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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).

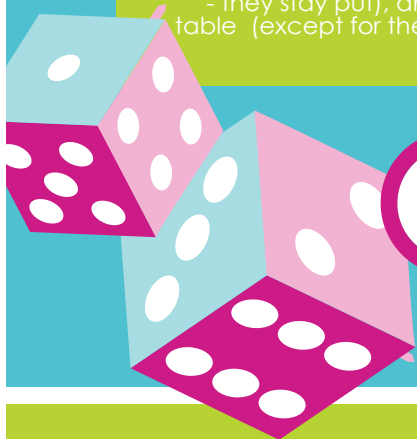
9

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

Name:

ROUND GAME 1 GAME 2 GAME 3













BUNCOS: WINS: LOSSES:

Bunco

SCORECARD

Name:

ROUND GAME 1 GAME 2 GAME 3













BUNCOS: WINS: LOSSES:

Bunco

SCORECARD

Name:

ROUND GAME 1 GAME 2 GAME 3













BUNCOS: WINS: LOSSES:

Bunco

SCORECARD

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.






POINTS ARE EARNED IN 3 WAYS:




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:    = 2 pts. (1 pt. per 3)

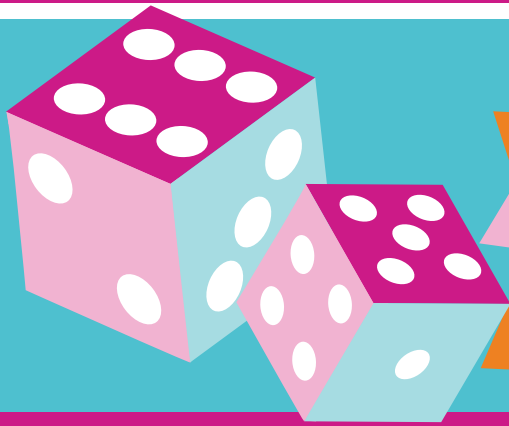
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Example ROUND 3:  = 21 pts. (BUNCO)

Us	Them	Us	Them



Bunco

SET UP & PREP SHEET

1 table is needed for every 4 people.

EACH TABLE NEEDS:

- | | |
|---|--|
| <input type="checkbox"/> 4 Chairs | <input type="checkbox"/> 1+ Tally Sheet |
| <input type="checkbox"/> Pencils/Pen(s) | <input type="checkbox"/> 3 Dice |
| <input type="checkbox"/> 4 Scorecards | <input type="checkbox"/> Snack bowl (opt.) |

Invited Rsvp Paid

- | | | |
|------------|--------------------------|--------------------------|
| • 1 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 2 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 3 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 4 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 5 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 6 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 7 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 8 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 9 _____ | <input type="checkbox"/> | <input type="checkbox"/> |
| • 10 _____ | <input type="checkbox"/> | <input type="checkbox"/> |

ADDITIONAL ITEMS:

- | | |
|---|----------------------------------|
| <input type="checkbox"/> Snack Table | <input type="checkbox"/> Napkins |
| <input type="checkbox"/> Cups | <input type="checkbox"/> Bell |
| <input type="checkbox"/> Bowls | <input type="checkbox"/> Prizes |
| <input type="checkbox"/> Traveling BUNCO (opt.) | |

Prize List

Most Wins:

Most Losses:

Most BUNCOS:

Last/Traveler BUNCO:

General Prizes:

PRINTABLES DESIGNED BY ELIZABETH EDWARDS
EXCLUSIVELY FOR THE DATING DIVAS

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

TABLE NUMBERS

3	Table	WINNERS - Move to Table 2	LOSERS - Stay
3	Table	WINNERS - Move to Table 2	LOSERS - Stay
4	Table	WINNERS - Move to Table 3	LOSERS - Stay
4	Table	WINNERS - Move to Table 3	LOSERS - Stay

