

## SCIL BUNCO RULES

### Basic Play:

The Head Table controls the pace for the game for all the tables. Each round begins when the Bell Ringer rings the bell, and the round ends when someone at Head Table scores 21 and bell is rung. Partners sit opposite each other and score points together when either partner rolls.

Bunco is 21 points and is achieved with a roll of 3 of a kind that matches the number of the Round.

Baby Bunco is 5 points and is achieved with a roll of 3 of a kind that DOES not match the number of the Round.

### Round 1

- All players roll a die, highest number is Player 1
- Player 1 rolls the dice. The goal is to roll 1's. If any of the dice come up as a 1, both partners receive 1 point for each 1 rolled. Play moves to the left if no 1's is rolled. Player continues to roll dice as long as they score. Play fast and help your partner count points!
- If 3 of a kind is rolled but are not 1's, the player that rolled it gets a Baby Bunco and receives 5 points. The partner gets 5 points but **does not** score a Baby Bunco. The person rolling **does not** continue rolling the dice.
- If one player rolls all 1's, that player yells BUNCO and receives 21 points and records a Bunco. The partner gets 21 points but **does not** score a Bunco. The person rolling **does** continue rolling the dice.
- Once a player at the Head Table scores 21 points, the bell is rung and players prepare to move
- Any player in mid-roll can finish their roll.
- Partners should check scores at end of each round. Their scores should match.
- The team with the most points wins that Round. Winners circle the Round on score sheet. Loser X out the Round on score sheet.
- Winners move to next highest table, and losers remain at current table.
- Both winners and losers at tables for next round **switch partners** and meet someone new!

### Rounds 2-6

The winners at new table roll a dice. The one with highest number is Player 1 and starts the round. The rounds continue with a goal to roll 2's (3's, 4's, 5's, and 6's)

Scoring: Prizes awarded for winners in following order:

- Most Points
- Most Buncos (rolling 21)
- Most Wins
- Most Baby Buncos (rolling 3 of a kind)
- Most Losses