8-BALL SCOTCH DOUBLES SCORESHEET



START TIME: _____

	"N" BEFOR	E THE SP	(ILL LEV	/EL = NOT	PAID	* BEF	ORE THI	E SKILL I	LEVEL = I	NCOMPLETE INFORMATION	ON FIL	E. PLEAS	E SUBM	IT COMP	LETE	NFORM	ATION.		
TEAM#	PLAYER N	PLAYER KING			INNINGS AND TIME OUTS								8-BREAK	8-B & RUN	DEFENOTS	SCOKE	N-L		
	vs					<u> </u>	Game	+	Gam Gam	\longleftrightarrow	\rightarrow	me 4 me 9		ame 5 Total					
	VS					<u> </u>	Game 1 Gan				Game 4 Game 9		7	Game 5 Total Innings					
	vs					<u> </u>	Game	+	Gam Gam	\longleftrightarrow	\rightarrow	me 4		ame 5 Total					
$ _{s}$	INGLES	SL		2			OPPONENT 5 6 7			DOUBLEO	SL 6		6	7	8	9	10	11	12
1							ıυ	l b	. /	DOUBLES		6	2/2	2/3	2/3	2//	2//	2/5	2/5
	RACE CHART	Y O U	2 3 4 5 6 7	2/2 3/2 4/2 5/2 6/2 7/2	2/3 2/2 3/2 4/2 5/2	2/4 2/3 3/3 4/3 5/3	2/5 2/4 3/4 4/4 5/4	2/6 2/5 3/5 4/5 5/5	2/7 2/6 2/5 3/5 4/5	DOUBLES RACE CHART	Y O U	6 7 8 9 10 11	2/2 3/2 3/2 4/2 4/2 5/2	2/3 3/3 3/3 4/3 4/3 4/2 5/2	2/3 3/3 3/3 4/3 4/3 5/3	2/4 3/4 3/4 4/4 4/4 4/3 5/3	2/4 3/4 3/4 4/4 4/4 4/3 5/3	2/5 2/4 3/5 3/4 3/4 4/4 5/4	2/5 2/5 3/5 3/5 3/5 4/5
FEES	CHART SECTION COMPLE	O U TED BY	3 4 5 6 7	3/2 4/2 5/2 6/2 7/2	2/3 2/2 3/2 4/2 5/2 6/2	2/4 2/3 3/3 4/3 5/3 5/2 Note Mal Fema	2/5 2/4 3/4 4/4 5/4 5/3 : New Ples Start ales Start 9-Ball F	2/6 2/5 3/5 4/5 5/5 5/4 ayers SL-4 t SL-3	2/7 2/6 2/5 3/5 4/5 5/5	RACE	0	7 8 9	3/2 3/2 4/2 4/2	3/3 3/3 4/3 4/3 4/2 5/2	3/3 3/3 4/3 4/3	3/4 3/4 4/4 4/4 4/3 5/3	3/4 3/4 4/4 4/4 4/3 5/3	2/4 3/5 3/4 3/4	2/5 3/5 3/5 3/5
FEES WEEK	CHART SECTION COMPLE	O U TED BY	3 4 5 6 7	3/2 4/2 5/2 6/2 7/2	2/3 2/2 3/2 4/2 5/2 6/2	2/4 2/3 3/3 4/3 5/3 5/2 Note Mal Fema tablished	2/5 2/4 3/4 4/4 5/4 5/3 : New PI es Start ales Start 1 9-Ball F	2/6 2/5 3/5 4/5 5/5 5/4 ayers SL-4 t SL-3 Players S 9-Ball R	2/7 2/6 2/5 3/5 4/5 5/5 5/5 CK PLAC	RACE CHART SIGNED Y BOTH TEAM APTAINS	O U	7 8 9 10 11 12	3/2 3/2 4/2 4/2 5/2 5/2 8' COIN	3/3 3/3 4/3 4/3 4/2 5/2 CA	3/3 3/3 4/3 4/3 5/3 5/3 PT. #	3/4 3/4 4/4 4/4 4/3 5/3	3/4 3/4 4/4 4/4 4/3 5/3 POINT	2/4 3/5 3/4 3/4 4/4 5/4	2/5 3/5 3/5 3/5 4/5 5/5

_TOTAL

CAPT INIT _