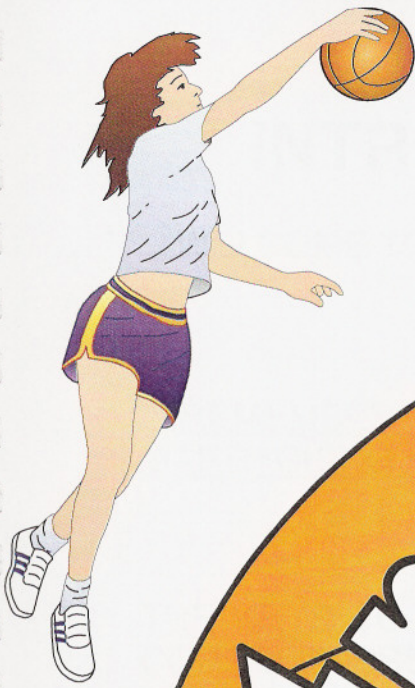
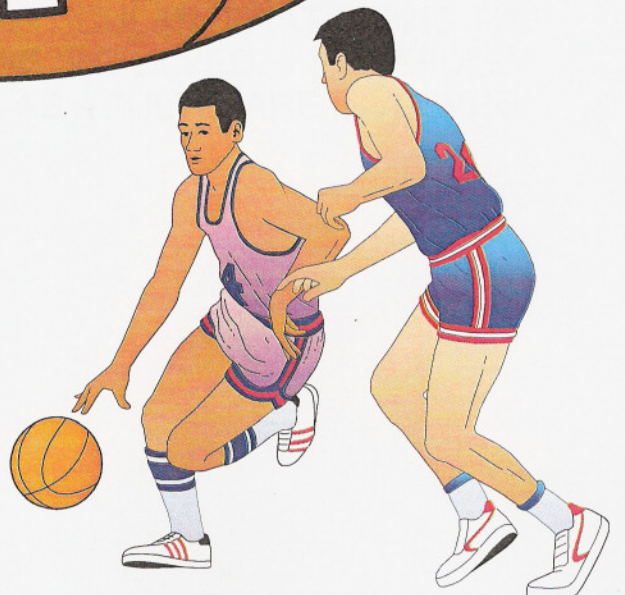
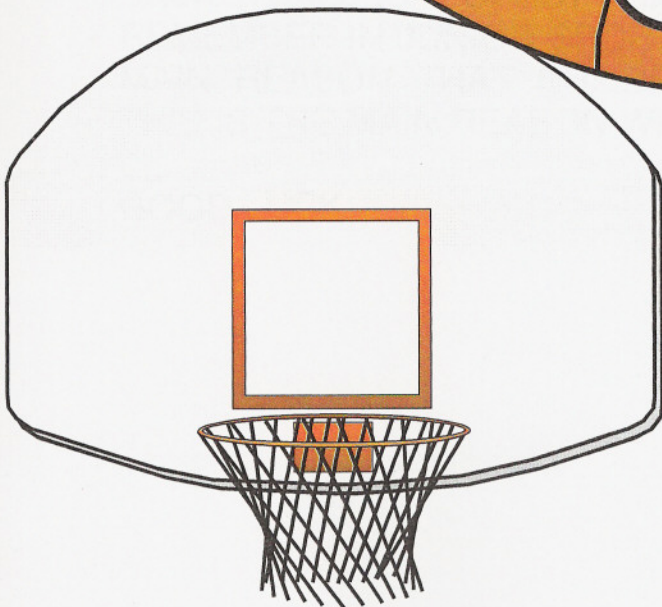


**TIMEOUT**



# Introduction to Scoring





# INTRODUCTION TO SCORING

WELCOME TO GETTING TO KNOW THE GAME OF BASKETBALL  
FROM THE SCORETABLE.

REMEMBER THAT YOU ARE AN ASSISTANT TO THE REFEREE.  
BARRACKING AND QUESTIONING OF REFEREE'S DECISIONS ARE  
NOT ALLOWED.

THE KEYS TO BEING SUCCESSFUL ON THE SCORETABLE ARE  
CORRECTNESS . . . . CONCENTRATION . . . . COMMUNICATION . . .  
. AND CO-OPERATION. WITHOUT THESE FOUR KEY ELEMENTS,  
THE SCORETABLE WILL NOT FUNCTION EFFICIENTLY.

