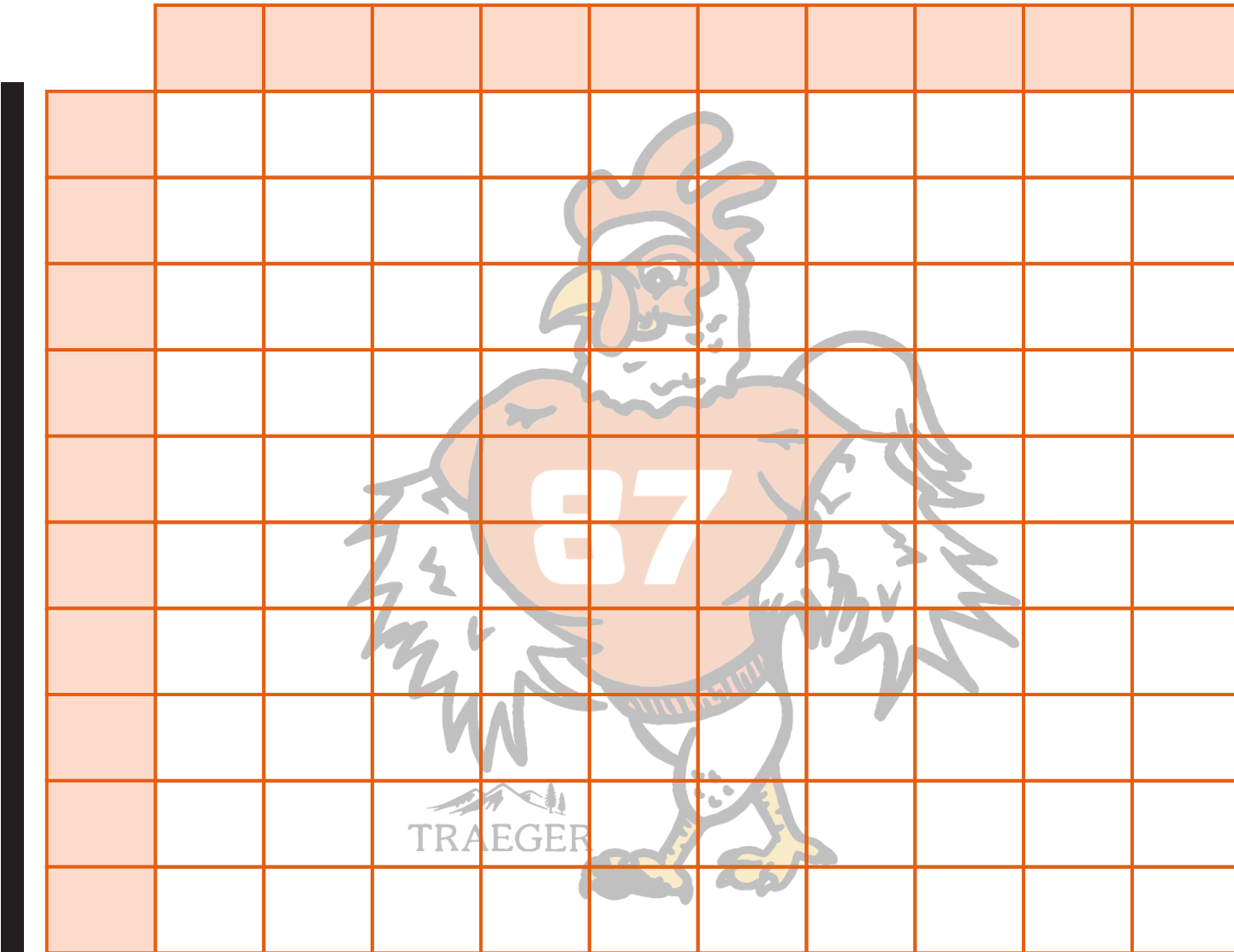


TEAM :

TRAEGER GAME DAY SQUARES

- ❑ PRINT OFF YOUR TRAEGER SQUARES.
- ❑ GET YOUR CREW TO SELECT SQUARES BY SIGNING THEIR INITIALS WITHIN THE GRID. EACH SQUARE IS WORTH ONE ENTRY.
- ❑ THE BOARD IS SET WHEN EVERY SQUARE IS FILLED. IT IS IMPORTANT TO FILL OUT THE ENTIRE BOARD BEFORE NUMBERS ARE DRAWN.
- ❑ DRAW NUMBERS 0-9 AT RANDOM FOR BOTH TEAMS.
- ❑ WINNERS ARE DETERMINED BY THE SECOND DIGITS OF THE SCORE AT THE END OF EACH QUARTER. FOR EXAMPLE, IF THE SCORE IS 17-10 AT HALFTIME, THE PLAYER WHOSE INITIALS OCCUPY THE SQUARE WITH A 7 FOR ONE TEAM AND A 0 FOR THE OTHER IS THE WINNER.

TEAM :



SCORE :

1ST QUARTER

2ND QUARTER

3RD QUARTER

4TH QUARTER
