

To play Close Call, each player deals themselves four cards then determines how to arrange them so they make two two-digit numbers that add up close to 100 without going over. For a subtraction version, work to get as close to zero as possible.

## ****How to Play Close Call****:

The object of this game is to accumulate the highest score by coming closer to the goal than your opponent.

Start with [a complete deck of cards](http://amzn.to/2miOm6Q). Ace = 1, Joker = 0 and all tens and other face cards are removed. Shuffle the deck and **deal each player 6 cards**.

Players then select 4 of the cards to **create two 2-digit numbers**. The object is to create two numbers that when added together come **as close to 100 as possible**, without going over.

For example, in this hand I selected the cards 2,3,4, and 5.

I was then able to create the numbers 53 and 42, which when added together total 95.

## ****Variations to the Game for Grade 6****

**Option A:** Players then select 4 of the cards to **create two 2-digit numbers**. The object is to create two numbers that when added together come **as close to 1000 as possible**, without going over.

**Option B**: Players then select 6 of the cards to **create two 3-digit numbers**. The object is to create two numbers that when added together come **as close to 1000 as possible**, without going over.

**Option C:** (we have not covered integers yet so this would be a real challenge!)

Or for a greater challenge for older kids, practice with **integer operations**. Make **black cards positive** and **red cards negative**, and again, challenge kids to combine numbers to get **as close to zero as possible**.

## ****How to Win Close Call:****

The player with the total **closest to 100 wins the round and 1 point**. In the event of a tie, each player receives a point.

**After playing 5 rounds, the player with the most points wins.**

Alternatively, you could **continue playing rounds until someone reaches 5 points**.

To further aid with addition practice, you could also **add the total from each round to calculate the total points**. Then the player with the **highest score wins**.