

First you need to gather a group of your “*Besties*” that like to eat, drink and play easy mindless dice games. 😊 For the purpose of this “How To” I am going to use the word “dice” for both the singular and plural because I am too lazy to look up which is which...frankly I don't think you really care do you? Good, then I am in good company!

You need groups of four. Our group has twelve but if you can't get or fit that many at one time start with eight. You can even have 16 if your space is big enough.

You need a table for each group of four. I use the kitchen table the dining room table and set another one up in the living room.

Here is a list of supplies and I am happy to send you a file for print of the scoring pages if you leave me a request in comments below or send me a message on my facebook page – fridaynightfamily.com.

- 1) a set of 3 dice per table
- 2) score sheet for each person
- 3) a score sheet for each team, there are two teams per table
- 4) a pencil or pen for everyone playing
- 5) a bell to ring at the beginning or end of each round
- 6) an item such as a bean bag to pass around for anyone who throws a “travel” (I will explain)

The rules vary with different groups but our group keeps it quite simple so there's not a whole lot of drinkin' and thinkin' going on at once...that could be dangerous!

Designate one table as the head table. For our group it is usually the table in the kitchen where all the food is...did I forget to tell you about food? Not to worry I will, but for now the kitchen table is the head table. The head table is where the bell is. Someone rings the bell to start the round. One person at a time rolls and you take turns going clockwise or counterclockwise, your choice but remember what I told you about drinking and thinking! One mistake could cause uncontrollable laughter.

Anyway, just as there are 6 numbers on your dice, there are 6 sets to one game or round. We play 3 rounds in one night, usually taking a food and drink break after round two.

Each table is divided into two teams of two. You are on the team with the person opposite to where you are sitting. In round one, the first person starts by rolling the dice and trying to get as many one's as they can. With each toss of the three dice on your table, count how many ones you rolled and mark it on the team sheet. It helps to have your partner score while you are rolling. Keep rolling until you don't roll anymore ones. Now pass the dice to the next player. They do the same and roll as many ones as they can get, also marking it on their team score sheet. Now they pass the dice to the next person who should be your partner across the table. They take their turn rolling for ones and this should be marked on your teams score sheet. Then the final person rolls for ones and their score is marked on their teams score sheet. The round for rolling ones is over when the team at the head table rolls 21 points and rings the bell to stop the round. Keep rolling taking turns until you hear the bell ring.

NOTE:





If any person at the other tables is still rolling when the bell rings after the head table reaches 21 points, let them keep going until they don't roll anymore of the number for that round. The reason for this is they may roll a **Bunco, which by the way, is three of the same number you are rolling for in that round**. Example: if you are rolling for four's in that round and someone rolls three fours, that is a Bunco and it is worth 10 points.

There is also something called Travel. **Travel is when someone rolls three two's.** Travel is worth 5 points UNLESS you are rolling for 2's. In that round only it is a Bunco worth ten points and you get to hold the travel item. Most boxed games of Bunco come with some sort of travel item (bean bag, sponge dice, etc. to be used for this purpose) When someone rolls Travel (three two's) they get to hold onto the travel item until someone else rolls a travel. There is only one travel item for ALL players, not just your table. Whoever is in possession of the travel item at the end of the game, wins a prize.

You can also score 5 points if you roll a three of a kind in any round. Example: If you are rolling for fives and you roll three one's they are worth 5 points and you can roll again. Remember if at any point you roll three two's, you have rolled Travel and it is worth 5 points and you get the travel item to hold.





See the scoring sample below, although you may find yourself in a group of Bunco players that play by different rules. This way is simple and easy.

1 point for however many dice bear the number you are rolling for in that round. Example: if you are rolling for three's and you throw all three dice and roll two three's and a five then you score one point for each three that you rolled. You should continue to roll until you roll no three's. See example below. In this example we are rolling for three's:

First throw		2 points, one for each three, roll again
Second throw		1 point for one three, roll again
Third throw		BUNCO! 10 points, roll again
Fourth throw		No points, pass the dice to the next person





TOTAL points for that set is 13

Rolling a "travel" (when rolling for any other number but two). In this example you are rolling for fives.

First throw		1 point, one for each five, roll again
Second throw		This is "travel" and its worth five points, roll again
Third throw		2 points, one for each five, roll again
Fourth throw		No points, pass the dice to the next person





TOTAL points for that set is 8

Rolling a “travel” when rolling for two’s

First throw		1 point, one for each two, roll again
Second throw		This is travel but it is also a BUNCO and its worth ten points because you are rolling for two’s in this set, roll again
Third throw		1 point, one for each two, roll again
Fourth throw		No points, pass the dice to the next person

TOTAL points for that set is 12

Rolling “three of a kind”. In this case we are rolling for four’s. However, if you roll three four’s it is a BUNCO and worth ten points and if you roll three two’s it is a travel and worth five points.

First throw		1 point, one for each four, roll again
Second throw		This is three of a kind worth 5 points, roll again
Third throw		2 points, one for each four, roll again
Fourth throw		No points, pass the dice to the next person

Rotating tables

Once the head table rings the bell at 21 points and the set ends. It is time to rotate tables. One team consisting of two people moves to the next table. If you are at the head table, one team moves to the dining room table. One team from the dining room table moves to the living room table and one team from the living room table moves to the head table in the kitchen.

WHO MOVES YOU ASK?

Head Table – The losing team (to D.R. table)

Dining Room Table – The winning team (to L.R. table)

Living Room Table – The winning team (to Head or Kitchen table)

Once a team moves to the next table, they break up and are no longer partners. They each chose a partner from whoever is currently left at the table from the last round.

Once you have rolled for numbers 1 through 6, rotating after each set, you have completed one round. As I said our group plays three rounds in one night.

O.K. now you have the rules...below is what everyone needs to bring and why.

- 1) Everyone brings \$5.00 to put in the envelopes you will set up for prizes. When all scores are added at the end of the night, the prizes are awarded. Below is how you should label the prize envelopes and how much goes in each.
 - a. Most Bunco's - \$15.00
 - b. Second Most Bunco's - \$10.00
 - c. Most Win's - \$10.00
 - d. Second Most wins - \$5.00
 - e. Most Losses - \$10.00
 - f. Second most losses - \$5.00
 - g. Travel - \$5.00
 - h. Door Prize (value of \$10.00, supplied by the hostess) is awarded by folding all the score sheets in half of anyone who hasn't won a prize and picking one.
- 2) Everyone brings an appetizer to share. Could be something sweet or something savory...or perhaps even something healthy.

The hostess is responsible for drinks, a small bowl of snacks on each of the tables and a \$10.00 door prize (although this is not totally necessary). In our group the hostess buys beer and wine and occasionally someone will whip up a mixed drink or alcoholic punch. You could also do a BYOB if you feel the expense is too much for any one person to host.

Each of your twelve players takes a month of the year to host. Our group plays on the second Thursday of each month. If someone can't make it, the hostess must find a sub or the group will have to play with a ghost. To avoid playing with a ghost, whoever is the hostess for the month sends out an email or calls all the players approximately a week or so in advance and the other players are responsible for RSVPing to her. This allows time to find a sub.

If a sub cannot be found and you must play with a ghost, here is what to do. Whoever is the partner of the ghost or empty seat, rolls for the ghost. They also take the sheet to the next table with them.

This is also fun to play as a couple's game with 6 couples getting together.

I hope you enjoy playing BUNCO and even starting your own group. Remember, if you do send me pictures.