

[HOW TO]

Play Bunco

Forget bridge or mahjong. A dice game called Bunco has caught on around the country—and it's easy to get in on the fun!

1 Bunco requires 12 players, so you may want to invite 13 friends, in case someone drops out at the last minute. The game is played with three tables of four players each.

2 You'll need nine dice (three for each table), pads and pencils for scorekeeping and three noisemakers (like a bell, a party horn or a whistle) to signal the beginning and end of each round.

3 While Bunco can seem confusing at first, it's easy to pick up. There are six rounds, between 10 and 30 minutes each, in the game. When players arrive, assign each person randomly to a table and a partner. Players, who earn points by rolling the dice, are scored individually as well as by

pairs and tables. Each player takes turns throwing the three dice at once, trying to roll numbers that correspond to the round. For example, in round one, players want the number 1 to come up on the dice. The first person to roll keeps rolling and scoring points, one point for every corresponding hit, until she throws a non-earning roll. If a player ever rolls a triple (three 3's in round three, for example) she earns a Bunco and automatically gets 21 points. The round ends when the first paired team gets 21 points. Game winners—the best table, team and individual—are decided by adding up the number of wins at the end of the six rounds.



4 Some hostesses collect \$5 from each person, to buy several prizes: one for the person with the most personal wins, another for the most personal losses and a third wild-card category. Print out Bunco brand scorecards and rules by logging on to www.buncogame.com and www.worldbunco.com. —Karen J. Bannan