

Bunco Night Starter



Learn the game in five minutes and keep score cleanly: quick rules with scoring examples, two-player scorecard sheets and a table tally.

4

PAGES

12

PLAYERS

12

ROUNDS PER CARD

WHAT'S INSIDE

- Rules in five minutes
- Scorecards
- Table tally sheet

Bunco in Five Minutes



Twelve players, three tables of four, three dice per table

SEATS AND TEAMS	Number the seats 1–4 clockwise at every table. Seats 1 and 3 are partners; seats 2 and 4 are partners.
THE TARGET NUMBER	Round 1 scores ones, round 2 twos, through round 6. That is one set; most groups play two to four sets.
START	Everyone waits for the head table’s bell. Then the player in seat 1 at each table rolls first.
SCORING A ROLL	Roll all three dice. Each die showing the target number scores 1 point. Three of any other number scores 5. Three of the target number is a BUNCO: 21 points.
KEEP ROLLING	After any scoring roll, roll again. After a roll that scores nothing, pass the dice to your left.
STOP	The head table rings the bell as soon as one of its teams reaches 21 points. Every table stops; only a roll already in the air counts.
MARK YOUR CARD	Winners write W, losers write L. Whoever rolled a Bunco adds a Bunco mark on their own card.
MOVE AND CHANGE PARTNERS	Move up or down a table. At each table the pair that stayed (at the middle table, the pair that came down) splits up; each partners one arriving player.



Round 4: two 4s = 2



Round 4: three 4s = BUNCO, 21

Moving: winners move up a table, losers down; head winners and low losers stay. Then change partners.

WHAT YOU NEED

- ☐ Three card tables, four chairs each (for 12 players)
- ☐ A bell (or any clear signal) at the head table
- ☐ One tally sheet per table
- ☐ Nine six-sided dice — three per table
- ☐ A pencil and a scorecard for every player
- ☐ Snacks away from the dice

Print for 12 players: page 3 six times (two scorecards a sheet) and page 4 three times (one per table).

Scorecards: Two Sets



Two players per sheet, twelve rounds each — print one sheet per two players

PLAYER _____

W or L each round · tally your own Buncos

RD	TARGET	W / L	BUNCOS
1	1		
2	2		
3	3		
4	4		
5	5		
6	6		

RD	TARGET	W / L	BUNCOS
7	1		
8	2		
9	3		
10	4		
11	5		
12	6		

Total wins _____ Total losses _____ Total buncos _____

PLAYER _____

W or L each round · tally your own Buncos

RD	TARGET	W / L	BUNCOS
1	1		
2	2		
3	3		
4	4		
5	5		
6	6		

RD	TARGET	W / L	BUNCOS
7	1		
8	2		
9	3		
10	4		
11	5		
12	6		

Total wins _____ Total losses _____ Total buncos _____

Table Tally Sheet



One per table. Keep each team's running points; circle the winner

TABLE (HEAD, MIDDLE OR LOW)

SCOREKEEPER

ROUND	TARGET	TEAM 1 (SEATS 1 + 3) TALLY	TEAM 2 (SEATS 2 + 4) TALLY	WINNER
1	1			
2	2			
3	3			
4	4			
5	5			
6	6			
7	1			
8	2			
9	3			
10	4			
11	5			
12	6			

Tally marks in fives keep counting easy. At the head table, ring the bell the moment either team reaches 21.