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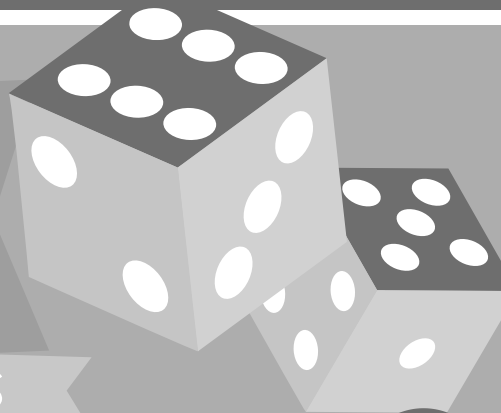
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*the*  
**DATING**  **DIVAS**

STRENGTHENING MARRIAGES, ONE DATE AT A TIME

# Bunco

## INSTRUCTIONS & RULES



1

FOLLOW THE STEPS TO PULL OFF A PERFECT NIGHT OF BUNCO!

Have everyone sit at a table in groups of 4 (one of these will be the head table, but you don't have to tell anyone yet!)

The players sitting opposite of each other are a team. (Mix up partnerships each round.)

2

3

Whoever is at the head table will ring a bell or somehow signify "start!"

4

### *Roll like crazy*

Three dice to a table - all are rolled by 1 player at a time, then passed around the table as the round progresses. There are 6 rounds and each round is called by it's number, 1-6.

### *Scoring*

Points are awarded based on how many dice match the number of the round. EX. During round 5 the player rolls 2 5's and a 1. That's worth 2 pts, since it's round 5 and there are currently 2 5's on the table. If a player rolls 3 of the same number - but NOT the number of the round - they receive 5 points. EX. It's round 5 still and someone just rolled 3 4's. They get 5 points for their partnership. BUNCO is when the player rolls 3 of the round number. So in Round 5, if the player gets 3 5's they would yell, "BUNCO!" (must be yelled to get the points!) and they will receive 21 pts.

5

### *Tallying*

- Throughout the round one person at the table is tasked with being the tallyer. they will record points for US & THEM using a simple tally system for each point earned.
- At the end of the round, total the tally to determine which partnership won.
- Each player should then mark their group score on their own scorecard, circle if they had a W or L, and record any BUNCOS that they scored themselves (not as a team).

7

### *Winning a round*

When a partnership at the head table reaches 21 pts. (whether through BUNCO or round points) the current round is closed.

6

### *Traveling*

This is an optional add-on. For each person who calls BUNCO a soft item (such as a stuffed dice or animal) is tossed around the room. At the end of the game the person in possession of the Travel gets a prize.

8

After tallying and determining round winners and losers there is a rotation. Winners move up one table (except for the winners of the head table - they stay put), and the losers move down one table (except for the losing partnership at the last table - they stay).

9

Do it all again! Rounds go from 1-6, and there are 3 games total on our scorecard. You can play more or less - whatever fits your crowd.

10

### *Prizes*

- Once you have played your selected # of games, it's time for the PRIZES!
- The category prizes go to: Most Wins, Most Losses, Most BUNCOS, and the Traveler. (Decide beforehand if a person can win more than one prize or if it will default to the next person. EX. The person with the most BUNCOS may also have the last BUNCO.)
- The hostess can choose to have smaller prizes for everyone else invited, usually the head table gets to choose first if they did not win any of the other categories.

# Bunco

## SCORECARD

# Bunco

## SCORECARD

Name:

ROUND GAME 1 GAME 2 GAME 3


























BUNCOS:  WINS:  LOSSES:

Name:

ROUND GAME 1 GAME 2 GAME 3


























BUNCOS:  WINS:  LOSSES:

# Bunco

## SCORECARD

# Bunco

## SCORECARD

Name:

ROUND GAME 1 GAME 2 GAME 3


























BUNCOS:  WINS:  LOSSES:

Name:

ROUND GAME 1 GAME 2 GAME 3


























BUNCOS:  WINS:  LOSSES:

# Bunco

## TALLY SHEETS

EACH TABLE SHOULD HAVE ONE OF THESE. IT IS FOR A VERY SIMPLE TALLY SYSTEM FOR POINTS. IF YOU ARE WORRIED ABOUT YOUR GUESTS RUNNING OUT OF SPACE, JUST ASK THEM TO USE THE BACK, OR PRINT EXTRAS.

### Table

#### TALLY

POINTS ARE EARNED IN 3 WAYS:



### Table

#### TALLY

POINTS ARE EARNED IN 3 WAYS:



- 1 For each number rolled that matches the number of round the team gets 1 point.

*Example* ROUND 3: = 2 pts.  
(1 pt. per 3)

- 2 If a player rolls 3 of a number that is NOT the round number, they receive 5 pts.

