**BUNCO TERMS**

- **BUNCO**: A three-of-a-kind of the number that corresponds to the round (three “1’s” in Round One, three “2’s” in Round Two and so on). This is often called a “true” Bunco. A true Bunco immediately ends the round and scores 21 points.

- **LOW BUNCO**: A three-of-a-kind that is lower than the number of the round (3’s, 2’s or 1’s rolled during round 4, for instance). Low Buncos score 7 points.

- **HIGH BUNCO**: A three-of-a-kind that is higher than the number of the round (5’s or 6’s rolled during Round Four, for instance). High Buncos score 5 points.

**HOW TO PLAY**

**ONE TABLE BUNCO** (For 2-4 players)

All players sit around one table. If 2 or 3 are playing, each can retain and roll the three dice of one color: If four are playing, select the dice of one color for all to share. When four are playing, all four players use these dice, passing them from player to player.

The scorekeeper begins by ringing the bell to signify the start of the round. This player then rolls all three dice and looks to see if any of them come up “1.”

Anytime a player rolls the round’s number (in this case “1”) she scores 1 point for each die showing “1,” and may roll again.

If she then rolls two more “1’s,” she scores two more points.

If she rolls three “1’s,” she has rolled a true Bunco and scores 21 points. The bell is rung, everyone shouts “Bunco” and the round is over!

Whenever a player fails to roll at least one of the current round’s number, her turn immediately ends and the dice are passed to the player on the left. This player then takes her turn. Play continues in this manner until one player accumulates 21 points and wins the round.

**BONUS POINTS**

Whenever a Low Bunco or High Bunco is rolled, the player immediately scores bonus points (7 points for a Low Bunco, 5 for High Bunco—see “Bunco Terms”). The round continues and the player rolls again.

The round ends, as usual, when a player accumulates 21 points.

For example, during Round Four a player rolls three “5’s.” Since “2” is lower than the round’s number, she has rolled a “low Bunco” and scores 7 points. If during Round Four she rolls three “5’s,” she has rolled a High Bunco (5 is higher than the round’s number) and scores 5 points.

**SCORING**

On the Rounds side of the score sheet, the scorekeeper writes the initials of each player in the spaces atop the columns for the round being played. Whenever a player scores points, the scorekeeper writes the score in her column. (A player is always entitled to ask the scorekeeper how many points she has accumulated.) The scorekeeper announces when a player reaches or surpasses 21 points. The round ends, as usual, when a player accumulates 21 points and wins the round.

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The round ends, as usual, when a player accumulates 21 points.

For example, during Round Four a player rolls three “5’s.” Since “2” is lower than the round’s number, she has rolled a “low Bunco” and scores 7 points. If during Round Four she rolls three “5’s,” she has rolled a High Bunco (5 is higher than the round’s number) and scores 5 points.

**STARTING THE NEXT ROUND**

The player to the left of the round’s winner picks up the dice and rolls first to start Round #2. Play continues until a full “Set” has been played (all six rounds).

**WINNING**

When the Set ends, the player with the most “W’s” wins the game.

If this is a tie, the player with the most “B’s,” among those in the tie, wins the game.

If this is still a tie, a “roll off” breaks the tie.

In a roll off, the first player to reach 5 points wins the roll off (points are scored for rolling the number...
Whenever a true Bunco is rolled at any table, the rolling players shout out “Bunco!”, the bell is rung three times, and the round ends at ALL tables. The team with the most points at each other table is declared table winner. If there is a tie, hold a roll off until one team scores 5 points.

The scorekeeper at each table rolls first, as usual. Continue playing until a full Set is completed. The winner of the Set is the player with the most “W’s.” If there is a tie, it is broken by the same procedure as in One Table Bunco. For a longer party, take a break, serve some food, and then play a second Set. (Many Bunco parties go on for a third and final Set, as well.) Feel free to copy the score sheets, if you run out, or visit winning-moves.com to download more for free!

**BUNCO (for 5 to 11 players)**

Play is the same as for Party Bunco, except as noted below (mainly to accommodate and odd number of players). Whenever players are part of a team, their goal remains to score a combined 21 points. When playing as individuals, their goal is to accumulate 11 points, to win the round at their table.

- When five play, seat three at one table and two at the second table.

Players play for themselves, there are no teams. Both players at Table Two move to Table One while the two losing players at Table One move to Table Two. (Only the winner at Table One doesn’t move.)

**Moving to Your New Table**

Moving as individuals, their goal is to accumulate 11 points, to win the round at their table.

- When six play, seat 4 players at Table One and 2 at Table Two. Those at Table One play in teams. Those at Table Two play as individuals. At the end of each round, the losing team at Table One goes to Table Two and plays against each other. Both players from Table Two move to Table One.

- When seven play, the four players at Table One form teams while the three at Table Two play as individuals. When moving, both losing players from Table One move to Table Two; both losing players from Table Two move to Table One.

- When eight play, there are two tables of four playing in teams.

- When nine play, Table One will have 4 players playing in teams; Table Two will have 3 players playing as individuals and Table Three will have 2 players as individuals. When moving, both players at Table Three move to Table One; the losing players at Table One move to Table Two and those from Table Two move to Table Three.

**Note:** when 6-11 play, move after the end of a round according to these guidelines.

1. The winning team at Table One remains, with one player changing chairs.
2. The others move according to the instructions below.

- When six play, seat 4 players at Table One and 2 at Table Two. Those at Table One play in teams. Those at Table Two play as individuals. At the end of each round, the losing team at Table One goes to Table Two and plays against each other. Both players from Table Two move to Table One.

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