

# Close Call

## Materials

One deck of cards for each group. Aces = 1, Jokers = 0, Tens and face cards are removed.  
One *Close Call* record sheet for each player/team.

## Rules and Play

1. This is a mental math game for 2-3 players/teams.
2. The object of the game is to accumulate the highest score by coming closer to the goal than your opponent(s).
3. Play begins with the dealer providing each player/team with six cards from a well-shuffled deck.
4. Players then select four of the six cards they receive and attempt to make two numbers whose sum is close to 100 without going over. Each player/team has a one-minute time limit to make a decision.
5. After the selections are made, each player puts his/her cards on the playing surface in front of him/her so that all players can see. The player/team with the total that is closest to 100 wins a point. In case of a tie, one point is awarded to each player/team. Problems, answers and scores are recorded on a record sheet at the end of each round.
6. Cards are shuffled and redealt at the end of each round.
7. Play continues until 5 rounds have been played. The player/team with the most points after 5 rounds wins the game.

## Variations

- Change the number of cards dealt, used and the goal.
- For younger players, restrict the number of cards dealt to each player/team to 4, allow the use of only 2 cards, and set the goal to 10.
- To make the standard game more challenging, change the rules so that the number of cards dealt to each player/team is 8, the number of cards that may be used is 6, and the goal is 1,000. You may want to allow the use of calculators in this variation.

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## Variations (continued)

- Change the scoring rules. For example, scores can be the difference a total is from the goal. If the goal is 100 and a total is 96, a player/team score would be 4. If a total was 107, the score would be 7. Scores can be totaled for all five rounds. Lowest total wins!
- Change the operation that is used. In this variation players/teams create subtraction problems where the goal is to get as close to zero as possible.
- Adjust the rules so that a player/team must come as close to the goal as possible without going over.
- Add motivational cards to the deck. For example, Jokers=0, One-eyed Jacks are wild.

Name \_\_\_\_\_

Round	Problem Created	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
Final Score		

Name \_\_\_\_\_

Round	Problem Created	Score
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		
12		
13		
14		
15		
16		
17		
18		
19		
20		
Final Score		

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