



Bunko Tournament Rules

During the tournament, one table will be designated as the "Head" table. The "Head" table controls the pace of the game. The game begins when the "Head" table starts to roll and the air horn is blown. One player from each table starts the game by trying to roll "ones" with the 3 dice. Always take your roll using 3 dice. If one of the dice shows the number currently "up", tally 1 point. If two of the dice show the number currently "up", tally 2 points.

When one team at the "Head" table scores 21 points, or gets a BUNKO, the Scorekeeper rings the bell and the air horn will blow, which signals the end of the round for ALL tables. Players at the secondary tables who are in the middle of their turn may finish their turn and add those points to their score. The team with the highest score at each table at that time wins the round. (Remember, all players continue to roll and score until the bell is rung, even if their team has already reached 21 points).

Rolling three of a kind of the same number of the round you are in is a BUNKO. For example, rolling three "fours" in Round 4 or three "sixes" in Round 6 is a BUNKO. The player must call out " BUNKO " to receive 21 points for the temporary team score on the tally pad. IMPORTANT: Only the player who rolls the BUNKO gets one BUNKO point on her individual score sheet.

Rolling three of a kind other than the number of the round you are in is worth 5 points for the temporary team score on the tally pad. For example, rolling three "sixes" in Round 4 is worth 5 points. A player continues rolling until no points are rolled.

EXAMPLE: Round 1 (Each "one" rolled is worth 1 point)

Player rolls:

- Two "ones" are rolled. Player has 2 points and rolls all 3 dice again.
- A "one" is rolled. Player now has 3 points (2 and 1), and rolls all 3 dice again.
- No points are rolled. The dice are passed clockwise to the next player.

The team Scorekeeper writes down 3 points on the team tally pad.

If a Player rolls:

- BUNKO! Three of a kind of the number of the present round (three "ones" in Round 1). A BUNKO is worth 21 points for the team score on the tally pad.

Remember: Only the player who rolls the BUNKO gets one BUNKO point on her score sheet.

If a Player rolls:

- Three of a kind (but not a BUNKO), player scores 5 points. Player rolls all 3 dice again. The team Scorekeeper adds 5 points to the score on their tally pad.

AT THE END OF EACH ROUND

When a team at the "Head" table reaches 21 points or rolls a BUNKO, they ring the bell to signal the end of the round and an air horn will sound. Each player marks a "W" (win) or "L" (loss) in the space provided for the first round on their individual score sheet. This is determined by the team with the highest score. In case of a tie, see ROLL-OFF section.

The winning teams stays at Table 1. Have one teammate move over a chair so they will have different partners for the next round. The losing team from Table 1 goes down to Table 2.

The winning team from Table 2 goes to the Table 1 and the winning team from Table 3 goes to Table 2. The losing team from Table 2 goes to Table 3 and the losing team from Table 3 stays at the table, but one player moves over one chair so they will have a different partner.

The "Head" table will start of round 2 and an air horn will sound. Each player rolls for "twos" in the second round.

Play continues for 3 complete sets (6 rounds per set). At this point, we will take a forty-five minute refreshment break to allow set up for the semi-finals. The person from each group of twelve with the most wins and the person with the highest number of BUNKOs will advance to the semi-final round.

ROLL-OFFs

In the event of a tie during play: One player from each team will roll one die simultaneously. The person to roll a "6" first wins the roll-off and the game.

If two or more people from one of the groups of twelve have a tie for the number of wins or number of BUNKOs at the end of the three rounds, they will have a roll-off to determine the winner. All participants in the roll-off will simultaneously roll one die, and the person to roll a "6" first wins.

The winners from the first three sets (most wins and most BUNKOs) will advance to the semi-final round. There will be one set with 6 rounds played. The person with the most wins and the most BUNKOs from that set will advance to the final round.

The same roll-off rules apply in the event of a tie.

There are four spots at the final table. One is for the semi-final contestant with the most wins, and one is for the semi-final contestant with the most BUNKOs. One spot will be randomly drawn from the remaining semi-finalists. The last "wild card" spot will be drawn from all of the participants.

These four players will roll a die to determine who goes first (lowest number rolls first). They will roll three dice, attempting to roll a BUNKO (three ones). If the person does not roll a BUNKO, the dice will move clockwise to the next contestant. The person who rolls a BUNKO first is our Grand Prize Winner.