

Bunco Night

Bunco Party Pack

Everything for your next Bunco night, ready to print.

Party invitations

2 per page

Player score cards

4 per page

Table tally sheets

2 per page

Prize cards

8 prizes

Name tags

8 per page

Fold-over table signs

Head Table + 3

How to play Bunco

rules sheet

Printing tips

Print on US Letter paper at **100% / Actual size**. Card stock works great for the prize cards, signs and invitations. Cut along the dotted lines. Print as many score cards as you need, every month.

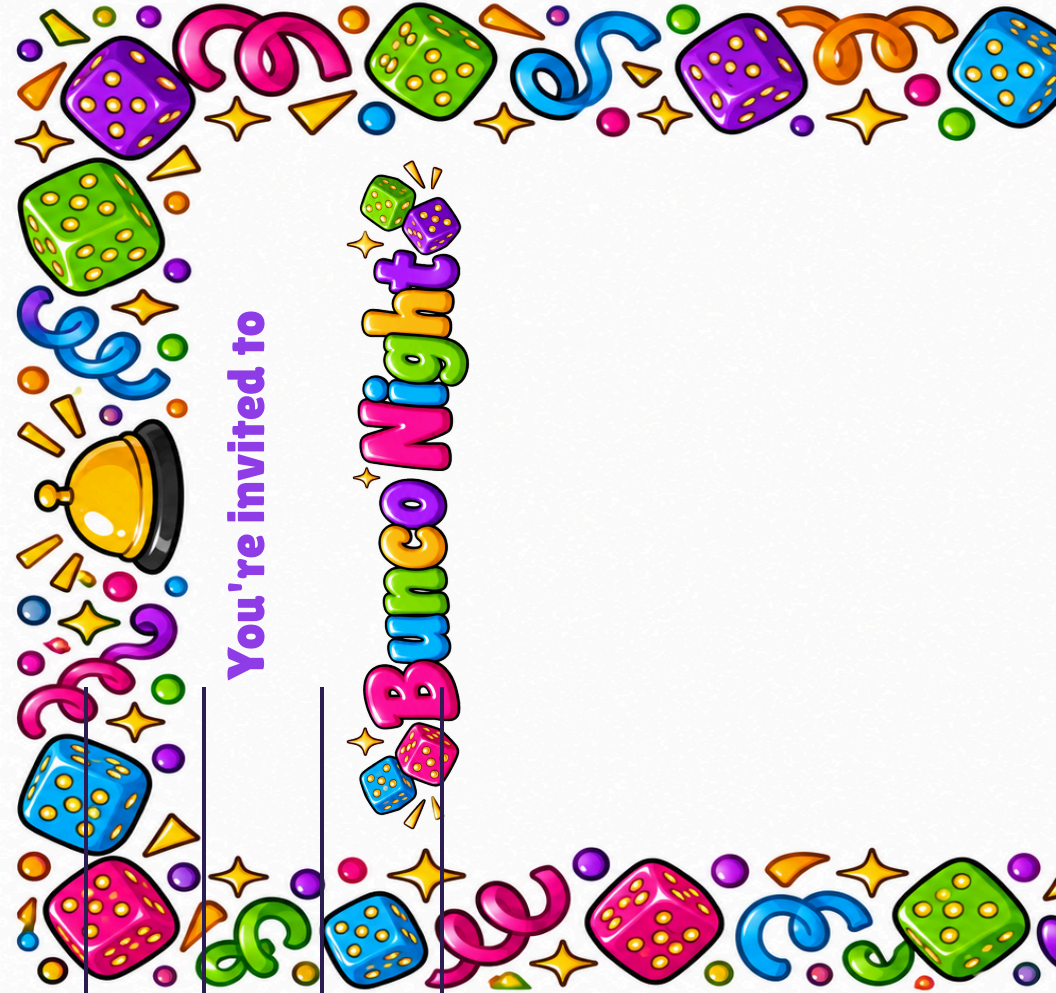


Skip the paper next time: Bunco Circle keeps score for you

One tap for a point, a BUNCO or a Baby Bunco. After every round, everyone sees their next table and seat, and the wins and Buncos add up all season. Free to join, RSVP and play. On iPhone and Android: gamenightcircle.com/bunco-circle

