

# SCIL BUNCO

## Rules for Playing the Game



### Playing the Game-Round One

Roll dice at each table to decide who starts (high score). Play proceeds to right. Teams consist of people sitting opposite each other. Someone at head table rings bell to start.

- Each table plays as follows:
- One person will roll the dice. The goal is to roll 1's. If any of the dice comes up as a "1", then keep rolling. The two teammates will record 1 point for any 1's rolled on their score sheet. When no 1's are rolled, give the dice to the next player. If a person rolls three 1's in one roll, they yell "Bunco!". The two teammates will record 21 points on their score sheet. Only the person who rolls the Bunco, scores a Bunco.
- If a person rolls three of a kind of a number other than 1, it is a "Baby Bunco", which gives 5 points to the team. Only the person who rolls the Baby Bunco, scores the Baby Bunco.
- Play continues until a team at the Head Table earns 21 points. At this point, they yell "Bunco" and ring the bell to end the round.
- If you and your teammate won that round, circle it on your score sheet. If you lost, draw an "X" across that round on your score sheet.

### Preparation for Round Two

- After the first round, the two winners of the Head Table will stay at that table.
- The two winners from the Middle Table will move to the Head Table. The two winners from the Low Table will move to the Middle Table. Losing teams will stay at their tables, except for the losing team of the Head Table. They'll move to the Low Table.
- Whether you stay at your table or move, most players will be in a new seat. You must switch partners after a win or loss. You may not be on the same team with someone two rounds in a row, however, later in the game you can be on the same team again. Teams remaining at a table should shuffle around so that they are not on the same team for the next round.

### Round Two...and Beyond

- Same as Round One, except try to roll 2's. Continue each round by trying to roll 3's, 4's, etc. After you have done 6 rounds, which are as high as the dice will go, you have completed one game.
- If you are missing one player, you can choose to play with a "ghost." The ghost's teammate will roll for himself and for the ghost. Whoever is teamed with the ghost for the next rounds will do the same.

### Scoring

We will recognize the following winners:

- Most Buncos (rolling 21 points)
- Most Baby Buncos
- Most Wins
- Most Losses

If there is a tie for one of these categories, we will have a roll-off to determine the ultimate winner.

## BUNCO SCORE SHEET

Name \_\_\_\_\_

1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6

Buncos \_\_\_\_ Mini Buncos \_\_\_\_  
Wins \_\_\_\_ Losses \_\_\_\_