Tupperware Bunco!

Party Setup

- Place three dice, sheets of Bunco Table Tallies or scratch paper, and pencils on each table. A bell is placed on the HEAD Table (aka: Table #1).
- Greet each guest & before play begins, round up everyone to introduce yourself, as you would at a "Take 5" party, briefly explain the game rules and how your Tupperware spin on it will fit it in... when/how for example.
- Four players should sit around the table and the players sitting opposite each other are partners for the first round.
- Designate one player as scorekeeper at each table. The scorekeeper uses the Table Tally to track each team's points.
- Each player gets one Bunco Score Card. At the end of each round, the individual player's score is recorded on the score sheet.
- Between each round a brief 5 minute discussion is heard about the Tupperware opportunity & products, per the consultants preference(s).   For example, choose to talk about microwave products during one break, refrigerator products during another, prep & serve during another, sale items, etc. You do it YOUR way, and choose the products you want to talk about. Have a table setup for display for other remaining items you haven't talked about, but they can browse through after Bunco game ends.

Bunco Game Summary

- There are six rounds in each set of Bunco. The bell signals the beginning and the end of each round.
- Players earn points by rolling the three dice. In each round, players are trying to roll the same number as the number of the round (for example, rolling " ⚅⚅⚅ " in Round 3). In this example, one point is awarded for each three rolled. A player continues rolling until no points are scored. The scorekeeper records this score on the Table Tally as the temporary team score. The dice then pass to the player on the left. The round is over when the HEAD Table reaches 21 points.
- Players change partners at the end of each round. Normally, four sets are played, but it is up to each Bunco group. The player with the most BUNCOs, wins, losses, etc, at the end of the chosen number of sets wins.

Rolling a Bunco

In each round, players score points when the number shown on any die is the same number as that round. For instance, in Round 1, the object is to roll " ⚀⚀⚀ ", in Round 2, the object is to roll   " ⚁⚁⚁ " and so forth. If a player rolls three of the number of the round being played (example: rolling " ⚃⚃⚃ " in round 4), that is a **BUNCO**. A BUNCO is worth 21 points for the temporary team score on the Table Tally. If any player rolls three of another number (example: rolling " ⚅⚅⚅ " in round 4), the team receives 5 points on the Table Tally.

How to Play

- The HEAD table signals the start of play by ringing the bell. Then the scorekeeper at each table picks up the three dice and rolls them to start the round. Each die is read separately (they are not added together).

Round 1, each "ONE" ⚀ rolled is worth a point.

Round 2, each "TWO" ⚁ rolled is worth a point.

Round 3, each "THREE" ⚂ rolled is worth a point.

Round 4, each "FOUR" rolled is worth a point.

Round 5, each "FIVE" rolled is worth a point.

Round 6, each "SIX" rolled is worth a point.

- **Rolling three-of-a-kind** of the same number of the round you're on is a BUNCO. For example, rolling " " in Round 4, or " " in Round 5 is a BUNCO. The player must call out "BUNCO!" to receive 21 points for the temporary team score on the Table Tally.
- **Rolling three-of-a-kind** other than the number of the round you're on is worth five points for the temporary team score on the Table Tally. For example, rolling " " in Round 4 is worth five points.
- A player continues rolling until no points are rolled.

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

Player #1 (Scorekeeper) rolls......

 - **two** " " are rolled. Player **earns 2 points** and continues rolling.....

- **one** " " is rolled. Player **earns 1 more point** and continues rolling.....

- **no** " " rolled. **No more points earned** and dice are passed clockwise to the next player.

The Scorekeeper writes down 3 points under "**US**" on the Bunco Table Tally.

Player #2 rolls......

 - **one** " " is rolled. Player **earns 1 point** and continues rolling.....

- **one** " " is rolled. Player **earns 1 more point** and continues rolling.....

- **no** " " are rolled. **No more points earned** and dice are passed clockwise to the next player.

The Scorekeeper writes down 2 points under "**THEM**" on the Bunco Table Tally.

Player #3 (Scorekeeper's partner) rolls......

 - **three-of-a-kind** are rolled (but not a BUNCO). Player **earns 5 points** and continues rolling.....

- **no** " " are rolled. **No more points earned** and dice are passed clockwise to the next player.

The Scorekeeper adds 5 points to score for "**US**" on the Bunco Table Tally.

Player #4 (Player #2's partner) rolls......

 - **A BUNCO is rolled**! Player earns 21 points and all play stops since this was the HEAD Table. If not the HEAD Table play

continues. . .

