



Game Overview

There are six rounds in each set of Bunco. The Head Table controls the pace of play by starting each round and ending each round with a ring of the bell. Your partner is the person across the table from you. The scorekeeper at each table is the first to roll. Only one person at each table is the scorekeeper and keeps score for each team of two at the table.

Players earn points by rolling the three dice. In each round, players are trying to roll the same number as the round (example, rolling 3 in round 3).

One point is awarded for each target number rolled successfully. For example rolling 1 1 1 in round 1 earns you 2 points, in round 2 the same roll earns one point. In round 3 – 6 this roll would earn no points.

Five points are awarded for rolling three of a kind of any number except the current target number. For example rolling 2 2 2 in round 3 earns you 5 points.

BUNCO! is called when rolling 3 of a kind of the target number. For example, rolling 3 3 3 in round 3. Rolling BUNCO is worth 21 points, but the player has to yell it out to get credit for it.

The player rolls as long as they score one or more points. When they fail to roll the target number on any of the dice, the dice are passed to the player on the left and the scorekeeper records the cumulative score on the Table Tally for that team.

The round is over when the Head table reached 21 points, they ring the bell and the round is over for everyone. The other tables keep rolling until the Head table rings the bell. When the round ends, the player currently rolling at the lower tables get to finish their roll. Players not at the head table may score more than 21 points. Each player gets a chance to roll at least once in each round, if the two teams are tied when the head table reaches 21 then that table will have a roll off by every player at the table rolling one more turn to break the tie.

At the end of each round the losing team moves to the next table. Partners change after each round of play.