

# BUNCO NIGHT

Because girls just wanna have fun!

Welcome to Bunco Night!!

Our first official gathering will be here before you know it.

Date: \_\_\_\_\_ Time: \_\_\_\_\_

Location: \_\_\_\_\_

We will be playing on the last \_\_\_\_\_ of each month. There will be no Bunco in December.

**What you need to bring:** \$5.00 and a smile.

## How it works:

First we will get to know each other while munching on some yummy appetizers. While you are snacking, you will have an opportunity to sign up to be a Bunco hostess in the month of your choosing and sign up to bring appetizers two months and dessert two months. Then we will share a meal together.

Around \_\_\_\_\_pm, after we have eaten, we will play a practice round or two of Bunco for those that have never played. After our practice rolls...let the dice and the good times roll.

We will pause for a breath and dessert around \_\_\_\_\_ pm and play will end around \_\_\_\_\_pm or so. Prizes will be awarded as outlined on the How Bunco Works Sheet attached.

We will help clean up and then be on our way, having shared a fun time, made some new friends, and perhaps walked away with a prize.

Can't wait to see you all. Bunco takes twelve players so if you are unable to make it on any given night, please text me early enough so I can try to get a sub. My cell # is \_\_\_\_\_.

See you soon!





# HOW BUNCO WORKS

We will play on the \_\_\_\_\_ of every month. (fill in week & day)

Arrival time: \_\_\_\_\_ End time: \_\_\_\_\_

Each person will be a hostess one time per year.

Each person will bring an appetizer two times per year.

Each person will bring dessert two times per year.

## HOSTESS

Provides the location

Provides the dinner & beverages

Provides candy or goodies for each of three tables

Provides the Door Prize (A small wrapped gift)

Option 2: Same location each time, but a different person brings the meal, goodies, & door prize.



## APPETIZERS

Two people bring appetizers each time.

## DESSERT

Two people bring dessert each time.

## BUNCO NIGHT

We will have appetizers for the first 15 minutes or until nearly everyone has arrived.

We'll eat our dinner aiming to be done and begin playing at about 7pm.

We'll typically have time to play two or three rounds of BUNCO - unless they are short rounds. We'll end play at the last game nearest 8:00pm.

## PRIZES

Everyone puts \$5 in a basket when they arrive.

At the end of play prizes are distributed as follows:

Biggest Loser gets \$5

Most Minis gets \$10 (Mini = 3 of the same # but not the # in play.)

Most Wins gets \$20

Most BUNCOS gets \$25. (BUNCO = rolling 3 of the same # of the number in play.)

The person that has the Last BUNCO gets the Door Prize.

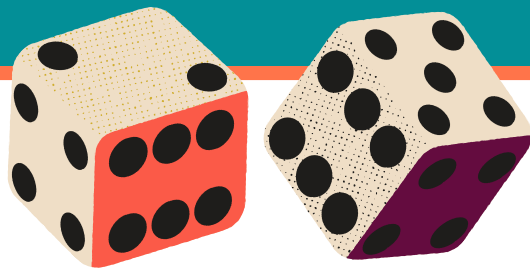
In the case of a tie for a prize - the two winners can choose to share the prize or they can roll a die and the highest # wins.

## SCORE CARDS

Mark W for Wins and L for Losses next to each number. (1-6)

Keep a tally of your Minis and Buncos

At the end of the evening count your Wins and Losses and write it down.



## THE PLAY

*Don't worry if you don't know how to play - it's way easier than these instructions sound.*

We play in teams of two - "Them and Us" to the scorekeepers.

There is one scorekeeper at each table. Each of the three tables is assigned a Table Name card: The Dungeon, Head Table, or Table 2.

### To start the play:

The Head Table Scorekeeper rings a bell and play begins.

The first person rolls three dice and counts the number of times they roll the number in play. That person keeps rolling until they do not roll a number in play. They pass the three dice to the next person to roll.

