



MESQUITE GAMING



Rules of the Game

There are six rounds in each session of BUNCO. The Head Table controls the pace of play by starting each round and ending each round with a ring of the bell. The scorekeeper at each table is the first to roll.

Players earn points by rolling three dice. In each round, players are trying to roll the same number as the round, or the target number (for example; rolling a '3' in Round 3) – sometimes called a mark.

One point is awarded for each target number rolled successfully. For example, rolling a '1', '1', '2' in Round 1 earns 2 points; in Round 2, the same roll earns one point. In Rounds 3 through 6 the roll earns no points.

MINI BUNCO! Is when rolling 3 of a kind of any number except the current target number. For example, rolling '5', '5', '5' in Round 3 earns 5 points; the player must raise their hand to get credit for it and continues their turn.

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

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 or a mini-BUNCO, the dice are passed to the player on the left. The scorekeeper records the cumulative score on the Table Tally as the temporary team score.

The Round is over when the HEAD table reaches 21 points. They ring the bell and the round is over for the entire room. Play at ALL tables stops as soon as the bell sounds – **the player rolling the dice finishes their turn, rolling until they do not hit a target number.** Scores at other tables may equal an amount higher or lower than 21.

Highest score determines the winning team – Winners write a **W** in the box that corresponds with the Round they just completed. The Losers write an **L** in their box. **ONCE THE WINNER & LOSER HAS BEEN DETERMINED, RAISE YOUR HAND TO GET CREDIT. Ties in the round will be decided by continuing to roll. The first person to roll the target number wins the Round for their team.**

At the end of each round, the winner's stay and the losers walk to the next table clockwise from A to B, from B to C and from C to A. The winners stay at the table but one winner must move seats to have a new partner. The winners and losers cannot have the same partner in consecutive rounds.

♥ **Remember – Losers walk and Winner's talk.**

Players keep track of their scores on their own individual BUNCO Score Card.

Be sure to write your NAME & TEAM NUMBER on your individual score card!

Each Team will have (1) Staff Member Assigned to them. Assigned Staff will highlight to **verify** each of the following on your score cards:

- Bunco
- Mini Bunco
- Wins

When a player rolls a BUNCO, that player should mark a line in the BUNCO box on their individual scorecard. Only the player that rolled the BUNCO gets credit on their individual scorecard. The player's teammate does not mark their scorecard. The team gets 21 points on the Tally Sheet. **BUNCO'S MUST BE HIGHLIGHTED BY EACH TEAM'S ASSIGNED STAFF.**

When a player rolls a 'mini-BUNCO', that player should mark a line in the mini-BUNCO box on their individual scorecard. Only the player that rolled the mini-BUNCO gets credit on their individual scorecard. The player's teammate does not mark their scorecard. The team gets 5 points on the Tally Sheet. **MINI BUNCO'S MUST BE HIGHLIGHTED BY EACH TEAMS ASSIGNED STAFF.**

At the end of all BUNCO Sessions, all players total their wins, BUNCO's and mini-BUNCO's on their individual scorecards. **WINS, BUNCO'S & MINI BUNCO'S MUST BE HIGHLIGHTED BY EACH TEAMS ASSIGNED STAFF**

You will remain in your seats and all sheets will be collected by your Teams Assigned Staff and will be retabulated for accuracy. Once all sheets are completed, the Teams Assigned Staff member will bring up to the front table.

We will be awarding the winners their prize money immediately at the end of the event. **Please do not leave the Tournament Room, you must be present with a valid ID to win!**

Each Team will have the following winners paid:

- Most Bunco's \$100
- Most Mini's \$50
- Most Wins \$40
- Best Costume \$25

Overall:

- Team with Overall Most Bunco's \$100
- Team with Best Costume \$25

General Information –

- *Breaks will be immediately following the 2nd, 4th & final round**
- *Beverages will be on sale during the event.**
- *Random drawings during all breaks.**