FOR 11-PLAYER BUNCO NIGHTS

GHOST

noun · the very dependable 12th player

When 11 players show up for a 12-player bunco night, the empty seat at the bottom table needs a placeholder. Meet the ghost. The ghost rolls zeros — they don't actually take a turn — but they hold the seat so the rotation works.

Their human partner plays each round normally and earns the wins, losses, and BUNCOs for both of them. After each round the ghost rotates with everyone else, so by the end of the night every real player has been the ghost's partner at least once.

TONIGHT'S GHOST GOES BY:

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(give them a fun one — "Casper," "the unlucky cousin," "Aunt Edna" all work great)