



Let's Play Fall Bunco!

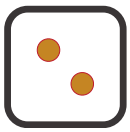
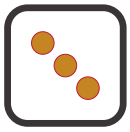
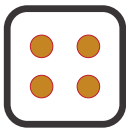
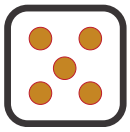
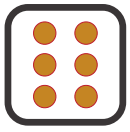




Fall Bunco

Scorecard

Name: _____

Roll	Game 1	Game 2	Game 3	Game 4	Game 5	Game 6
						
						
						
						
						
						

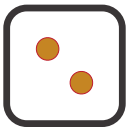
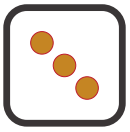
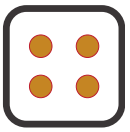
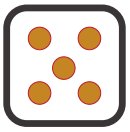
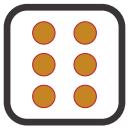
Buncos: _____ **Losses:** _____

Mini Buncos: _____ **Wins:** _____

Fall Bunco

Scorecard

Name: _____

Roll	Game 1	Game 2	Game 3	Game 4
				
				
				
				
				
				

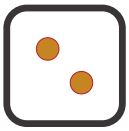
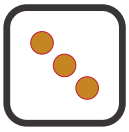
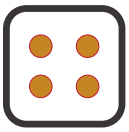
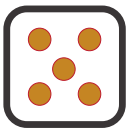
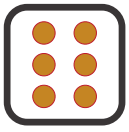
Buncos: _____ **Losses:** _____

Mini Buncos: _____ **Wins:** _____

Fall Bunco

Scorecard

Name: _____

Roll	Game 1	Game 2	Game 3
			
			
			
			
			
			

Buncos: _____ **Losses:** _____

Mini Buncos: _____ **Wins:** _____

Fall Bunco

Tally Sheet

Us	Them













Head Table

This table controls the game!
Winners remain at the Head Table.
Losers rotate to the lowest table.

Head Table

This table controls the game!
Winners remain at the Head Table.
Losers rotate to the lowest table.

Table 2

Winners move up to the Head Table.
Losers move down to Table 3.

Table 2

Winners move up to the Head Table.
Losers move down to Table 3.

Table 3

Winners move up to Table 2.
Losers move down to Table 4.

Table 3

Winners move up to Table 2.
Losers move down to Table 4.

Table 4

Winners move up to Table 3.
Losers move down to Table 5.

Table 4

Winners move up to Table 3.
Losers move down to Table 5.

Table 5

Winners move up to Table 4.
Losers move down to Table 6.

Table 6

(Lowest table)
Winners move up to Table 5.
Losers move down to the Head Table.

Table 5

Winners move up to Table 4.
Losers move down to Table 6.

Table 6

(Lowest table)
Winners move up to Table 5.
Losers move down to the Head Table.

High Table

High Table

Low Table

Low Table

Middle Table

Middle Table Label

Ghost

Ghost

Winner

Most Buncos



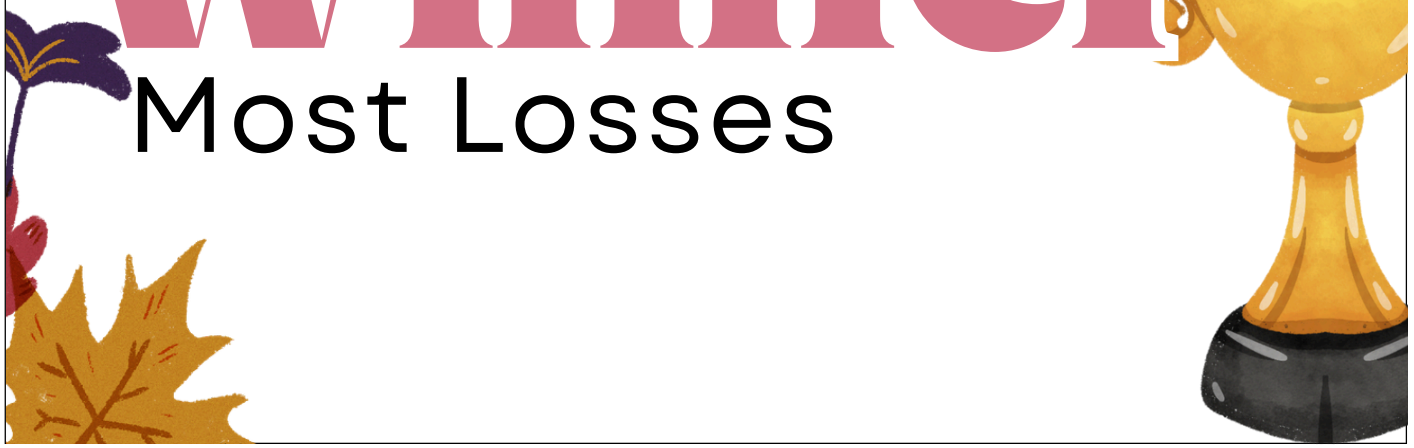
Winner

Most Wins



Winner

Most Losses



Winner

Most Snake Eyes



Fall Bunco

Scoring Rules

- Roll the dice to match the round number.

Example: In Round 4, you roll 3, 4, 4 → score 2 points (two 4's).

- Each die that matches the round number **= 1 point**.

Example: In Round 2, you roll 2, 6, 5 → score 1 point (one 2).

- Rolling three of a kind of the round number **= BUNCO!** (21 points).

Example: In Round 4, you roll 4, 4, 4 → Bunco! 21 points.

- Rolling three of a kind of any other number **= Mini Bunco** (5 points).

Example: In Round 4, you roll 2, 2, 2 → Mini Bunco! 5 points.

- Rolling three 1's (Snake Eyes) **= lose all points for that round**.

Example: In Round 4, you roll 1, 1, 1 → Snake Eyes! Lose all points this round.

- First team at the Head Table to reach 21 points ends the round. When the Head Table reaches 21, all tables stop immediately.

At the end of each round, players rotate tables. Winners at the Head Table (Table 1) stay there, while the losers move to the lowest table (the last numbered table in the game). At all other tables, winners move up one table (toward the Head Table) and losers move down one table (toward the lowest table). Losers at the lowest table move back up to the Head Table.