The Scorekeeper adds 21 points under "**THEM**" on the Bunco Table Tally. Round is over and bell is rung to signal to other tables to stop play and determine winners & losers. If this had been **any other** table the rolling would continue. . .

The Table Tally should look like this:

B ٭ U ٭ N ٭ C ٭ O
TABLE TALLY

"US"	"THEM"
3-5	3-21
8	GAME!

Winning the Round

- The team can win the round without rolling a BUNCO. The round ends when the HEAD table accumulates 21 points.
- The scorekeeper at the HEAD table rings the bell to signal the end of the round.

Individual Player Scoring

- Players keep track of their rounds on their own BUNCO Score Card.
- When a player wins a round, they record a " W " on the line.
- When a player loses a round, they record an " L" on the line.
- When a BUNCO is rolled, record each occurrence in the line " BUNCOs_____ " (NOTE: Only the player who rolled the BUNCO will record the occurrence of rolling the BUNCO in that round; the player's partner will not.)
- For example, in the game shown above, the winning team players, #2 & #4 will record a " W " on the first " ▫_____ " line. The Player who rolled a BUNCO will record their occurrence in the line provided.
- The Bunco Score Card should look like this:

B · U · N · C · O
SCORE CARD

NAME **Ima Buncoer**

BUNCOs **|**_____ Wins_____ Losses_____

▫ **W**	▫_____	▫_____	▫_____
▫_____	▫_____	▫_____	▫_____
▫_____	▫_____	▫_____	▫_____
▫_____	▫_____	▫_____	▫_____
▫_____	▫_____	▫_____	▫_____
▫_____	▫_____	▫_____	▫_____

- Change partners at the beginning of each round.
- Scorekeeper rolls first and keeps score.
- Rounds 2-6 are played exactly as Round 1 except that in each round points are awarded for the number of the dice that is the same as the number of that particular round. So in Round 2, the object is to roll " [dice] " and a BUNCO will be " [dice][dice][dice] ".
- To begin Round 2, the scorekeeper at Table 1 (HEAD Table)will ring the bell and all tables can begin rolling. Continue with each round until all the rounds are completed (or you decide to conclude).

Finalizing Your Score
When the rounds are completed, count up all the occurrences of WINs or "W", and Losses or "L". Place the total in the line "WINs_____ " and "LOSSES_____".

Tiebreakers during a Round
If both teams have a tied score at the end of a round, they participate in a roll-off. They are each allowed to roll the dice again for one session to accumulate additional points. Player #1 starts off rolling first. This player will continue to roll and accumulate points as long as they are successfully rolling the number of that round. Each player is given a session to roll and accumulate points for their team to end the tie.

Example, at the end of Round 2, a table's teams is tied. Player #1 rolls " [dice][dice][dice] " and accumulates 1 point. Player #1 rolls again but does not roll any " [dice] " dice. The dice are passed to Players #2 - #4 who all receive chances to accumulate points.

If at the end of this session one team is now in the lead, the roll-off ends. The team with the highest score are deemed winners.

If at the end of this first session the teams are still tied, additional roll-off session(s) are repeated until the tie is broken.

Traveling (Optional)

- If you choose to add _TRAVELING_ to your game, the "Bean Bunco Bag" or other (preferably soft, tossable) object is introduced. (A snack cup or small stuffables might be a good substitute here though – be creative!)
- "Traveling" occurs whenever a specific set of numbers are rolled (example: " [dice][dice][dice] " in **ANY round**) or three-of-a-kind of any non-BUNCO trio (example: " [dice][dice][dice] " in **ANY Round except Round 5**).
- When the specified trio of numbers are rolled, the player yells _"TRAVELING!"_ and the bag or object is tossed to the lucky player. The player holds it until another player rolls _TRAVELING_.
- The player holding the bag or object at the end of the game wins the prize!

Prize Categories (optional)
If you choose to set up award categories, here's some possible levels groups have used.   A possible gift solution is to have a basket of items, valued at $10 or less each, and have the winner of each category below choose their prize, in the order listed below!

- Most BUNCOs
- Most Wins - person with most "W" (wins)
- Most Losses
- 1/2 Wins & 1/2 Losses - person with even split of wins and losses
- Traveling - Last person holding _traveling_ bag (This gift I would suggest be simply the traveling bag).

Attendee Gifts (optional)

If you choose to give gifts for all your attendees, a suggestion would be a citrus peeler when they are greeted at the door or placed by each scorecard so each guest has one, as well as a snack cup for every guest who places an order.