

Got 10s?

Supplies

A deck of cards

Score sheet and pencil.

Starting the game

Oldest person is the first dealer they shuffle the cards and deal out 7 cards to each player.

Game play

Object of the game is to make ten. All number cards are worth their face value (10 is worth 10). A player can use as many cards as they have in their hand to make ten. Face cards need to be matched to be put in the saved pile this can be either doubles, triples, or quadruples.

Players will put any tens they have in their save pile.

Starting with the person to the left of the dealer the player asks all the other players if they have any if any players have that card, they will give it to the player who asked. This means that if two players have that card, they will both give it to the player who asked.

If no one has one of those cards, then they take a card from the pile.

A round is over when a player has no more cards in their hand.

Scoring

A player gets a point for every card in their safe pile minus the number of cards in their hand.

The person with the most points after 10 rounds is the winner.

	Player 1	Player 2	Player 3	Player 4
Round 1				
Round 2				
Total				
Round 3				
Total				
Round 4				
Total				
Round 5				
Total				
Round 6				
Total				
Round 7				
Total				
Round 8				
Total				
Round 9				
Total				
Round 10				
Total				