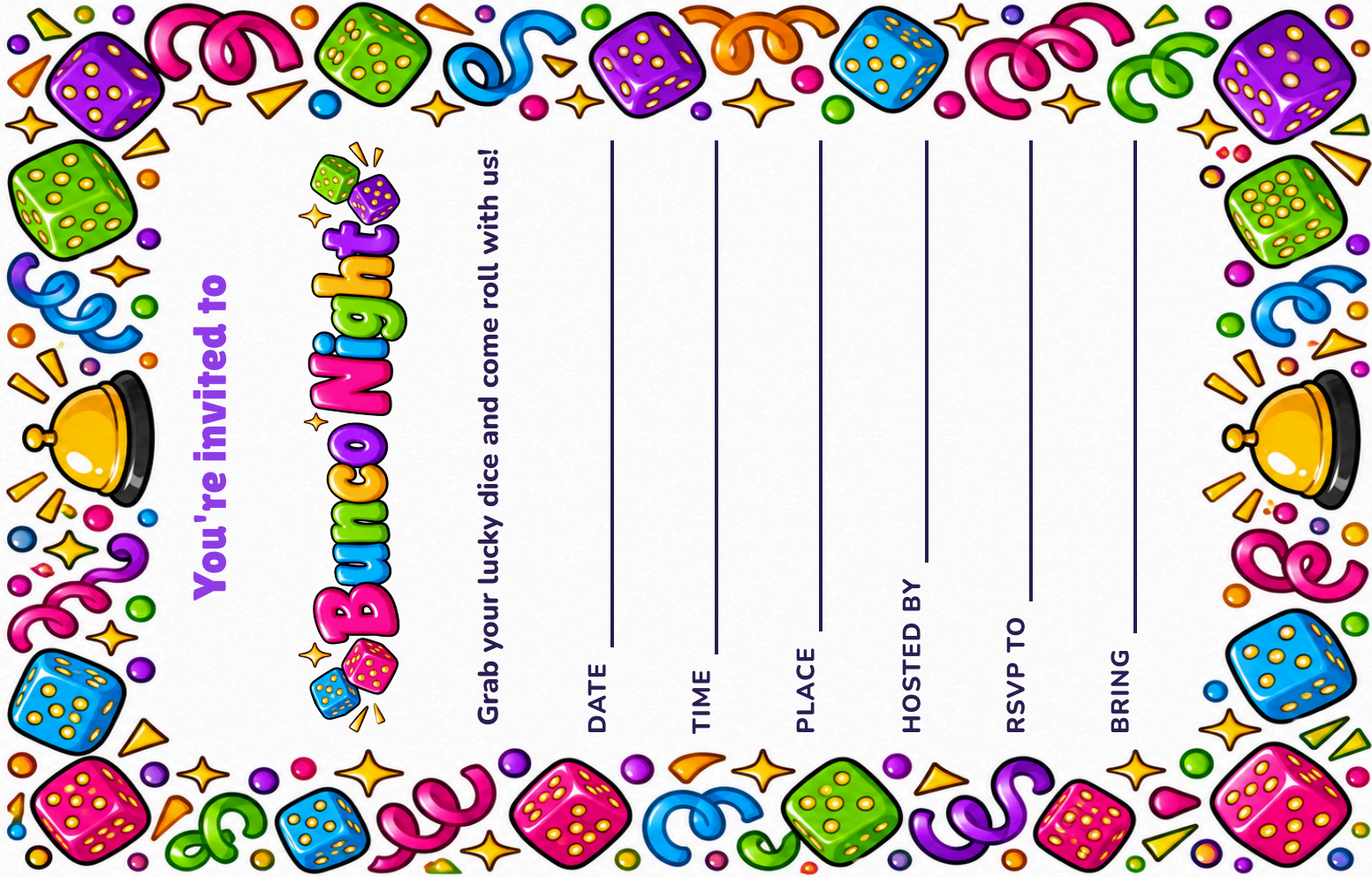


and come roll with us!



