



Athletic Boosters Bunco Tournament

- Who** : Lancer Families and Friends (Adults only please)
- When** : Saturday, January 30, 2010 – 7:00 p.m.
- Where** : Upland Gym
- Costs** : \$20.00 per person -- We will also have a raffle

FIGHTING LANCERS * FIGHTING LANCERS *** FIGHTING LANCERS *****

The Athletic Booster Committee is hosting a Bunco Tournament to raise funds for our Athletic program. If you love Bunco and would like to support our teams, please join us for a night of fun and a chance to win prizes.

Winners have a chance to win:

Most Buncos will receive \$100 or 5% of the ticket sales in scrip of their choice.

Most Wins will receive a \$75 or 3% of the ticket sales in scrip of their choice.

Most Losses will receive a \$50 or 2% of the ticket sales in scrip of their choice.

Lancer Traveler will receive \$20 in scrip of their choice.

If there is a tie for any of these categories, there will be a roll-off to determine the winner.

Please contact Vicki Meister at rmeister4@aol.com, Roxanne Vaca at rvaca03@msn.com, Jamie Cortez at funrunner7@aol.com, or Lori Delgado at delgadofamily3@verizon.net to reserve your seat or if you have questions.

HOW TO PLAY BUNCO



What is Bunco?

Bunco is a game of dice, a handful of luck and a fun group of people.

Preparation for Round One

1. Guests are divided into groups of four. One table is assigned the head table or winner's lounge. The first four people who arrive will be seated at the head table. Everyone else can sit at any of the other tables. Each table will have three dice, a scorecard, a pencil for each player and a score sheet for the table's scorekeeper. Someone at the head table rings the bell to start the game.
2. Each table plays as follows:
3. One person will roll the dice. The goal is to roll 1's. If any of the dice come up as a "1", then keep rolling. The two teammates will record any 1's rolled as points on their score sheet.
4. When no 1's are rolled, give the dice to the next player.
5. If a person rolls three 1's in one roll, they yell "Bunco!" and get to wear the boa (they wear the boa until someone else gets a three-of-a-kind of the number they are trying to roll). The two teammates will record 21 points on their score sheet!
6. If a person rolls three of a kind of a number other than 1, it is a "mini-bunco", which gives 5 points to the team. This "mini-bunco" doesn't give you the boa though. You only get to wear that if you have 3 of a kind of the number you are trying to roll.
7. Play continues until a team at the **head table** earns 21 points. At this point, they yell "Bunco" and ring the bell to end the round.
8. If you and your teammate won that round, write a "W" on your score sheet. If you lost, write an "L" across that round on your score sheet.

Preparation for Round Two:

9. After the first round, the two winners of the Head table will stay at that table.
10. The two winners from the other tables will move to the next table up the line toward the winner's lounge.
11. Losing teams will stay at their tables, except for the losing team of the head table. They'll move to the loser's lounge.
12. Whether you stay at your table or move, most players will be in a new seat. You must switch partners after a win or loss. You may not be on the same team with someone two rounds in a row, however, later in the game you can be on the same team again. So teams remaining at a table should shuffle around so that they are not on the same team for the next round.

Round Two and Beyond:

13. Same as round one, except try to roll 2's. Continue each round by trying to roll 3's, 4's, etc. After you have done six rounds, which are as high as the dice will go, you have completed one game. Wasn't that fun? We are playing 3 games.