

Get Close to 20

What you need:

2 - 4 players

deck of cards

Get Close to 20 recording sheet (following) for each player

The object of the game is to make an addition problem with three addends as close to 20 as possible.

Shuffle cards and place them face down in a pile.

Player #1 draws 5 cards. He/she uses the numbers on any three of the cards to make a total that is as close to 20 as possible. Each card may be used only once. Player #1 writes the numbers he/she chose and totals it on his/her recording sheet.

The points for each round is the *difference* between their sum and 20.

Example: A sum of 24 scores 4 points and so does a sum of 16.

Player #2 does the same. Players compare scores at the end of this first round. They put the five cards in a discard pile.

After five rounds, players total their points, and the player with the lowest score wins.

Variation: Play "Get Close to 25" and turn over six cards for each round and players may use any four cards to total as close to 25 as possible.

Get Close to 20 Recording Sheet

Round 1: _____ + _____ + _____ = _____ _____ points

Round 2: _____ + _____ + _____ = _____ _____ points

Round 3: _____ + _____ + _____ = _____ _____ points

Round 4: _____ + _____ + _____ = _____ _____ points

Round 5: _____ + _____ + _____ = _____ _____ points

Total points _____