FOOTBALL SQUARES

Set a price per square, players buy squares; assign numbers 0-9 randomly to gray squares, track scores each quarter to find last digits of each team scores. The player whose square is at the intersection of those digits wins the prize for that quarter.

TEAM: _____

TEAM: _____

Cost per Square $_____   Total Prize Pool $_____

Payouts per Qtr 1st $_____   2nd $_____   3rd $_____   4th $_____