

# BUNNOCK™

## HISTORY OF BUNNOCK™ ( THE GAME OF BONES )

The game was first played by the Russian/German soldiers posted in Siberia in the late 1800's. It was brought into Canada in one form or another by the German immigrants in the early 1900's into western Saskatchewan and was played as a farmyard pastime until the early 1960's. It was then that Joseph H. Gartner started supplying full sets of Bunnock, with white soldiers and black guards, as we know it today. Please see [www.bunnock.com](http://www.bunnock.com) for a more in-depth history.

### Object

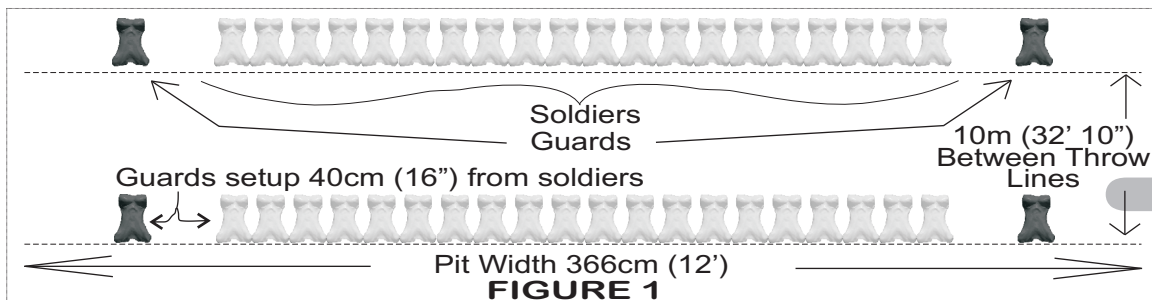
The object of the game is to knock down all of the oppositions Bunnock, beginning with the two guards first. The team that knocks down all of their opponents Bunnock bones with the least number of throws will be the winners.

### Setup

The set of Bunnock includes 4 black guards, 40 white soldiers (20 for a starter set), and 8 coloured throwers (4 for a starter set). The game of Bunnock consists of two parallel rows of bones setup 10 metres (32' 10") apart. There are 20 (10 for a starter set) white bones (or soldiers), setup tightly together in a row, with 2 black bones (or guards), one on either side. The black guards are set 40 cm (16") from either end (see figure 1). The throwers consist of the 8 coloured bones (4 for a starter set). The game can be played with pairs of 2 to 8 players of any age.

The ideal playing surface for Bunnock is fine crushed gravel, screenings or dirt. This makes a nice flat even surface for the Bunnock to be setup, and allows the throwers to slide into the guards and soldiers. Bunnock can also be played on grass, or indoor. Extreme hard surfaces such as concrete or pavement are not recommended as they may damage the Bunnock.

TIP: To make setting up the Bunnock easier and straighter you can make a Bunnock alignment tool. Please see the website [www.bunnock.com](http://www.bunnock.com) for details and dimensions. Please also check the website for a video on gameplay.



### Game Play

After a coin or Bunnock toss to determine which team they want to pick the side they will throw from or to throw both their Bunnock from behind the throw line and not feet on the line and take a step forward tossing their beyond the throw line while tossing. The Bunnock may tossing) that suits the individual player. Many players with their index finger hooked in the bottom as shown motion so it lands just before the target Bunnock and



FIGURE 2

throws first, the team that wins the toss must decide if last and keep "the hammer". The first player tosses beyond the side pit lines. They can also start with both Bunnock. No person may take more than one step be tossed with any underhand style (no overhand prefer to hold their Bunnock face down in their palm (Figure 2). The Bunnock is then tossed with a spinning spins into it, knocking more Bunnock down.

### Rules

The object of the game is to knock down all of the oppositions Bunnock, beginning with the two black Bunnock "guards" first, then the white Bunnock "soldiers". The team that knocks down all of their opponents bones with the least number of throws will be the winners. However if the team that threw first knocked down all of the bones, the other team is allowed to throw those throwers back, as they have the last throw (the hammer).

The team having the last throw may either:

1-TIE the game if they use the same number of throwers and knock down all of the opponents bones.

2-WIN the game if they knock down all of the opponents bones and have at least one thrower left.

1. In the event that a soldier or soldiers are knocked down before both guards, they are set up one Bunnock width inside the nearest standing guard. If more bones are knocked down than the space allows (on either side), they are placed one Bunnock width behind the reset bones. If any of these same bones are knocked down a second time, they are set up one Bunnock width on the outside of the closest standing guard. After being knocked down twice, should they get knocked a third or more times, they are placed upright, in the same orientation where they landed.

2. If a soldier is knocked down at the same time as the first guard, that soldier is set up one Bunnock width inside the remaining guard (if it is the first time that soldier has been knocked down, or on the outside of the remaining guard if it is the second time it is knocked down). The first guard will remain down.

3. The throwing order may be interchanged any time during the game, but a player must throw both of their throwers before the next player can throw.

4. In the event that (example) five bones are thrown back (at the end of the game), the single bone must be thrown last.

5. All fallen Bunnock bones, including throwers, must not be touched until your opponent has completed all their throws for that end. When the end is complete, all fallen bones must be moved clear of the playing area. If a fallen soldier or guard is knocked down and it stands up before the bones are cleared at the finish of the end, it is considered up and must be knocked down again. If a Bunnock is knocked down and rolls and makes contact with the "cleared or down" pile, it is considered dead and down. If a player accidentally knocks or kicks down the oppositions Bunnock, it will be considered down and does not get reset.

**CAUTION: STAY CLEAR OF THE PLAYING AREA WHILE BUNNOCK ARE BEING THROWN**  
If you have any questions please email [info@bunnock.com](mailto:info@bunnock.com)

To order additional sets or extra throwers email [sales@bunnock.com](mailto:sales@bunnock.com)  
[www.bunnock.com](http://www.bunnock.com)

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