

WEEK:	<b>The Pool Knight Shack</b> Blackball Mini-League Scoresheet											DATE: / /	SCORE
	<b>Names</b>	-4	-3	-2	-1	0	1	2	3	4	5	6	
Player 1													
SIGN:													
Player 2													
SIGN:													
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX! <b>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.</b> 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:	<b>The Pool Knight Shack</b> Blackball Mini-League Scoresheet											DATE: / /	SCORE
	<b>Names</b>	-4	-3	-2	-1	0	1	2	3	4	5	6	
Player 1													
SIGN:													
Player 2													
SIGN:													
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX! <b>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.</b> 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:	<b>The Pool Knight Shack</b> Blackball Mini-League Scoresheet											DATE: / /	SCORE
	<b>Names</b>	-4	-3	-2	-1	0	1	2	3	4	5	6	
Player 1													
SIGN:													
Player 2													
SIGN:													
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX! <b>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.</b> 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:	<b>The Pool Knight Shack</b> Blackball Mini-League Scoresheet											DATE: / /	SCORE
	<b>Names</b>	-4	-3	-2	-1	0	1	2	3	4	5	6	
Player 1													
SIGN:													
Player 2													
SIGN:													
WHEN YOU WIN A FRAME - SCORE IS TO BE MARKED BY A ① IN EACH BOX! <b>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.</b> 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.													