

Player 1: \_\_\_\_\_ Player 2: \_\_\_\_\_

Date: \_\_\_\_\_ Referee: \_\_\_\_\_ Scorekeeper: \_\_\_\_\_

RACK	Counts, Player 1	Total	Total	Counts, Player 2
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				
11				
12				
13				
14				
15				
16				
17				
18				
19				
20				
21				
22				
23				
24				
25				

Player 1 Signature: \_\_\_\_\_ Player 2 Signature: \_\_\_\_\_

Score: \_\_\_\_\_ Innings: \_\_\_\_\_ HR: \_\_\_\_\_ Score: \_\_\_\_\_ Innings: \_\_\_\_\_ HR: \_\_\_\_\_

/=end of inning, F=foul, B=break, BFF=break foul, M=miss, S=safe, R=run to next rack, FFF=3 fouls

## 14.1 Scoresheet Example Use

Enter the players' names after the breaker has been determined so that Player 1 is always the breaker. The codes are:

/ -- end of an inning  
 B -- player breaks  
 S -- player tries a safety  
 BFF -- breaking foul -- 2-point penalty  
 M -- player misses  
 number -- player runs this many balls in one rack  
 R -- the run continues into the next rack  
 FFF -- three consecutive fouls, 15-point penalty  
 = -- same total as above

Example:

RACK	Counts, Player 1	Total	Total	Counts, Player 2
1	BS/S/12S/2R	14	-1	F/M/S/
2	14R	28	=	
3	3F/ <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">19</span> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">4I</span>	30	10	11R

Player 1 broke with a safety, Player 2 fouled, P1 safed, and P2 missed. P1 ran 12 and played safe, P2 safed, then P1 ran the last two balls of the rack and started rack 2, which he ran. He got 3 balls in rack 3 before fouling on his third shot, and P2 then ran up to the break shot. The score now stands at 30 to 10 at the end of the third rack with Player 2 breaking. This is his fourth inning.

Wait until the following break shot to total the scores for each rack.

The circled 19 is a note for the high run.

The circled 4I is a note showing the number of innings so far for player 1.

Notes are for the convenience of the scorekeeper.

A player's inning may continue after a breaking foul if the opponent has him shoot again, so be careful with the "/" marks.