

Red Hat Social Butterflies



OFFICIAL SOCIAL BUTTERFLIES BUNCO RULES

SB Bunco Rules in General:

Before we Play: we will serve Appetizers and dinner before the fun begins. Our Bunco parties are pot-luck style. The hostess will supply the drinks paper plates and utensils and napkins and we dine at the Bunco tables!

After Dinner: the score sheets are passed out and we find out who will be at the head table. [see playing the game]

After we play 3 games: we all take a "dessert" break. Because Red Hatters love dessert!!! Players keep their score sheets with them.

When the Game is over: the scores are tallied and prizes are awarded to all. 😊 [see the prizes section below]

SUPPLIES

1. 12-16 fun-loving people, 1 of which is the hostess for the month.
2. 3-4 tables, 4 people, each table.
3. At each table: 3 dice, 2 pencils, 2 scratch pads and a score sheet for each person.
4. Bell to signal rounds (Stays at head table).



5. 1 Fuzzy Traveling Die (Begins at head table).

6. SB "Bunco" hat

7. SB Mascot



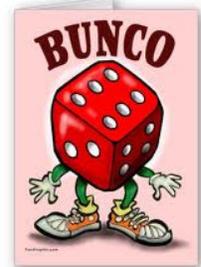
PLAYING THE GAME

- **Take 12** [use the # of players] **score sheets** and secretly **draw a star** on four [the # of tables] of the sheets. Have each person pick a score sheet, this will tell you **who will be starting at the head table**. The remaining 8 players can sit at the other tables.
- **Each table** is randomly divided into 2 teams. Team couples sit across from each other. Pick one person on each team to tally points during each round. Keep track of team points by using the tally sheet.
- **The "Head" table** controls the pace of the game. The game begins when the "Head" table **rings the bell**. 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 1 of the die shows the number currently "up" tally 1 point, if 2 of the dice show the number currently "up" tally 2 points.
- **When you roll "three of a kind"** of the number you are currently rolling this is a **BUNCO !!!** (21 points). Keep rolling and collecting points. Do not forget to give yourself, not your teammate, one **BUNCO !!!** point on the bottom of your score sheet after your turn is finished.. If at this time or any other time a player at the "Head" table rolls a **BUNCO !!!** the bell is rung & the **round stops**. The other players currently rolling finish their turn and continue collecting points.
- **Remember**, the fuzzy die is passed from player to player as **BUNCO'S !!!** are rolled. [SB has a Bunco Hat too]
- **If you roll "three of a kind"**--of another number--give your team **5 points** and **keep rolling** and collecting points until you do not roll the number that is "up".
- **If you do not roll** the number that is currently "up" the person to your left takes their turn.

- When the "Head" table reaches 21 points or rolls a **BUNCO !!!** they ring the bell to signal the end of that round. The number currently up changes to the next number (1 to 2, 2 to 3 , etc.).
- **The winning team stays** at the "Head" table. Have one teammate move over a chair so they will have different partners for the next round. The losing team from the "Head" table moves to the next table.
- **The winning team** from the "4th" table goes to the "Head" table & the winning team from the "3rd" table goes to the "4th" and the winning team from the "2nd" table goes to the "3rd" table, till all tables have moved their "winning" team to the next tables. **The losing team** from any table stays at that table but one player moves over one chair so they will have a different partner..
- **At this point write W or L** (Winner or Loser) on your own score sheet for that round. Keep your score sheet with you at all times. **Do not stay with your partner--** your new partner will be one person from the winning or losing team joining you at the next table that you move to.
- **The "Head" table rings the bell** to signal the start of a new round.
- **If the teams have a tie score** there will be a roll-off to determine the winner. (See roll-off--**BUNCO !!!**Lingo)
- **Play continues** for two complete sets.[or the determined # of games decided by the hostess] At this point, take a break for dessert and then continue the last 2 sets.

The game ends when all 4 sets of **BUNCO !!!** have been completed. **Each person** then adds up the their total:

- **BUNCO'S !!!,**
- Wins,
- Losses



from each round and **writes the totals** at the bottom of their score sheet. Prizes are awarded at this time.

THE PRIZES: The Queen Mum Debb & Vice Queen Pam will take the \$5 contributions given by each player and divided up as stated below. [or the prizes can be selected by the hostess prior to the game] [\$\$ can be reimbursed by the \$5 contributions to the hostess]

The winners are determined at the end of the game. Each player totals up their score sheets and hands them into the hostess, Queen Mum Debb, and or Vice Queen Pam.

There should be 3 totals for each round:

- # OF **BUNCOS!!!**
- WINS
- LOSSES



Each player writes their totals at the bottom of their score sheets. The hostess will award the prizes. If there is a tie score there will be a final "roll-off" to determine the winner. The highest score wins. [based on 12 players = \$60]

- \$ 20 PRIZE ~~ "MOST **BUNCO'S !!!**"~~ for the player that rolls the most **BUNCO'S !!!**
- \$ 15 PRIZE ~~ "MOST WINS" ~~ the player with the most wins.
- \$ 10 PRIZE ~~ "TRAVELING" ~~ the player who rolled the last **BUNCO !!!** & is holding the Fuzzy Die at the end of the game
- \$ 8 PRIZE ~~ "50/50" ~~ for the player with equal wins and losses.
- \$ 5 PRIZE ~~ "MOST LOSSES" ~~ for the player with the most losses
- \$ 2 PRIZE ~~ "AT LEAST I'M TAKING SOMETHING HOME PRIZE" ~~collect the remaining score sheets without prizes and the hostess draws a winner.



Have Fun Plan a Themed Red Hat Bunco: plan a themed Bunco as long as you have red & purple on you somewhere???. Red Hatters love to get "silly" make a theme party and have even more fun! One route to go is by having the girls come in costume. For example, **Oscar Night** theme can be in January or

February, around awards season. Everybody can come in their best dresses, furs, high heels and wear full makeup and hairdos. How often do you get to go all out like that? Create a **matching themed prize** for the best dressed. Maybe a pair of plastic toy high heels would serve well. Other themes can surround the food and drink portion. Are you having a "**Margaritaville**" theme? Everybody can bring their own margarita glass or their favorite lei to wear. You can make food like margarita cake, margarita cupcakes or just have some key lime pie. Lastly, your theme can be about the "**decorations.**" Give everyone a lei as they come in the door. Have fish decorating the walls or the ceiling of the room you are playing in. Have fish or margarita glasses on the scorecards when you hand them out. You can also hand out prizes such as custom designed margarita glasses, lost shakers of salt or even Jimmy Buffet pictures! You don't have to choose one option either. Other theme ideas: Spring Fling, Flip flop night, Spring fever, Sex and the City, Oscar night, Dog days of summer, It's a jungle in here!, Cowgirls up, Disco, Fiesta, Luau, Patriotic, Valentine love, Garden party, Flapper, Fab 50's, Safari, Beach Party, Crazy socks, crazy glasses, the biggest hat, Peace, Love, and Rock & Roll ...

