



“Scorekeepers Helper” 8-Ball

1. **Write the Players Names, ID#’s, Handicap (H/C) & “Race To” on the score sheet:** It doesn’t matter which player wins the lag. The “Home Team” player always goes on top. “Visiting Team” player always goes on the bottom.
 2. **Made on Break (MOB): Use whole numbers, not hash marks**
 - a) 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. If the breaker makes a ball(s) and scratches, it’s still marked in the (MOB) column only.
 - b) 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 and the first shot is made, mark “ONE” hash mark is made in “ONE” of the following (3) columns of the score sheet for “EACH” player shooting...(COMP), (MISS) or (DEF) until the game is over. For Dead Balls (DB) (see below), you also make a hash mark in DB. Marks are made in each column for the entire match. Do not separate them by game.**
3. **Completions (COMP):**
 - a) If the shooter makes the ball in the called pocket mark it as a (COMP).
 - b) If the shooter makes their ball and scratches it is still a (COMP), but ball in hand to their opponent.
 - c) If the shooter makes their ball “plus” another ball it is marked as (1) (COMP) only.
 4. **Misses (MISS):**
 - a) If the shooter misses their called pocket, mark it as a (MISS).
 - b) If the shooter calls a pocket and the ball goes in a different pocket, mark it as a (MISS).
 - c) If the shooter misses their called pocket and another ball goes in, mark it as a (MISS).
 - d) If the shooter is “hooked” and is only trying to hit their ball, mark as a (MISS), unless they called a pocket and made it (COMP) “or” called a (DEF).
 5. **Defensive Shots (DEF):**
 - a) Since this is “call pocket,” when a player shoots, they must call a pocket or a defense.
 - b) If the shooter pockets a ball on a defensive shot, mark it as a (DEF).
 6. **Left On Table (LOT):When Game Is Over: Use whole numbers, not hash marks**
 - a) If the losing player has balls on the table, the total number is marked in their (LOT).
 - b) If the losing player scratches the (8) or shoots an early (8), there may be both solids and stripes left on the table. In this case, mark each player for the number of balls they have left on the table in their own (LOT) column.
 - c) 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.
 7. **Dead Balls (DB): Any ball pocketed that was not called is a dead ball. Some examples:**
 - a) If the shooter pockets a ball unintentionally, drives a ball off the table, a dead ball is marked *in addition* to the MISS, COMP or DEF.
 - b) If the shooter calls Defensive Down and pockets a ball, a dead ball is marked *in addition* to DEF.
 8. **Games Won/Lost...Match Over:**
 - a) “Each” player is marked for “Games Won or Games Lost” in each game. Note: the games won for one player will equal the games lost for the other player.
 - b) At the end of the match, color in the “W” & “L” for the appropriate players.
 - c) Total all marks in each column. Write the total in the box located in the upper right hand corner of each column.