

Scorekeepers Helper

Starting the Match

Beginning with Match 1, write the players names (both first & last), ID#'s, H/C, and "Race To" on the score sheet. Print the "Home Team" player on the top and print the "Visiting Team" player on the bottom.

Made on Break (MOB)

The number of balls made on the break are marked in the (MOB) column of the breaking players score sheet after every break. Stripes and Solids combined. Use whole numbers. If the breaker makes a ball(s) and scratches, it's still marked in the (MOB) column only. The only column marked on the break shot is the (MOB). No marks are ever made in the (COMP) or (MISS) columns.

Note: After the break, mark only 1 hash mark in one of the following 3 columns (COMP), (MISS) or (DEF) for each player shooting - until the game is over. The only time you would mark 2 boxes on the score sheet at the same time for the same shot is if the player has made a Dead Ball.

Completions (COMP)

If the shooting player makes the ball in the called pocket mark it as a (COMP). If the shooting player makes their ball but scratches or fouls, it is still marked as a (COMP), but ball in hand to their opponent. If the shooting player makes their ball "plus" another ball it is marked as 1 (COMP). If only one ball has been called, you would mark the extra pocketed ball in the Dead Ball column.

Misses (MISS)

If the shooter misses their called pocket, mark it as a (MISS). If the shooter calls a pocket and the ball goes in a different pocket, mark it as a (MISS). Mark the incorrectly made ball in the dead ball column. If the shooter misses their called pocket and another ball goes in, mark it as a (MISS). Mark the incorrectly made ball in the dead ball column. If the shooter is "hooked" on their ball and is only trying to hit their ball, mark it as a (MISS), unless they called a pocket and completed their shot, then mark it as a (COMP) "or" actually called a defensive shot, then mark it as a (DEF).

Defensive Shots (DEF)

Since this is "call pocket 8-ball", the shooter must call their shot to a pocket or a call a defensive shot. If the shooter pockets a ball on a defensive shot, mark it as a (DEF) (Defense Down). If the shooter calls a defensive shot, it is ALWAYS marked as a (DEF). On a "defense down", mark the ball pocketed in the Dead Ball column.

Left On Table (LOT)

If the losing player has balls left on the table, the total number is marked in their (LOT). If the losing player shoots an early (8), there may be both solids and stripes left on the table. In this case, mark the number of balls each player has left on the table in their own (LOT) column. If the losing player scratches the (8), the player who wins gets the 8 marked in their (LOT) column. If the breaking player makes the (8) on the break, the remaining balls left on the table are added to both players (LOT) column with the breaking player credited with the lower count of stripes or solids and the opponent or loser with the higher count.

Games Won/Lost - Match Over

Each player is marked for "Games Won" or "Games Lost" in each game. At the end of the match, circle the "W" & "L" for the appropriate players. Total all hash marks for each column. Write the total in the box located in the upper right hand corner of each column.