



BUNCO HOUSE RULES

- One player from the HEAD TABLE will signal the start of each round.
- When either team at the HEAD TABLE scores 21 points they will signal the end of the round.
- When the signal to end a round is made the current player **ONLY** at **all** the tables (including the player that rang the bell on the head table!) are allowed to finish their turn.
ie to keep rolling until they get a no-score roll.

It is therefore possible to earn several more points or even roll one or more Buncos after the bell has been rung!

- If the signal rings during a players turn they continue to finish their turn. If the player is about to roll, but the dice haven't left her hand, then no roll is allowed.
- In the rare circumstance that a player on the head table should get a BUNCO and end the round before all players have a chance to roll then each of the other players will be allowed one turn. The dice must move all the way around each table at least one time for each round.
- If a player leaves the table they become a Ghost player; their teammate can roll for them and accumulate team points but any BUNCOS, Mini-BUNCOS or Traveller rolls are not included on the individual scoresheet.

Prize Allocations:

Everyone is expected to put in \$ _____ to join in the fun of the game.

Most BUNCOS	= 50% of the pot
Most Wins	= 20% of the pot
Most Mini-Buncos	= 15% of the pot
Most Losses	= 10% of the pot
Traveller	= 5% of the pot

- Prizes will be awarded in the order shown above (Most Buncos FIRST etc)
- A player may only win one prize; once they have won a prize they are no longer included in further calculations
- Each prize is awarded in order before proceeding to the next prize
- If there is a tie then all those who are tied have a Prize Roll-Off.
 - The winner takes the prize and is no longer eligible for any further prizes.
 - The loser remains eligible for any further prizes.
- A Prize Roll-Off will be a single dice rolled by each player. The highest number rolled being the winner. If multiple players tie on the highest number then only those players re-roll to decide a winner.

Traveller Dice Combination of the week is : _____ (eg 2, 2, 2)

- The traveller prize is awarded to the player in possession of the traveller at the end of the last round.
- To claim the 'Traveller' the player must roll the required combination at any stage in any round **AND** shout out 'Travelling' before the next player on their table starts their turn.

Prize Payout Examples

	Most BUNCOS 50%	Most Wins 20%	Most Mini-Buncos 15%	Most Losses 10%	Traveller 5%
12 players at \$5 each the pot would be \$60	\$30	\$12	\$9	\$6	\$3
16 / \$5 / \$80	\$40	\$16	\$12	\$8	\$4
20 / \$5 / \$100	\$50	\$20	\$15	\$10	\$5
24 / \$5 / \$120	\$60	\$24	\$18	\$12	\$6

For larger groups (~bigger than 16 players) we recommend adding in additional prize categories and reducing the percentage awarded to the Most Buncos.

As an example we would have:

Most BUNCOS	= 30% of the pot	
Most Wins	= 20%	
Most Mini-Buncos	= 15%	
Half Wins and Half Losses	= 10%	(Player with an even split of wins and losses)
Last Bunco	= 10%	
Most Losses	= 10%	
Traveller	= 5%	

Note: If No player has a Half Wins and Half Losses then the money can be donated to Charity.