TABLE NUMBERS

5	LOSERS - Stay
	WINNERS - Move to Table 4
<i>Table</i>	
<i>Table</i>	5
WINNERS - Move to Table 4	
LOSERS - Stay	

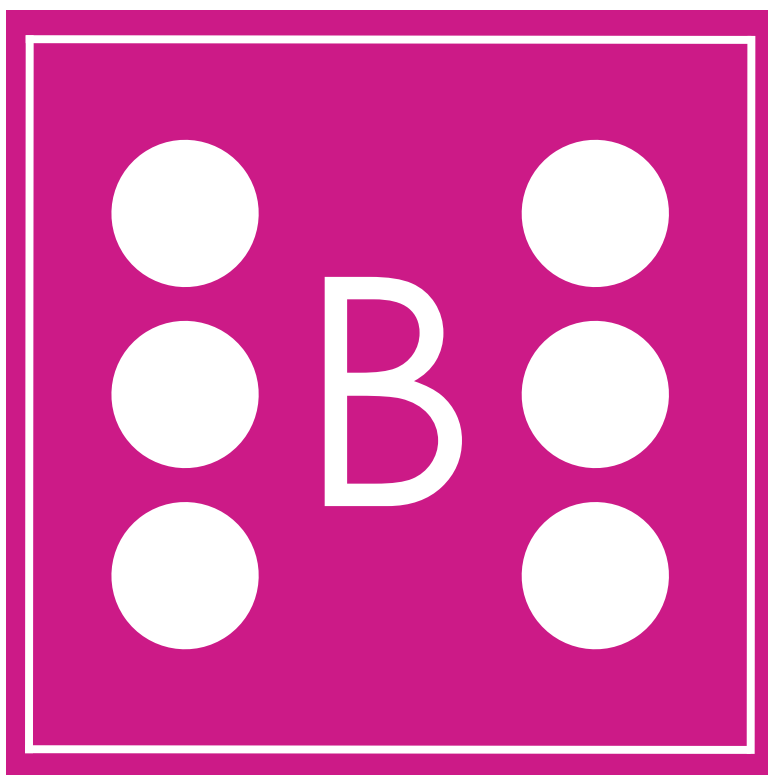