Scorekeeper marks down how many times the first person rolled the number in play. Play continues around the table until all players have rolled for ones. Play continues and all players around the table roll for twos and then threes and so on up to sixes or whenever the head table rings the bell.

When the head table reaches a score of 21, they ring the bell and all play ends.

Scorekeepers tally the scores and determine the winning and losing team. Winners mark a W on their sheet and Losers mark an L next to the number that was in play.

All players tally minis and BUNCOs for themselves on their own sheet.

At the end of the round, each team will either remain at their table or move as indicated by the table signs.

For the next round, you must have a new partner.

What number are we on?



## SCOREKEEPING

Each time a person rolls the number in play it counts as one point.

Example: Player rolls the three dice for ones. Two of the dice show a one = two points. As each person rolls, keep adding their score to the tally for their team. (Us or Them teams)

A **Mini** (three of the same number not the number in play) counts as 5 points.

A **BUNCO** (Rolling three of the number in play on the same roll) is 21 points.

**You Also Need:** 3 tables, 12 chairs, 9 dice, 1 head table bell, 12 pencils





## *Head Table*

Winners stay put.

Losers move to the Dungeon.

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## *The Dungeon*

Winners move to Table 2.

(With 8 players, both Dungeon folks move to Table 2.)

Losers stay put.

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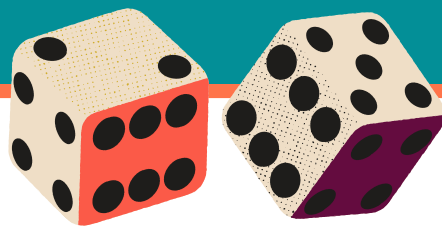


## *Table 2*

Winners move to the Head Table.

Losers stay put.





# SCOREKEEPER SHEET

<i>US</i>	<i>THEM</i>
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\_\_\_\_\_

\_\_\_\_\_

<i>US</i>	<i>THEM</i>
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\_\_\_\_\_

\_\_\_\_\_



Name: \_\_\_\_\_

Minis \_\_\_\_\_ Buncos \_\_\_\_\_

Wins \_\_\_\_\_ Losses \_\_\_\_\_

1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_

2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_

4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_

5 \_\_\_\_\_ 5 \_\_\_\_\_ 5 \_\_\_\_\_

6 \_\_\_\_\_ 6 \_\_\_\_\_ 6 \_\_\_\_\_

Name: \_\_\_\_\_

Minis \_\_\_\_\_ Buncos \_\_\_\_\_

Wins \_\_\_\_\_ Losses \_\_\_\_\_

1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_

2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_

4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_

5 \_\_\_\_\_ 5 \_\_\_\_\_ 5 \_\_\_\_\_

6 \_\_\_\_\_ 6 \_\_\_\_\_ 6 \_\_\_\_\_

Name: \_\_\_\_\_

Minis \_\_\_\_\_ Buncos \_\_\_\_\_

Wins \_\_\_\_\_ Losses \_\_\_\_\_

1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_

2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_

4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_

5 \_\_\_\_\_ 5 \_\_\_\_\_ 5 \_\_\_\_\_

6 \_\_\_\_\_ 6 \_\_\_\_\_ 6 \_\_\_\_\_

Name: \_\_\_\_\_

Minis \_\_\_\_\_ Buncos \_\_\_\_\_

Wins \_\_\_\_\_ Losses \_\_\_\_\_

1 \_\_\_\_\_ 1 \_\_\_\_\_ 1 \_\_\_\_\_

2 \_\_\_\_\_ 2 \_\_\_\_\_ 2 \_\_\_\_\_

3 \_\_\_\_\_ 3 \_\_\_\_\_ 3 \_\_\_\_\_

4 \_\_\_\_\_ 4 \_\_\_\_\_ 4 \_\_\_\_\_

5 \_\_\_\_\_ 5 \_\_\_\_\_ 5 \_\_\_\_\_

6 \_\_\_\_\_ 6 \_\_\_\_\_ 6 \_\_\_\_\_