

Superbowl Party Football Squares Game

Cost per Square: _____	Team: _____ Score: _____											
	Quarter: 1 st 2 nd 3 rd 4 th (Circle One)											
Team: _____ Score: _____												

Copy, fax, email or publish football squares using your camera phone or digital camera and qipit. Qipit is fast, easy and free. All you need is a camera phone (with macro-mode or auto-focus) or a basic digital camera and an Internet connection. Free sign-up: www.qipit.com or by just sending a picture of your document to color@qipit.com.

* Qipit does not endorse or encourage gambling or any other illegal activity. Consult the laws of your state or country.



Football Squares Rules

Within the grid, the top row of numbers represents the possible points scored of team one and the left column represents team two's score. (The numbers are not placed in these squares until the players have added their names to the grid.)

All the players add their names to the other free squares within the grid. Depending on the number of players, some may choose more than one square. As soon as the players have filled in all of the squares, numbers from 0 to 9 are drawn blindly and filled in across the top row. This is repeated for the left column. When you're done, you'll have numbers from 0 to 9 in random order across the top row and down the left column, and names filled in all of the other squares.

The object of the game is to "choose" the score of the game by having your name in the square at the intersection of the final points of each team (as you draw an imaginary line down from team one's score at the top and across from team two's score). If there is a two-digit number, the second digit is used for the match. For example, if team one has 14 points and team two has 21, the person in the square at the intersection of #4 from the top row and #1 from the left column wins. You can have four winners by selecting the scores at the end of each quarter, two winners by using the half-time score and the final, or just have one big winner using the final score of the game.

Cut on dotted line and use numbers for random drawing.

0	1	2	3	4	5	6	7	8	9
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Qipit Tips & Tricks

On the camera phone

- Select auto focus or macro mode if you have one
- Select optimum settings: max picture size, fine resolution
- Send via mobile email, if you can, to avoid MMS resizing

Taking the picture

- Ensure lighting is optimal by avoiding harsh shadows and glares
- Hold the camera squarely above the document to avoid shooting at an angle which can distort the image
- Frame the edges of your document within the viewer
- Remain steady while taking the picture by holding the camera with two hands and using your elbows to stabilize

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color@qipit.com for color
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Do!



Dont!



Dont!