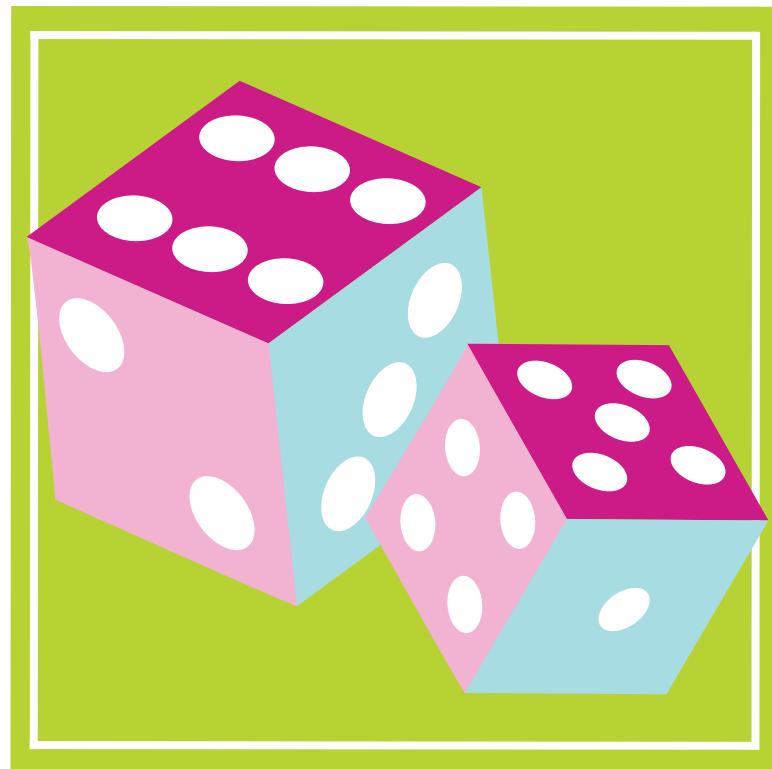
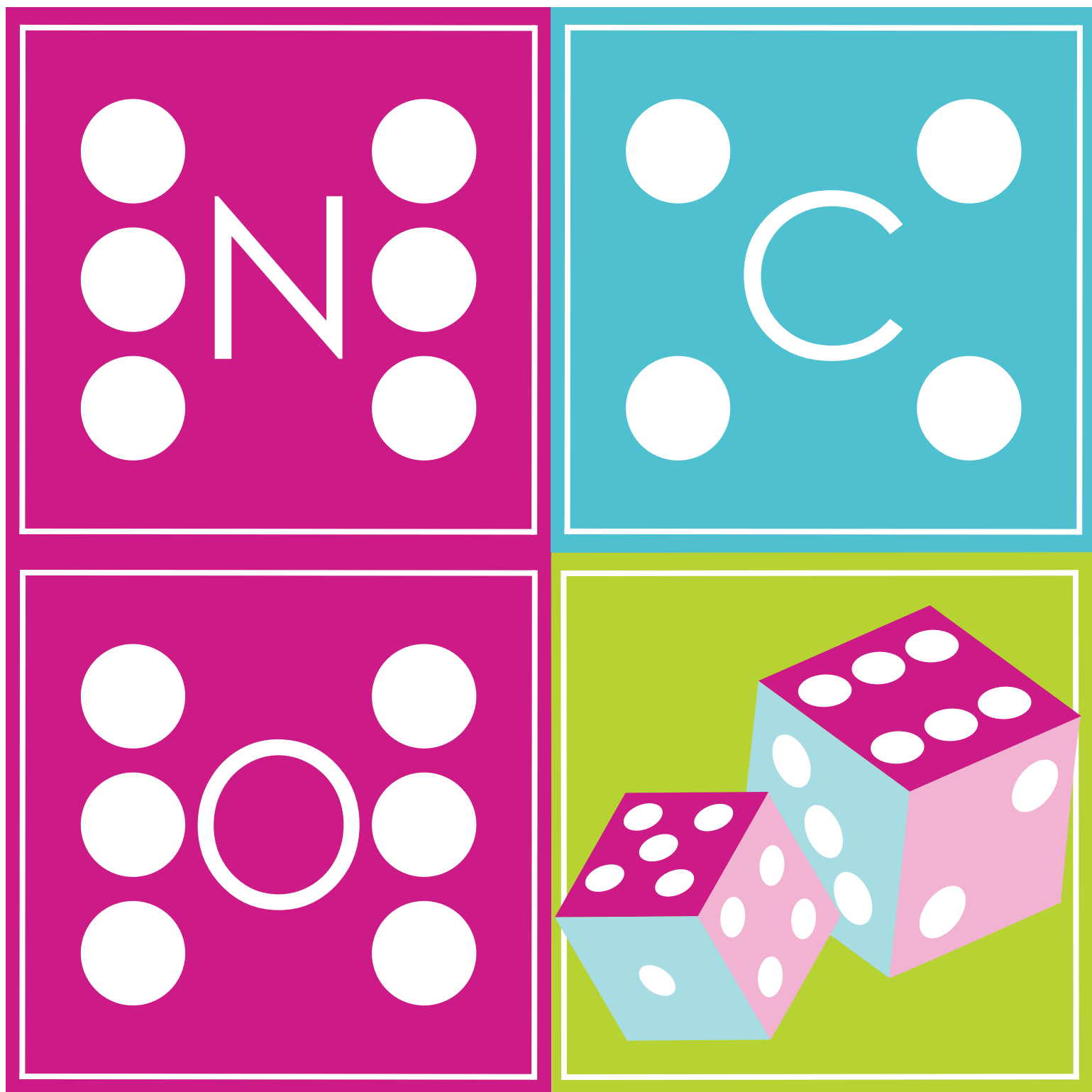


TABLE NUMBERS + BUNTING



BUNTING CONT.



INVITATIONS - GIRLS NIGHT OUT