

# BUNCO



@ the **BENWARE'S**

Sunday June 11<sup>th</sup> @ 2 pm

near 83<sup>rd</sup> Ave & Bell

address will be sent with registration e-mail



Join Bruce & Edna as they host a **BUNCO** event with FUN, FOOD, POOL & of course...CASH PRIZES.

**WHAT IS BUNCO?** - It is a social dice game involving 100% luck and no skill (there are no decisions to be made), scoring and a simple set of rules. There are four sets of six rounds each. The object of the game is to accumulate points and to roll certain combinations. The winners get prizes for accomplishments such as the most wins, the most losses, the most travels or the most **BUNCOs**.

**WHEN YOU REGISTER** for **BUNCO**, please indicate if you will be bringing a side dish or dessert. Once your registration is complete, you will receive an email with the exact address. There is a pool so bring your swim things.

There is no DA trip fee for this event, but bring a \$10 entry fee for the **BUNCO** game. This is paid directly to the hosts who then place the money in envelopes to be used as the prizes. 100% of the entry fee goes out as prizes. There is a prize for most wins, most losses, most travels and most **BUNCOs**.



**BUNCO** is played in rounds in teams of two. Therefore, each table has two teams of two at it. The exception is when there are not enough people then there might be a table or two with three players. When this happens, the players are playing against each other.

When a team at a table gets to 21 points or gets a "**BUNCO**", play at that table stops. The other tables continue until a team gets to 21 points or gets a "**BUNCO**". Points are tallied and seats are changed.

(This sounds more complicated than it is once you get started...) Here is how it works...

Play begins. The first round is the "ones" round; the second round is the "twos" and so on. The first person at each table rolls the three dice, looking to roll one or more of whichever round they are on.

(So if it is round one, you want to roll a one or if you roll 3 ones, you start jumping for joy and yelling **BUNCO!**)

The person rolling the dice at each table keeps rolling as long as at least one of the dice gets the number they are looking for. The rollers teammate puts a check mark next to each correct number rolled, giving a point. (So if you are on 'ones' you get 1 point every time you roll a one. You get 21 points for rolling three ones – or "**BUNCO**".)

When three of the same number are rolled that are **NOT** the same number as the round you are on, you got a **TRAVEL**. (So if you get three "twos" but are playing round four, you, and only you, get a "**TRAVEL**".)

When the person rolling does not get the number for the round being played, they pass the dice to the left and the next team gets to roll for points.

Play stops at each table when a team reaches 21.

Each member of the team marks their card with a "W" for a win or "L" for a loss. Keep track of your individual **BUNCOs** as well as your **TRAVELS**.

At the end of each round, the two losers from each table move to the next table and the winners stay put. New teams are formed (you do not stay with the same partner from round to round) and now you have new people to chat and roll with.

At the end of the last set, (all four sets of six rounds), the **BUNCOs, WINS, LOSSES & TRAVELS** are added up. The hosts than takes all the score sheets and determines who wins the prizes. Prizes are awarded for "Most **BUNCOs**", "Most **WINS**", "Most **LOSSES**" & most **TRAVELS**.