

THE RULES

- One person tallies points for each table.
- Table 1 rings the bell to start the game.
- Three of a kind of a number not being rolled =5 points. Keep rolling.
- Three of a kind of the number you are currently rolling this is **aBUNCO!** (21 points). Yell BUNCO and the BUNCO keepsake passes to you. The roller marks each BUNCO s/he rolls.
- The first team to reach 21 points for the “up” number wins that round. Circle the number when you win on your rally sheet. Cross it out when you lose. Rolling stops when 21 is reached.
- Play continues until the Table 1 finishes rolling for 6’s. When the Table 1 completes 6’s, they ring the bell and play stops at tables 2 and 3. Players in the middle of a roll may finish that turn but may not pass the dice.
- If a table has not completed a number, whichever team has the higher score when the bell rang is declared the winner. Numbers that have not been rolled for at all (for example, play stops when a team is rolling for 4’s leaving 5’s and 6’s unrolled for) the 5’s and 6’s count as losses for both teams. Tally the scores for that round, totaling wins and losses and personal buncos.
- If there is a tie between the teams for most wins, a roll off is held. Each player rolls the 3 dice one time. Total the rolls. The team with the larger total roll is the winner.
- The winning team at Table 1 stays with one teammate moving chairs so partners are different for the next round. The losing team from Table 1 goes down to Table 3. The winning team from the Table 3 goes to the Table 2 & the winning team from Table 2 goes to Table 1. The losing teams from Table 2 and 3 stay and one player moves over a chair so they will have a different partner. No player at any table should be partners with the same person as the previous round.
- Each table of 12 will play independently from the other tables in regards to bells and number being rolled for until the end of the round when 6’s are finished.
- All tables stop when 6’s are completed