

## **PLAY THE PRESIDENTIAL NUMBERS (For Beginners)**

Learn the Presidential Number for Each President

**Number of Players on Each Team/Length of the Match:** Each team may have 1, 2, or 3 players. The teams decide on the length of the match, i.e., how many games a team must win to win the match, ranging from 1 win to 10 wins.

### **For each game:**

**Cards Used:** President Fact Cards

**Overview and Objective:** For each game, the teams play 8 tricks. A “trick” is when each team plays one President Fact Card from its hand. The “lead team” for each trick is the team that plays its card first. The “non-leading team” for each trick is the team that plays its card second. Each team tries to win as many tricks as it can.

**Determining the lead team for each trick:** The teams should alternate which team is the lead team for the first trick of a game (for the first game, use rock, paper, scissors or another method to determine which team will be the lead team for the first trick). For each trick other than the first trick of a game, whichever team wins the trick is the lead team for the next trick.

**Step 1:** Deal 9 President Fact Cards to each team face-down. The teams may look at their cards.

**Step 2:** Each team then discards 1 card, face-down, so that each team has 8 cards.

### **Step 3: Game Play**

- For each trick, the lead team (1) plays a card face-up, (2) states the name of the President it is playing, and (3) states whether the teams are playing “earliest” or “latest” on the trick. The non-leading team then plays a card face-up.
- For each trick in which the lead team states that the teams are playing “earliest,” whichever team plays a President with a PN (Presidential Number) closer to 1 wins the trick.
- For each trick in which the lead team states that the teams are playing “latest,” whichever team plays a President with a PN (Presidential Number) closer to 45 wins the trick.
- If both teams play the same President on a trick (other than Grover Cleveland), the non-leading team wins the trick.
- If each team plays Grover Cleveland on a trick, the team playing Grover Cleveland with a PN of 22 wins the trick if the teams are playing earliest but loses the trick if the teams are playing latest.

**Determining Who Wins a Game:** The first team to win 5 tricks wins the game. If both teams win 4 tricks, whichever team wins the last trick wins the game. If a team wins 5 tricks before all the tricks have been played, there is no need to play the final tricks for the game.

**Optional Change When You're Ready to Make the Game Even More Challenging:** Have the lead team on each trick play its card face-down.