BUNCO NIGHT · FOR THE HOST

Bunco Night Checklist

Date _____ Time _____ Host _____

Address _____ Players _____ Tables _____

Before the night 1–2 WEEKS OUT

- [ ] Set the date and send the invites
- [ ] Get a headcount: 4 players to a table (12 players at 3 tables is the classic)
- [ ] Line up a sub or two for last-minute gaps
- [ ] Decide the prizes, if your group plays for them
- [ ] Ask who's bringing what

Supplies

- [ ] 3 dice for every table, plus a few spares
- [ ] A bell for the head table, Table 1
- [ ] Table numbers, with Table 1 as the head table
- [ ] A tally card and a pen for every player
- [ ] A score pad for every table
- [ ] The Traveler: one extra die, if you play it
- [ ] Card tables with 4 chairs each
- [ ] The prizes, wrapped or in envelopes

Food and drinks

- [ ] Snacks for the tables
- [ ] Something sweet for the break
- [ ] Drinks, and water for everyone
- [ ] Plates, cups and napkins

After the last round

- [ ] Add up everyone's wins, losses and Buncos
- [ ] Hand out the prizes: most wins, most Buncos, most losses, the Traveler
- [ ] Pick the next host and date

Set up BEFORE PLAYERS ARRIVE

- [ ] Number the tables and put the bell on Table 1
- [ ] 3 dice, a score pad and pens on every table
- [ ] Hand out tally cards as players arrive
- [ ] Draw for first seats. Partners sit across from each other.

The quick rules

1. **6 rounds:** roll for 1s in round 1, 2s in round 2, and so on up to 6s.
2. **Roll 3 dice.** 1 point for each die showing the round's number. Keep rolling while you score, then pass the dice to the left.
3. **BUNCO:** three of the round's number, 21 points. **Baby Bunco:** three of any other number, 5 points.
4. **The head table rings the bell** when a pair reaches 21. Every table stops, and the pair with more points wins. Tied? Roll off.
5. **Winners move up** a table and losers stay. At the head table, winners stay and losers go to the bottom table. New partners every round.

NOTES