THE FOLLOWING POINTS ARE LISTED HERE FOR YOU TO REFER  
TO AT A LATER DATE.

**TIMEKEEPING:** THIS INCLUDES STARTING THE GAME, AND  
STOPPING ON THE REFEREE'S WHISTLES, TIMING THE TIME-OUT  
PERIODS, START AND STOP THE CLOCK AS PER JUNIOR  
REGULATIONS AND PROCEDURES FOR SUBSTITUTIONS AND  
TIME-OUTS AND THE DIRECTIONAL ARROW FOR JUMP BALLS.

**SCORESHEETS:** RECORDING THE SCORE, CLOSING THE  
SHEET OFF AT HALF TIME AND AT THE END OF THE GAME.

**REFEREES' SIGNALS:** COPIES INCLUDED. TO KNOW THE  
GAME, IT IS ESSENTIAL TO UNDERSTAND THESE SIGNALS.

BASKETBALL IS A SPECTATOR SPORT AND IT IS IMPORTANT TO  
REMEMBER IN JUNIOR SPORT, IN PARTICULAR, THAT FUN IS THE  
MAIN REASON THAT CHILDREN ARE INVOLVED. HOPEFULLY,  
THIS IS THE MAIN REASON WHY WE, AS ADULTS, ARE INVOLVED.

GOOD LUCK







### RECORDING THE SCORES ON THE RUNNING SCORESHEET:

Scores are recorded by inscribing a 2 or 3 beside the players' name and number on the scoresheet. This is then also recorded on the running score.

When recording scores be sure to enter the personal points before the running score. **If there is a difference between the total of the personal points and the running score, the result of the game is taken from the total of the personal points.**

Scoring:                      2              Two points awarded  
                                      3              Three points awarded

### RECORDING FREE THROWS:



Two or three free throws awarded.

Two or three free throws awarded – first missed.

Two or three free throws awarded – first successful.

Two or three free throws awarded – both missed.

Two or three free throws awarded – both successful.

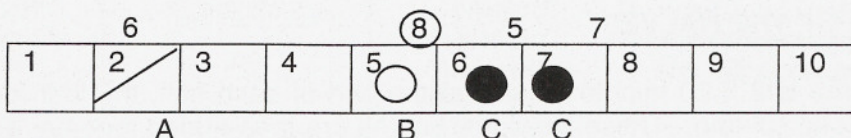
Three free throws awarded – all missed.

Two or three free throws awarded – both successful.

Bonus shot awarded – place a dot in the centre if unsuccessful and a \ through if successful.

### RUNNING SCORE:

Use Player Numbers as well as the symbol to illustrate the points scored.



- A. / through the second score indicates 2 points.
- B. ○ at the end of three squares indicates 3 points. Also circle the Player Number
- C. ● in a single square indicates 1 point



**RECORDING PLAYER FOULS**

The fouls are recorded in the boxes beside the player's name and number. The method of recording fouls is set out below.

**Personal Fouls**

P	P1	P2	P3	D2	U2	T2	C2	B2	P2c
A	B	C	D	E	F	G	H	I	J

- A Personal Foul – side ball
- B One free shot awarded
- C Two free shots awarded
- D Three free shots awarded
- E Disqualifying foul – two free shots plus possession
- F Unsportsmanlike foul – two free shots plus possession
- G Technical foul on a player – two free shots plus possession
- H Technical foul on Coach – two free shots plus possession
- I Technical foul on Bench – two free shots plus possession
- J Penalty cancelled as per Article 59 – a small “c” is placed beside the foul

**TEAM FOULS**

Cross off the team fouls as they occur. It is possible to cross reference the team fouls and personal fouls by putting the player's number in the box. This is not a requirement, nor is recording the time of the fourth and eighth team foul, but it is a way to check the sheet.

**TIME OUTS**

Time outs are recorded by noting the time on the clock that the time-out was taken

6	==	8	12	==
---	----	---	----	----

The parallel lines indicate that no time-out was taken. In this example, the first time-out for this team was taken at the 6 minute mark of the first half. Only one time out was taken in the half. This team then had both time outs in the second half. No extra time was required for the game.

**AT THE END OF THE HALVES**

When the game is 2 x 20 minute halves, at the end of each half, the individual scores are tallied in the total column. These individual scores are then added together and recorded at the bottom of the total column. The scores of the two halves are then added together and recorded in the Game Total column. At the bottom of the Game Total column is written the score for the game.

