

The Ugly Side of the Game

"The devil is in the dice"
Old English Proverb

The sad fact is that any competitive game will bring out the worst in some people. There are players whose behavior and mere presence can make the game miserable for everyone. Worse yet, there are those who have to win at all costs.

Would people really cheat at a game like Bunko? You bet they will. People cheat at Monopoly when nothing is on the line. Most of the time there is an opportunity to go home a little better off than how you arrived at Bunko parties.

The stories I have heard range from horrible, through disheartening, to just plain ridiculous. The only real solution against cheating is to be aware, recognize the signs, limit the opportunity, and bring it to an immediate halt.

Cheating will occur in two basic formats, scoring, and rolling. Let's deal with scoring first.

You rolled how many Bunko's?

If you follow the recommended scoring method laid out here, and use scoring cards similar to those presented, you will have done 98% of what's possible to stop cheating. However, I know that there are many different methods of keeping score, and I'd like to point out some of the problems inherent therein.

Self-scoring

This is the number one problem that enables cheating. Certainly, we want to trust everyone, and since every player carries around her own scorecard, it is easiest if she just tracks her own score. Easiest is not always best.

When teammates manage each other's scorecards, the cheating disappears! Some tables have the opposing players at each table mark the score on the other players cards.

Bunko Fact:

86% of Players use notepads to keep score

10% use printed scorecards

2% use punch cards

2% use some other means to keep score

Warning – warning – warning!

Because of the mobile nature of the game, and the difficulty in tracking game play, as well as the constant changing of partners and which table they played at, if people are going to score their own cards, you need to track which round and which table each win occurred at, as well as each Bunko. If someone claims that she rolled four Bunkos and she only rolled three, it is hard to call them out. On the other hand, if they claim they rolled a Bunko at the Middle Table, during Set 1, Round 2, then the other players at the table for that game can provide validation for claimed scores.

Tracking the round can be done in many fashions, whether it is by using a labeled score sheet, colored pencils at each table, or different punches for winning and losing at each table. Here is what I have found to be the best way to do each.

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Labeled Score Sheets

If you are using labeled score sheets, you should have a place to mark each win, and which round and set it occurred in. In the examples on the right, the scorecard is configured for four sets of 6 rounds. The rounds are scored vertically, next to the dice image which matches that round number (and the Mark for that round as well.)

BUNKO
Scorecard
NAME: Nana Bunko
Bunkos _____ Wins _____ Losses _____
1. W _____
2. L _____
3. L _____
4. W _____
5. L _____
6. _____
Courtesy of BunkoBook.com

Bunkos should be marked in the round they were rolled. In the first example, the Bunkos are tracked at the top of the score-sheet, whenever they are rolled. In the second example, the die icon is colored in or overwritten whenever a Bunko is rolled. Now we know in which round, and which set each Bunko was rolled. It is obviously a lot easier to verify the second scorecard over the first.

B **BUNKO**
Scorecard
NAME: Nana Bunko
Bunkos _____ Wins _____ Losses _____
1. W _____
2. L _____
3. L _____
4. W _____
5. L _____
6. _____
Courtesy of BunkoBook.com

BUNKO
Scorecard
NAME: Nana Bunko
Bunkos _____ Wins _____ Losses _____
1. W _____
2. L _____
3. L _____
4. W _____
5. L _____
6. _____
Courtesy of BunkoBook.com