Bunco Cheat Sheet

FOR YOUR FIRST NIGHT



Scoring

Each die on the round number	**1**
All three on the round number (**Bunco**)	**21**
Three of a kind, not the round number (**mini Bunco**)	**5**
Nothing matches	**0, turn over**

Score and you roll again. Points go to your team.

How a round goes

1. The head table rings the bell to start.
2. Roll for the round number (round 1 = 1s, round 2 = 2s...).
3. Keep rolling while you score. Miss and pass the dice left.
4. When a team at the head table hits 21, the bell rings and every table stops.
5. Mark W or L on your score card.

Who moves

- **Head table:** winners stay, losers go to the last table.
- **Other tables:** winners move up one, losers stay.
- **New partner every round:** the two who stayed split up and each partners a newcomer, sitting across.

Bunco lingo

- **Head table:** table 1, with the bell.
- **Set:** six rounds, 1 to 6. Most nights are 3 or 4 sets.
- **Fuzzy die:** goes to whoever rolled the latest Bunco.
- **Ghost:** an empty seat. Their partner rolls for them.
- **Traveling prize:** for whoever holds the fuzzy die at the end.

Prizes

Most Buncos · Most wins · Most losses · Last Bunco. Count your W's, L's and Buncos at the end of the night.

First-night tips

- Shout **"Bunco!"** when you roll one, and tally it right away.
- Mark W or L the moment the bell rings, before you move.
- Not sure where to sit? Ask. Everyone moves every round.
- When the bell rings, finish the roll in your hand, then stop.