EXTRA time is treated the same way as each half and added into the Games Total figures.

The player's scores for each half are closed off with a bracket after the last score, using the same coloured pen to the one used to score the period. A line is then drawn through the square from the top right hand corner to the bottom left hand corner. A circle is then drawn halfway along the line and points for the period are entered in the circle. This prevents any alteration to the scoresheet.






**RED AND BLUE COLOURED PENS ARE USED FOR EACH HALF (QUARTER). BLUE SHOULD BE THE LAST COLOUR USED.**







## B. OFFICIAL'S SIGNALS

- B.1. The hand signals illustrated in these rules are the only official signals. They must be used by all officials in all games
- B.2. It is important that the scoretable officials also be familiar with these signals.




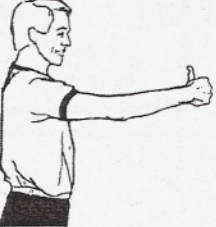
### I. SCORING

1 ONE POINT  One finger, 'flag' from wrist	2 TWO POINTS  Two fingers, 'flag' from wrist	3 THREE-POINTS ATTEMPT  Three fingers (extended)	4 THREE-POINTS SUCCESSFUL SHOT  Three fingers (extended) on each hand	5 CANCEL SCORE OR CANCEL PLAY  Scissor-like action with arms, once across chest
--	--	--	--	---

### II. CLOCK-RELATED

6 STOP CLOCK (blowing whistle simultaneously) OR DO NOT START CLOCK  Open palm	7 STOP CLOCK FOR FOUL (blowing whistle simultaneously)  One clenched fist, other palm down pointing to offender's waist	8 TIME IN  Chop with hand	9 TWENTY-FOUR SECOND RESET  Rotate hand, index finger extended
--	---	--	--

### III. ADMINISTRATIVE

10 SUBSTITUTION (blowing the whistle simultaneously)  Cross forearms	11 BECKONING-IN  Open palm, wave towards the body	12 CHARGED TIME-OUT (blowing whistle simultaneously)  Form T, index finger showing	13 COMMUNICATION BETWEEN OFFICIALS AND TABLE OFFICIALS  Thumb up
--	---	--	--















#### IV. TYPE OF VIOLATIONS

<p>14</p> <p>TRAVELLING</p>  <p>Rotate fists</p>	<p>15</p> <p>ILLEGAL DRIBBLE OR DOUBLE DRIBBLING</p>  <p>Patting motion</p>	<p>16</p> <p>CARRYING THE BALL</p>  <p>Half rotation, forward direction</p>	<p>17</p> <p>THREE SECONDS</p>  <p>Arm extended, show 3 fingers</p>
<p>18</p> <p>FIVE SECONDS</p>  <p>Show 5 fingers</p>	<p>19</p> <p>EIGHT SECONDS</p>  <p>Show 8 fingers</p>	<p>20</p> <p>TWENTY-FOUR SECONDS</p>  <p>Fingers touch shoulder</p>	<p>21</p> <p>BALL RETURNED TO BACKCOURT</p>  <p>Wave arm, index finger pointing</p>
<p>22</p> <p>DELIBERATE FOOT BALL</p>  <p>Point finger to the foot</p>	<p>23</p> <p>OUT-OF-BOUNDS AND/OR DIRECTION OF PLAY</p>  <p>Point finger parallel to sidelines</p>	<p>24</p> <p>JUMP BALL SITUATION</p>  <p>Thumbs up followed by point finger in direction of possession arrow</p>	






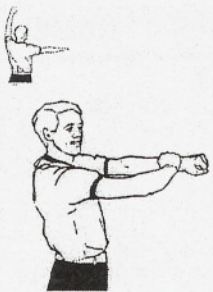
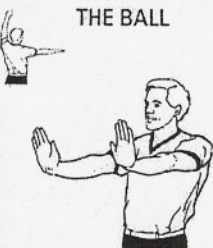

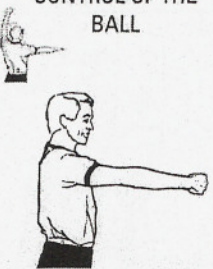




V. REPORTING A FOUL TO THE SCORER'S TABLE (3 Steps)

STEP 1 - NUMBER OF PLAYER

25 No. 4 	26 No. 5 	27 No. 6 	28 No. 7 
29 No. 8 	30 No. 9 	31 No. 10 	32 No. 11 
33 No. 12 	34 No. 13 	35 No. 14 	36 No. 15 






