

Rule 2: Legal Rolls

In order for a roll to count, the dice must be lifted off the table, shaken and rolled on the table. Dice scores count only if the dice land cleanly. If the dice land stacked or cocked all three dice are re-rolled. If any of the dice fall on the floor, all three dice are re-rolled. If the dice fall off the table twice during one player's turn, that ends their turn.

Rule 3: Ranking Tables and Teams

One table is designated the Head Table. The Head Table controls the pace of play. The other tables are assigned an arbitrary order from lowest to highest.

Rule 4: Initial Setup

Players roll 3 dice for initial table selection. The highest four rolls sit at the Head Table, the next four highest at the second highest table, and so on. Players choose their seat at random initially. Dice are rolled at each table to determine who rolls first. The Hostess starts with possession of the Traveler token.

Rule 5: Keeping Score

The rolling player's partner is the scorekeeper and is tasked with keeping score during the rolling. There is no specific manner in which this scoring should be kept. Scorekeepers may use scratch paper, mechanical counters, or any other device they may deem appropriate. At the end of each player's roll, the scorekeeper adds the player's score to the running total for their team, and announces the new team score. Any player who rolls a Bunko should mark the result on her personal scorecard.

The Bunko Book

Rule 6: Establishing the Mark

Progressive Bunko is played in Sets, which consist of 6 rounds. The Mark (point to be rolled) for each round is established at the beginning of that round, and is announced by the initial scorekeeper at the Head Table. The Mark starts at one and advances by one up to six, matching the number of the round within the set. E.g. Round one, the Mark is 1. Round two, the Mark is 2, and so on up to Round six, where the Mark is 6. Announcing the Mark is a courtesy and no penalty is incurred if the scorekeeper fails to announce the Mark.

Rule 7: "Traveling"

Bunko is played with a 'Traveling' token, commonly a stuffed animal or fuzzy die, called the "Traveler". When a player rolls a Bunko (three of the Mark), the current keeper of the Traveler throws it at whoever rolled the Bunko. At the end of game play, the person who has the Traveler wins a separate prize. Any rolling of a Bunko, including rolling at a lower table after the Head Table has announced the end of the game, such as a roll-off, is valid for exchange of the Traveler.

Rule 8: Playing the Round

At the start of each round, the last player to roll from the team remaining at the table from the previous round starts the next round. The round begins with a signal from the scorekeeper at the Head Table, usually by ringing the bell, and the players at each table begin the rolling. A round is completed when one of the teams at the Head Table scores 21 or more points. The current scorekeeper announces the end of the round again by ringing the