table at three tables, partners facing each other. The head table has the bell.
- 2 Six rounds make a set. In round 1 everyone rolls for 1s, in round 2 for 2s, and so on up to 6s.
- 3 On your turn, roll all three dice and score for your team. Keep rolling while you score, and pass the dice to your left when a roll scores nothing.
- 4 When a team at the head table reaches 21 points, it rings the bell and every table stops after the roll in play.
- 5 Each player marks a W or an L for the round on their card. A tie at a table is settled by one more roll each.
- 6 Then move: the head table's winners stay and its losers go to the last table, and at the other tables the winners move up a table. Change partners every round.
- 7 Play as many sets as you like, four is usual. At the end of the night everyone counts their wins, losses and buncos.

POINTS

Shown in round 3, rolling for 3s

	Each die showing the round's number	1 each
	All three showing the round's number: a bunco	21
	Three of a kind of any other number	5
	No die on the round's number: pass the dice	0

SIX ROUNDS TO A SET



PRIZES MOST GROUPS GIVE

- Most buncos
- Most wins
- Most losses
- The last bunco of the night

YOUR TABLE'S RULES

Sets you play, prizes, the 5 point rule



TINKERSBY · BUNCO TABLE CARDS

Bunco Table Cards

One for each table, and a spare

Cut the four cards apart along their outlines: one for each table and a spare.

Bunco at the table

ROLL FOR THE ROUND'S NUMBER



Round 1



Round 2



Round 3



Round 4



Round 5



Round 6

POINTS, ROLLING FOR 3S



Each die showing the round's number

1 each



All three showing the round's number: a bunco

21



Three of a kind of any other number

5

THE BELL

A head table team reaching 21 ends the round at every table.

THEN MOVE

Head table: winners stay, losers go to the last table. Other tables: winners move up.

Bunco at the table

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Round 1



Round 2



Round 3



Round 4



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