**STEP 2 - TYPE OF FOUL**

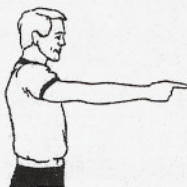
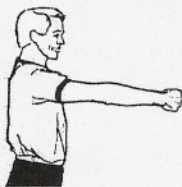
<p>37</p> <p>ILLEGAL USE OF HANDS</p>  <p>Strike wrist</p>	<p>38</p> <p>BLOCKING (offence or defence)</p>  <p>Both hands on hips</p>	<p>39</p> <p>EXCESSIVE SWINGING OF ELBOWS</p>  <p>Swing elbow backwards</p>	<p>40</p> <p>HOLDING</p>  <p>Grasp wrist downward</p>
<p>41</p> <p>PUSHING OR CHARGING WITHOUT THE BALL</p>  <p>Imitate push</p>	<p>42</p> <p>CHARGING WITH THE BALL</p>  <p>Clenched fist, strike open palm</p>	<p>43</p> <p>BY TEAM IN CONTROL OF THE BALL</p>  <p>Point clenched fist towards basket of offending team</p>	<p>44</p> <p>DOUBLE</p>  <p>Wave clenched fists</p>
<p>45</p> <p>TECHNICAL</p>  <p>Form T, palm showing</p>	<p>46</p> <p>UNSPORTSMANLIKE</p>  <p>Grasp wrist upward</p>	<p>47</p> <p>DISQUALIFYING</p>  <p>Clenched fists</p>	



**STEP 3 - NUMBER OF FREE THROW(S) AWARDED**

<p>48</p> <p>ONE FREE THROW</p>  <p>Hold up 1 finger</p>	<p>49</p> <p>TWO FREE THROWS</p>  <p>Hold up 2 fingers</p>	<p>50</p> <p>THREE FREE THROWS</p>  <p>Hold up 3 fingers</p>
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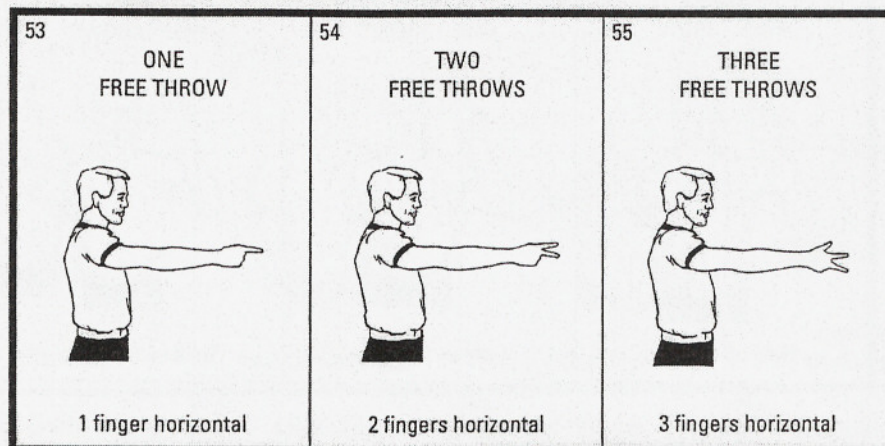
**OR**  
**- DIRECTION OF PLAY**

<p>51</p>  <p>Point finger, arm parallel to sidelines</p>	<p>52</p> <p>AFTER FOUL BY TEAM IN CONTROL OF THE BALL</p>  <p>Clenched fist, arm parallel to sidelines</p>
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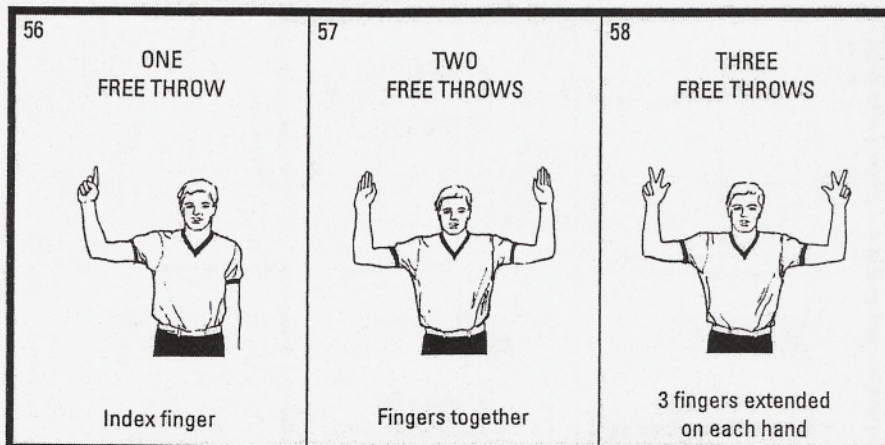


