



SPORTS for Exceptional Athletes

Bunco Rules



1. The object of the game is to score as many points as possible before the bell sounds.
2. Each round will vary in length.
3. The person across the table from you is your partner for this round.
4. One person at your table will keep score.
5. Starting with the "key" number being One at the bell, you begin to roll. If you roll any ones, or three of a kind you continue to roll.
6. For each "key" number that you roll, you receive 1 point.
7. If you roll three of a kind of any number other than the "key" number for that round, you receive 5 points.
8. If you roll three of the "key" number for that round, you stand up and shout "Bunco" at the top of your lungs!
You receive 21 points.
9. If you don't receive any points on a roll, then you pass the dice to your left (quickly!).
10. The next player rolls, if they roll any of the "key" number or three of a kind, they continue to roll, if not, they pass the dice to their left.
11. When the time is up and the cowbell rings, the team with the most points wins and moves to the next table while the team that loses stays at that table.
12. Record either a W (win) or L (loss) on your personal score card along with a tally mark for any Buncos.
13. Everyone switches partners at all tables and the "key" number is now two.
14. The round continues until all numbers one through six have been played.
15. At the end of two sets, wins and losses are totaled. Most wins, most losses, and most Buncos will get a prize. In the case of a tie, there will be a roll off. For wins, high roll triumphs. For losses, low roll triumphs.

Scoring

'Key' number = 1

One (ex:) = 1 point

Two s (ex:) = 2 points

Three s (ex:) = 21 points

Three (ex:) = 5 points*

(three of a kind – anything but)



SPORTS for Exceptional Athletes, 9575 Aero Drive, Suite B, San Diego, CA 92123
Phone: 858-565-7432 ~ Fax: 858-565-7431 ~ Email: sds4ea@gmail.com ~ Website: www.s4ea.org