



XL BUNCO

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PLAYING THE GAME

- Take 12 score sheets and secretly draw a star on four of the sheets. Have each person pick a score sheet, this will tell you who will be starting at the head table. The remaining 8 players can sit at the "Middle" or "Losing" tables.
- Each table is randomly divided into 2 teams. Team couples sit across from each other. Pick one person on each team to tally points during each round. Keep track of team points by using the tally sheet--these points are only used for each number round. To save paper, just cross out previous rounds tallies and continue with new round on the same paper .
- The "Head" table controls the pace of the game. The game begins when the "Head" table rings the bell. One player from each table starts the game by trying to roll "ones" with the 3 dice. Always take your roll using 3 dice. If 1 of the die shows the number currently "up" tally 1 point, if 2 of the dice show the number currently "up" tally 2 points.
- When you roll "three of a kind" of the number you are currently rolling this is a **BUNCO !!!**(21 points). Keep rolling and collecting points. Do not forget to give yourself, not your teammate, one **BUNCO !!!** point on the bottom of your score sheet after your turn is finished.. If at this time or any other time a player at the "Head" table rolls a **BUNCO !!!** the bell is rung & the round stops. The other players currently rolling finish their turn and continue collecting points .
- Remember, the fuzzy die is passed from player to player as **BUNCO'S !!!** are rolled.
- If you roll "three of a kind"--of another number--give your team 5 points and keep rolling and collecting points until you do not roll the number that is "up".
- If you do not roll the number that is currently "up" the person to your left takes their turn.
- When the "Head" table reaches 21 points or rolls a **BUNCO !!!** they ring the bell to signal the end of that round. The number currently up changes to the next number (1 to 2, 2 to 3 , etc.).
- The winning team stays at the "Head" table. Have one teammate move over a chair so they will have different partners for the next round. The losing team from the "Head" table goes down to the "Middle" table.
- The winning team from the "Middle" table goes to the "Head" table & the winning team from the "Losing" table goes to the "Middle" table. The losing team from the from the "Middle" table goes down to the "Losing" table & the losing team at the "Losing" table stays at the table but one player moves over one chair so they will have a different partner..
- At this point write W or L (Winner or Loser) on your own score sheet for that round. Keep your score sheet with you at all times. Do not stay with your partner--your new partner will be one person from the winning or losing team joining you at the "Winning", "Middle", or "Losing" table.

- The "Head" table rings the bell to signal the start of a new round.
- If the teams have a tie score there will be a roll-off to determine the winner. (See roll-off-- **BUNCO !!!** Lingo)
- Play continues for two complete sets. At this point, take a break for dessert and then continue the last 2 sets.

The game ends when all 4 sets of **BUNCO !!!** have been completed. Each person then adds up the their total **BUNCO'S !!!**, Wins, & Losses from each round and writes the totals at the bottom of their score sheet. Prizes are awarded at this time.

PRIZE SECTION:

For ADULT **BUNCO !!!** PARTIES.

THE PRIZE VALUES EQUAL THE SUGGESTED \$5 CONTRIBUTION MADE BY EACH PLAYER AT THE BEGINNING OF THE GAME. THE PRIZES ARE SELECTED BY THE HOST PRIOR TO THE GAME WITH THE ABOVE CONTRIBUTION.. THE WINNERS ARE DETERMINED AT THE END OF THE GAME AFTER EACH PLAYER TOTALS UP THEIR **BUNCO'S !!!** WINS AND LOSSES FOR EACH ROUND. EACH PLAYER WRITES THEIR TOTALS AT THE BOTTOM OF THEIR SCORE SHEET. THE HOST FOR THE PARTY THEN AWARDS THE PRIZES. IF THERE IS A TIE SCORE FOR A PARTICULAR PRIZE THERE IS A ROLL-OFF AND THE HIGHEST ROLL RECEIVES THE PRIZE.

- \$ 20 PRIZE ~~ MOST **BUNCO'S !!!** ~~ FOR THE PLAYER THAT ROLLS THE MOST **BUNCO'S !!!**
- \$ 15 PRIZE ~~ MOST WINS ~~ FOR THE PLAYER WITH THE MOST WINS.
- \$ 10 PRIZE ~~ TRAVELING ~~ THE PLAYER WHO ROLLED THE LAST **BUNCO !!!** & IS HOLDING THE FUZZY DIE AT THE END OF THE GAME.
- \$ 8 PRIZE ~~ 50/50 ~~ FOR THE PLAYER WITH EQUAL WINS & LOSSES.
- \$ 5 PRIZE ~~ MOST LOSSES ~~ FOR THE PLAYER WITH THE MOST LOSSES.
- \$ 2 PRIZE ~~ "AT LEAST I'M TAKING SOMETHING HOME PRIZE" ~~COLLECT THE REMAINING SCORE SHEETS FROM PLAYERS WITHOUT PRIZES AND HOST DRAWS A WINNER

SUPPLIES

1. 12 fun-loving people, 1 of which is the hostess for the month.
2. 3 tables, 4 people, each table.
3. At each table: 3 dice, 2 pencils, 2 scratch pads and a score sheet for each person.
4. Bell to signal rounds (Stays at head table).
5. 1 Fuzzy Traveling Die (Begins at head table).

STARTING A **BUNCO !!! CLUB:**

GET 12 PEOPLE TOGETHER WHO WANT TO MEET ONCE A MONTH OR ONCE A WEEK. PICK A MONTH OR WEEK THAT EACH PERSON WILL BE HOST. ONCE ESTABLISHED, IT HELPS TO GIVE EACH MEMBER A COPY OF THE BUNCO !!! PARTY DATES. IF A MEMBER CAN'T MAKE A PARTY JUST CALL ANOTHER FRIEND OR HAVE A LIST OF ALTERNATES AVAILABLE OR SUBSTITUTE A GHOST. A GHOST IS AN INVISIBLE PLAYER THAT TRAVELS FROM TABLE TO TABLE LIKE A REGULAR PLAYER WOULD--have the ghosts' partner for each round roll both turns.

Don't have enough players??? Find others in your area! GO TO the CLUB and Group Connection

ORGANIZING A *BUNCO* !!! PARTY:

- ARRANGE TO SERVE APPETIZERS AND DINNER BEFORE THE PLAYING STARTS. SOME HOSTS HAVE A POTLUCK PARTY OTHERS PREFER TO HAVE EACH HOST SUPPLY FOOD AND DRINKS. GO AHEAD AND DINE AT THE BUNCO !!! PLAYING TABLES.
- AFTER DINNER IS SERVED PASS OUT THE SCORE SHEETS TO DETERMINE WHO WILL PLAY AT THE "HEAD" TABLE. (See rules on other side.)
- AFTER THE FIRST TWO COMPLETE SETS PLAYERS TAKE A BREAK AND DESSERT IS SERVED. HAVE PLAYERS PUT THEIR OWN SCORE SHEETS AT THE APPROPRIATE TABLE (WINNING", "MIDDLE", OR "LOSING") FOR THE SECOND HALF OF THE GAME.
- WHEN THE GAME IS COMPLETED & SCORES TALLIED PRIZES ARE THEN AWARDED.