You're invited to

Bunco Night



You're invited to

Bunco Night

Grab your lucky dice and come roll with us!

DATE _____

TIME _____

PLACE _____

HOSTED BY _____

RSVP TO _____

BRING _____



NAME _____

	Set 1	Set 2	Set 3	Set 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				

Write W for a win or L for a loss after each round.

Wins

Losses

Buncos

Baby Buncos



NAME _____

	Set 1	Set 2	Set 3	Set 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				

Write W for a win or L for a loss after each round.

Wins

Losses

Buncos

Baby Buncos



NAME _____

	Set 1	Set 2	Set 3	Set 4
Round 1				
Round 2				
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Round 4				
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NAME _____

	Set 1	Set 2	Set 3	Set 4
Round 1				
Round 2				
Round 3				
Round 4				
Round 5				
Round 6				

Write W for a win or L for a loss after each round.

Wins

Losses

Buncos

Baby Buncos



Table

Mark a tally for every point. 21 ends the round at the Head Table.

Team 1

Team 2

1
ROUND
2
ROUND
3
ROUND
4
ROUND
5
ROUND
6
ROUND



Table

Mark a tally for every point. 21 ends the round at the Head Table.

Team 1

Team 2

1
ROUND
2
ROUND
3
ROUND
4
ROUND
5
ROUND
6
ROUND



Most Buncos

Rolled three of the round number the most times

WINNER _____



Most Wins

Won the most games tonight

WINNER _____



Most Losses

Lost the most games. Better luck next month!

WINNER _____



Last Bunco

Rolled the final Bunco of the night

WINNER _____



Most Baby Buncos

Rolled three of a kind the most times

WINNER _____



First Bunco

Rolled the first Bunco of the night

WINNER _____



Door Prize

Drawn at random. Everyone has a chance!

WINNER _____



Thanks for Hosting

For the snacks, the drinks and the fun

WINNER _____



Hello, my name is



Hello, my name is



Hello, my name is



Hello, my name is



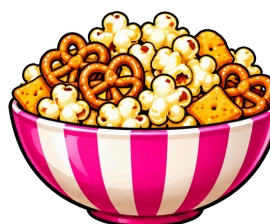
Hello, my name is



Hello, my name is



Hello, my name is



Hello, my name is

**Head
Table**



----- FOLD HERE -----



**Head
Table**

Table 2



FOLD HERE



Table 2

Table 3



FOLD HERE



Table 3

Table 4



FOLD HERE



Table 4



How to play Bunco

Set up

12 players at 3 tables of 4 (add a table for every 4 more). The first table is the **Head Table** and has the bell. Partners sit across from each other. Each table needs 3 dice, a pencil and a table tally sheet. Everyone gets a score card.

Rolling

There are 6 rounds. In round 1 you're trying to roll 1s, in round 2 you want 2s, and so on up to 6. Roll all 3 dice:

- **1 point** for each die that matches the round number.
- **21 points: BUNCO!** All 3 dice match the round number. Shout it!
- **5 points: Baby Bunco.** Three of a kind that isn't the round number.

Keep rolling as long as you score. When a roll scores nothing, pass the dice to the left.

Ending a round

The Head Table rolls until one team reaches 21 points, then rings the bell. Every table stops right away, even mid-roll. The team with more points at each table wins the round. A tie at a table? Roll off.

Moving tables

Winners at the Head Table stay. Losers at the Head Table go to the last table. At the other tables, the winners move up one table. Split up from your partner so everyone gets new partners each round.

Keeping score

After each round, mark a W or L on your score card and add any Buncos and Baby Buncos you rolled. Play as many sets of 6 rounds as you like. At the end, add up for the prizes!



House rules vary. Agree on yours before the first roll.