*Example* ROUND 3: = 5 pts.  
(for 3 of a kind, not the round #.)

- 3 If they roll a BUNCO they receive 21 pts.

*Example* ROUND 3: = 21 pts.  
(BUNCO)

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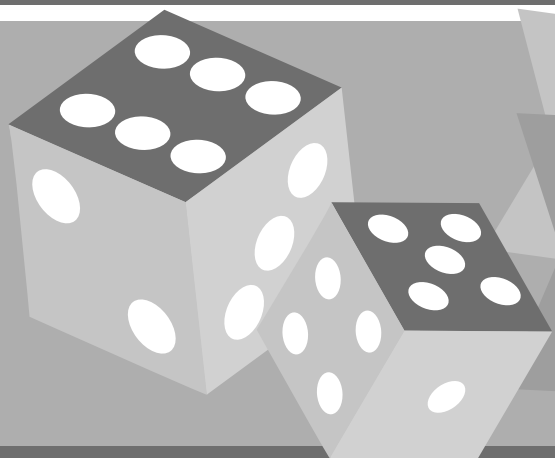
*Example* ROUND 3: = 21 pts.  
(BUNCO)

*Us*

*Them*

*Us*

*Them*



# Bunco

## SET UP & PREP SHEET

### Invited

### Resp

• COUPLE 1 \_\_\_\_\_

☐

• COUPLE 2 \_\_\_\_\_

☐

• COUPLE 3 \_\_\_\_\_

☐

• COUPLE 4 \_\_\_\_\_

☐

• COUPLE 5 \_\_\_\_\_

☐

• COUPLE 6 \_\_\_\_\_

☐

• COUPLE 7 \_\_\_\_\_

☐

• COUPLE 8 \_\_\_\_\_

☐

• COUPLE 9 \_\_\_\_\_

☐

• COUPLE 10 \_\_\_\_\_

☐

### ADDITIONAL ITEMS:

☐

Snack Table

☐

Napkins

☐

Cups

☐

Bell

☐

Bowls

☐

Prizes

☐

Traveling BUNCO (opt.)

1 table is needed for every 4 people.

### EACH TABLE NEEDS:

☐

4 Chairs

☐

1+ Tally Sheet

☐

Pencils/Pen(s)

☐

3 Dice

☐

4 Scorecards

☐

Snack bowl (opt.)

### Prize List

Most Wins:

Most Losses:

Most BUNCOS:

Last/Traveler BUNCO:

General Prizes:

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EXCLUSIVELY FOR THE DATING DIVAS

<div>2</div> <div>Table 2</div> <div>WINNERS - Move to Table 1</div> <div>LOSERS - Stay</div>	<div>1</div> <div>Table 1</div> <div>WINNERS - Stay</div> <div>LOSERS - GO to the last table</div>
<div>2</div> <div>Table 2</div> <div>WINNERS - Move to Table 1</div> <div>LOSERS - Stay</div>	<div>1</div> <div>Table 1</div> <div>WINNERS - Stay</div> <div>LOSERS - Go to the last table</div>

TABLE NUMBERS

TABLE NUMBERS

<div>3</div> <div>Table</div> <div>WINNERS - Move to Table 2</div> <div>LOSERS - Stay</div>	<div>4</div> <div>Table</div> <div>WINNERS - Move to Table 3</div> <div>LOSERS - Stay</div>
<div>3</div> <div>Table</div> <div>WINNERS - Move to Table 2</div> <div>LOSERS - Stay</div>	<div>4</div> <div>Table</div> <div>WINNERS - Move to Table 3</div> <div>LOSERS - Stay</div>