## VI. FREE-THROW ADMINISTRATION (2 Steps)

### STEP 1 - INSIDE THE RESTRICTED AREA



### STEP 2 - OUTSIDE THE RESTRICTED AREA



## TIME KEEPING

The TimeKeeper's job is to accurately monitor the time that is remaining in the game, and know when to start or stop the clock.

### Time Keeper Check List

- ☐ CHECK THAT THE CLOCK IS WORKING – use the warm up period to find out how to operate the clock
- ☐ THERE IS A WARM UP PERIOD FOR PLAYERS BEFORE THE START OF THE GAME. This is usually 5 minutes for A and B Grade Juniors. Set the clock to countdown from “5 minutes”
- ☐ THE REFEREES ARE **NOT ALLOWED** TO START THE CLOCK. THE CLOCK STARTS ONCE THE BALL IS TAPPED AT THE BEGINNING OF THE GAME. Ensure this is enforced.
- ☐ NOTIFY THE REFEREE WHEN ONE MINUTE REMAINS BEFORE THE START OF THE HALF.
- ☐ ACCURATELY KEEP THE PLAYING TIME OF THE GAME



- ☐ START AND STOP THE CLOCK AS PER (IF APPLICABLE) "JUNIOR" REGULATIONS.
- ☐ DIRECTIONAL ARROW FOR JUMP BALLS

**When do I start or stop the clock?**

- ☐ Make sure you are aware of the local by-laws for playing time. (These are usually displayed on the scorebench).
- ☐ The timekeeper must stop the clock immediately once the referee blows the whistle.
- ☐ The clock does not start until the ball is touched by a player on the court.
- ☐ When free throws are taken, the clock starts when the player touches the ball **after** the shot is not successful, or after the ball has been thrown in if the shots are successful.

**QUESTION 1: When does the game clock start after a jump ball?**

**DIRECTIONAL ARROW – JUMP BALLS**

At the beginning of the first half, once a team gains possession of the ball, the arrow is to be pointed in the direction that the opposing team is going.

There is only **ONE** jump ball to start the game. Periods 2, 3 and 4 and extra time start with throw in according to alternating possession. Remembering that at half time the possession arrow will need to be changed to reflect the change of ends by the teams. The change to the direction arrow should be made in the presence of the officials (referees) when they come to the scoretable at half-time, this will enable them to know which team will have possession at the start of the second half.

**PROCEDURE FOR SUBSTITUTIONS AND TIME OUTS**

- ☐ **If the clock is to be stopped:**
  - After points have been scored, the clock is turned off as the ball goes through the ring (make sure the ball does go through).
  - After a violation or foul has been called, the clock should be stopped as soon as possible after the referee's whistle has been blown.
- ☐ **Substitutions:**
  - Sound the horn when the team wanting the substitution is about to control the ball, or anytime when there has been a foul called. Indicate to the referee that there is to be a substitution.
- ☐ **Time Outs:**
  - When a foul is called, take the information from the referee (who's foul it was), then sound the horn and indicate there is to be a Time Out.
  - For a Time Out after a field basket, the team must have requested the Time Out before the shot was taken.
  - Inform the referee when each team has used all their Time Outs for the half or period.

If the referees do not hear the horn, keep your finger on the button, indicating to the referee, if it is a substitution, time out, or other problem has occurred.

**QUESTION 2: Which referee should you look to for acknowledgment of a basket?**



**SCORESHEETS**

The scoresheet is a record of the game. It is important that an accurate record is kept. Full attention must be on this throughout the game.

