WEEK:	The Pool Knight Shack													
	Blackball League Scoresheet/													SCORE
	Names -4 -3 -2 -1 0 1 2 3 4 5													
Player 1														
SIGN:														
Player 2														
SIGN:														
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX!  NOTE: If you are off -1, then you should mark an X in all boxes up to and including the -1 box at the start of the match.  First to reach box 7 on the card wins the match and 2pts. If both players reach box 6, then the match is a draw, 1pt each.														
												_		

WEEK:	The Pool Knight Shack  DATE:													
	Blackball League Scoresheet//													SCORE
	Names	-4	-3	-2	-1	0	1	2	3	4	5	6	7	
Player 1														
SIGN:														
Player 2														
SIGN:														
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX!														
NOTE: If you are off -1, then you should mark an X in all boxes up to and including the -1 box at the start of the match.  First to reach box 7 on the card wins the match and 2pts. If both players reach box 6, then the match is a draw, 1pt each.														

WEEK:	7	DATE												
	ВІ		SCORE											
	Names -4 -3 -2 -1 0 1 2 3 4											6	7	
Player 1														
SIGN:														
Player 2														
SIGN:														
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX!														
NOTE: If you are off -1, then you should mark an X in all boxes up to and including the -1 box at the start of the match.														
Fir	First to reach box 7 on the card wins the match and 2pts. If both players reach box 6, then the match is a draw, 1pt each.													ı.

WEEK:	The Pool Knight Shack												DATE:			
	Blackball League Scoresheet													SCORE		
	Names	-4	-3	-2	-1	0	1	2	3	4	5	6	7			
Player 1																
SIGN:																
Player 2																
SIGN:																
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX!  NOTE: If you are off -1, then you should mark an X in all boxes up to and including the -1 box at the start of the match.  First to reach box 7 on the card wins the match and 20th. If both players reach box 6, then the match is a draw 1nt each																

First to reach box 7 on the card wins the match and 2pts. If both players reach box 6, then the match is a draw, 1pt each.