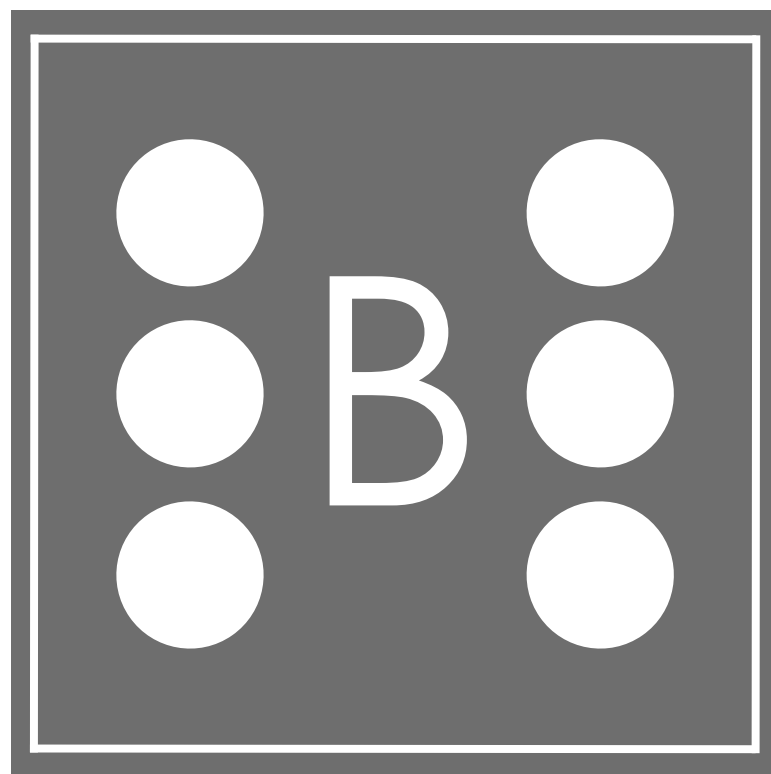
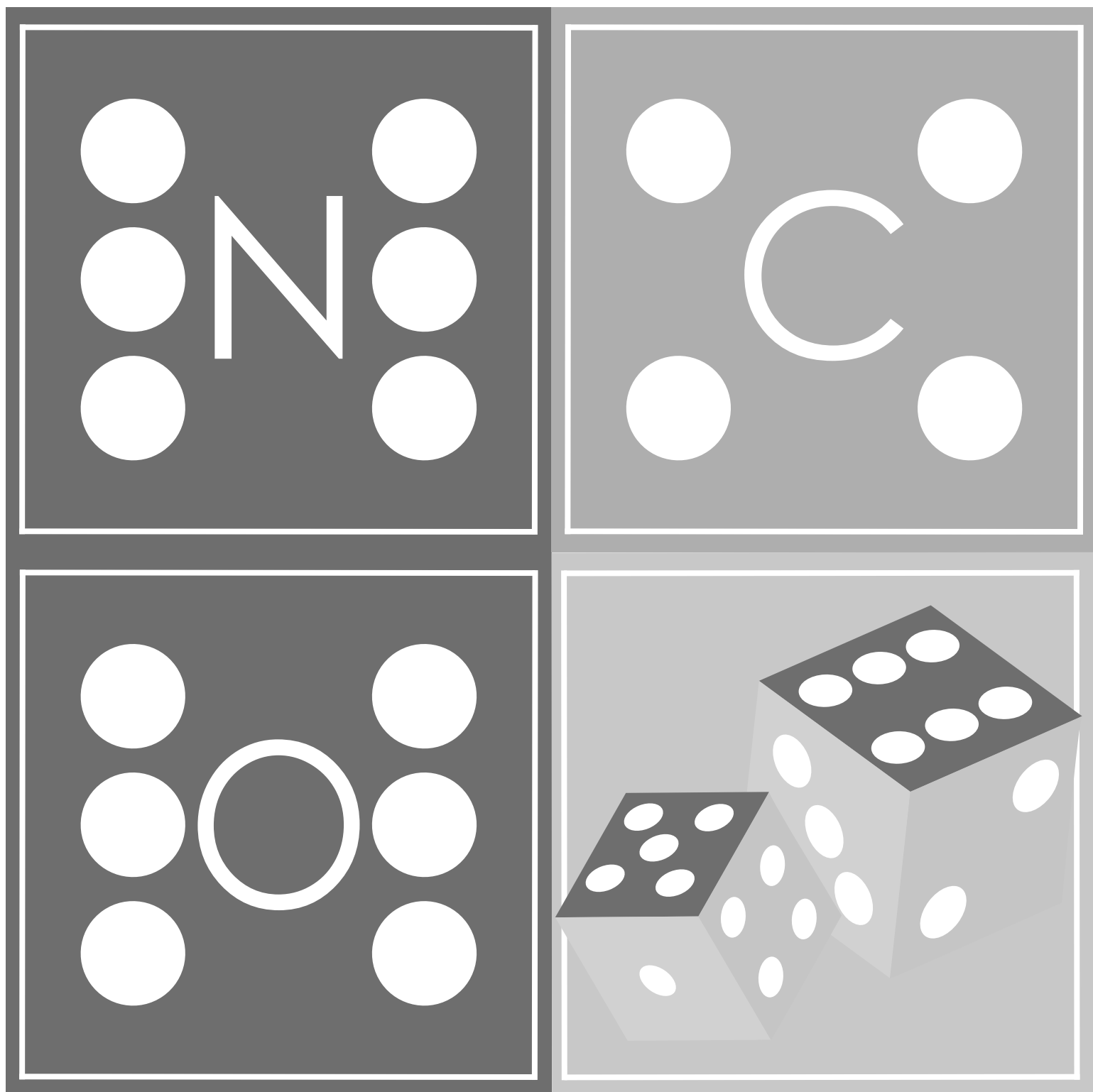


TABLE NUMBERS + BUNTING





**BUNTING CONT.**



INVITATIONS - REGULAR