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| BUNCO RULESSeton Marrieds* Designate a scorekeeper for the table.
* Put your name on your Score Sheet.
* Each player at the table rolls one dice. Highest number starts play.
* First round; rolling for 1’s.
* Roll one 1, Score one point.
* Roll two 1’s, get two points.
* Roll three 1’s, score 21 points (BUNCO)
* Roll three of any other number, score 5 points (not a BUNCO)
* Roll no 1’s or three of any other number, no points are scored. Pass the dice.
* Round ends when the Head Table (Table 1) scores 21 points. The Head Table rings the BELL to stop play.
* If a player is in the middle of a roll when the BELL rings, continue rolling the dice until you score no points.
* If the Head Table scores 21 points *before* players have completed the first turn around the table, continue rolling until each player has had at least one turn with the dice.
* Players mark their Score Sheet with either a “W” if your team won, or an “L” if your team lost. Make a hash-mark each time you score a BUNCO.
* Winning players move up a table and get a new partner. Losing players stay at their current table and get a new partner.
* Winning players at the Head Table keep their current partners.
* The Head Table rings the BELL to start round two, rolling for 2’s.
* Repeat the process for 3’s, 4’s, 5’s and 6’s.
* As time permits, repeat rolling 1’s through 6’s up to 4 times.
* At the end of the night, each player totals their number of WINS, number of LOSES and number of BUNCOS.
* Be sure your name is on your Score Sheet.
* Board members will collect Score Sheets and tally up for the winning PRIZES.
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