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| BUNCO RULES  Seton 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. |