



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

## 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

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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



### POINTS, ROLLING FOR 3S

|  |                                               |               |
|--|-----------------------------------------------|---------------|
|  | Each die showing the round's number           | <b>1 each</b> |
|  | All three showing the round's number: a bunco | <b>21</b>     |
|  | Three of a kind of any other number           | <b>5</b>      |

### 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

### ROLL FOR THE ROUND'S NUMBER



### POINTS, ROLLING FOR 3S

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|--|-----------------------------------------------|---------------|
|  | Each die showing the round's number           | <b>1 each</b> |
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