

Score Keepers Helper

1. Write the **Player's Name**, **ID#**, handicap (**H/C**), & "**Race To**" on the score sheet.
The home team player always goes on top no matter which player wins the lag. The visiting player always goes on the bottom.
2. Made on Break (**MOB**): (Use whole numbers not hash marks.)
The total number of balls made on the break are marked on the breaking players MOB column after every break. If the breaking player makes a ball(s) and scratches, these ball(s) are still marked in the MOB column only. If no balls are made then nothing is marked. Do not mark anything for the COMP or MISS columns.
3. Eight on Break (**8 BRK**) & Early eight (**E 8**):
_ If a player makes the 8-ball on the break or an early eight, LOTs need to be marked for both players. There are eight completions to win a game. The LOTs is a count system along with 8-Brk or early eight (E-8) which requires all the balls to be marked correctly. Mistakes in scoring could result in a penalty point. Note: After the break and the first shot is made, mark "ONLY ONE" hash mark in "ONE" of the following columns of the score sheet for "EACH" player shooting COMP, MISS, or DEF until the game is over. Never mark two boxes for the same shot on one player. Follow this procedure for the entire match. DO NOT separate them by game.
4. Completions (**COMP**):
If the shooter makes the ball in the called pocket mark it as a COMP. If the shooter makes their ball and scratches it is still a COMP shot, but it is ball in hand to their opponent.
If the shooter makes their ball plus another ball it is marked as 1 COMP only.
5. 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.
If the shooter misses their called pocket and another ball goes in, mark it as a MISS.
If the shooter is "hooked" and is only trying to hit their ball and misses, mark it as a MISS. If the shooter calls the shot and makes it, mark it as a COMP. If the shooter calls it as a "defensive shot" and misses or makes it, mark it as a DEF.
6. Defensive Shots (**DEF**):
Since this is a "call pocket" league, when a player shoots they must call a pocket or a defensive shot.
If the shooter pockets a ball on a defensive shot, mark it as a DEF.
7. Left on Table (**LOT**): (When the match is over use whole numbers not hash marks.)
If the losing player has balls on the table, the total number is marked in their column.
If the losing player 8-Brk/E-8 there may be solids & stripes left on the table. In this case, mark each player for the number of balls they have left on the table in their column.
If the breaking player makes 8-Brk, the remaining balls left on table are marked on both players columns with the breaking player credited with the lower count of balls.
8. Games Won / Lost ...Match Over:
Each player is marked for "Games Won" and "Games Lost" in each game. The games won for one player will equal the games lost for the other player.
At the end of the match, color in the "W" or "L" for appropriate player. Total all marks in each column. Right the total in the box located in the upper right hand corner or each column.

TAP! ... After all the rest ... Why not the Best?