















BUNCO!



- * The object of the game is to score the most points in a round and to have FUN ☺ !
- * The game is played at tables of 4 people; each table has 2 teams of 2 people. The person opposite you is your partner only for that round.
- * At the start of the game you will find on each table 3 dice, 4 individual score sheets, pens/pencils, and some rough paper for jotting down scores as you play.
- * Write your name on a score sheet. **Important, keep this with you throughout the game!**
- * One table is slightly different and also has a **Horn** - this is called the **Head or Top Table**.
- * Choose one person on each table to keep score on the rough paper during a round.
- * There are six rounds in each set of Bunco.
- * In each round you and your partner score points for your team by rolling the 3 dice together, trying to roll the same number as the round (this is the target number). So, in the first round you are trying to roll 1 's, in the second round 2's, in the third round 3's, and so on.
- * **Scoring is as follows;**
 - 1 point for rolling one target number (e.g. rolling one 3 (  ) in round 3 = 1 point)
 - 2 points for rolling two target numbers (e.g. rolling two 4 's (  ) in round 4 = 2 points)
 - 21 points for rolling three target numbers (e.g. rolling three 1 's (  ) in round 1 = 21 points)
 - this is called a Bunco and requires the successful person to shout "**BUNCO!**"
 - this player also marks a Bunco on their scorecard
 - 5 points for rolling 3 of the same number which aren't the target number (e.g. rolling three 6's (  ) in round 3 = 5 points)
 - This requires the person rolling to shout "**TRAVELLING!**"
 - Whoever has the fluffy toy then throws it to the person shouting "travelling"
- * The game is started by the **Head Table** sounding the horn.
- * The scorer on each table is the first to throw. Each player continues to throw until they do not score any points. The dice are then passed to their left, and so on.
- * The scorer keeps a running total of points scored for each team as the round continues.
- * The round finishes when one team on the **Head Table** scores 21 points. They then sound the horn and everyone stops playing that round.
- * Total up the points for each of the two teams on each table. The pair with the most points are the winners and they each mark this on their scorecard. The losing pair each mark a loss. There is no need to record the actual scores from the round - just won or lost and Bunco's.
- * The winning team stand up and move clockwise to the next table (don't forget your scorecard!!!).
- * The losing team stay at the same table but change seats to sit next to each other. The arriving winners sit in the vacant seats, so forming two new teams on each table ready for the next round.
- * Repeat the above for the next round rolling 2's, then 3 's, 4 's and so on until the final round of 6's.

There will be prizes for the most wins, most losses, most Bunco's and a special 'Travelling' prize.

Notes

If you are in the middle of your turn when the horn goes you may complete your turn.

If the horn goes before everyone on your table has had a go at throwing the dice, then continue for one circuit of the table.

If your teams are tied at the end of around, keep going until everyone has had one more turn and there is a winning team.