**Scorer Check List:**

- ☐ CHECK THE TEAM LIST AND COACH DETAILS
- ☐ KEEP AN ACCURATE RECORD OF THE GAME
- ☐ CALL THE SCORES AND FOULS TO THE SCOREBOARD OPERATOR
- ☐ IMMEDIATELY NOTIFY THE REFEREE –
  - o A player has five fouls for the game
  - o A team has eight fouls for the half
  - o A coach has used up both time outs
  - o A coach has two technical fouls
  - o A coach and that bench has a combined three technical fouls
  - o Any discrepancies

**Before the Game:**

- ☐ The name of the Team, age, grade, date and court number should be filled in so that administrators can record the match results.
- ☐ Players names and numbers are written in the area set out below “NO” “NAME”
- ☐ When filling in the scoresheet, the players full names must be used, e.g., John BROWN preferably written in BLOCK LETTERS
- ☐ The players should be listed in Player NUMBER order
- ☐ The HOME TEAM is named on the top “team area” of the scoresheet. If the match is part of a tournament, the first named team in the fixture will be the “Home Team”
- ☐ The name of the Coach (and Assistant Coach) should be written in where it says “COACH” next to the “TEAM” heading
- ☐ The Team Coach should check the names and numbers of his/her players before the game commences
- ☐ In first class competition, the coaches sign the scoresheet to show they have checked the sheet. This is done beside the coach’s printed name at the top of the Team Area. The coach also has to indicate at the same time, the five players who are to start the game

**Recording the Scores:**

- ☐ Use the Player’s Number on the same players line to write down the points scored
- ☐ Record the points under the “First Half” heading for the first half of the game, and “Second Half” heading for the second half of the game. There is an “Extra Period” area assigned only for extra time caused by a drawn game.
- ☐ Scores are recorded by writing “2” or “3” beside the player’s Number and Name on the scoresheet. The points should also be recorded in the running score boxes by crossing each individual box. This is shown below
- ☐ When recording scores, enter the player points before crossing the running score boxes. If there is a difference between the total of the player points and the running score – the result of the game is taken from the total of the player points
- ☐ The second half scoring should be in a different coloured pen to the first half and in any case, should be red then blue

**QUESTION 3:** On the scoresheet, there is a discrepancy between the running score and the total of the personal points. Which do you take to be the true final score?



### Recording Free Throws

- ☐ The appropriate symbol is recorded on the same line as the player's number and name. This is shown in detail below

### Recording Player Fouls

- ☐ The fouls are recorded in the boxes beside the player's number and name.
- ☐ When recording the Team fouls, place the player number in the squares marked for Team Fouls
- ☐ Bench and Coach technical fouls are not added to the team fouls. A bench technical foul can be given to anyone sitting on the player's bench. It is recorded against the coach as the coach is considered to be the person responsible for the behaviour of the team
- ☐ When a technical foul is to be recorded against the coach, write in "COACH" at the bottom of the player's list and record the fouls as you would a player
- ☐ At the end of each period, always tally up the scoresheet and check that all the information is correct.

<b>QUESTION 4:    How many fouls on a player before they must leave the game?</b>
---

### At the End of Halves

The player's scores for each half are closed off by a bracket ">" after the last score for the half. A line is then drawn through the player's points square from the top right hand corner to the bottom left corner. A circle is drawn half way along the line, with the points for the half written in the centre. This prevents any alteration to the scoresheet.

### At the End of the Game

When the game is 2 x 20 minute halves, at the end of each half, the individual scores are tallied in the total column. These individual scores are then added together and recorded at the bottom of the total column. The scores of the two halves are then added together and recorded in the game total column. At the bottom of the game total column is the score for the game.

### SCOREBOARD OPERATOR AND TIMEKEEPER

The Scoreboard Operator's job is to give an accurate score of the game for players and spectators. The scoreboard operator should communicate with the scorer to ensure the accuracy of the displayed scores. The Time Keeper needs to know the rules relating to Time Outs, Substitutions and other local timing rules so that they can let the referees know when some action is to be taken.

The Scoreboard Operator is also in charge of the directional arrow for jump balls.

### When can a Time Out be called?

- ☐ On any whistle
- ☐ Time Outs must be requested in person by the coach or assistant coach
- ☐ A request for a Time Out may be withdrawn only before the request (horn is blown) is made to the referees
- ☐ If both coaches request a Time Out, it will be charged to the coach who asked first

<b>QUESTION 5:    A coach requests a Time Out then changes their mind. You have already signalled the referees. What happens next?</b>
--



**When can a Substitution be made?**

- ☐ Any Foul, Jump Ball, Time Out or Violation
- ☐ A request for substitution can be withdrawn before the substitution signal is made to the referees

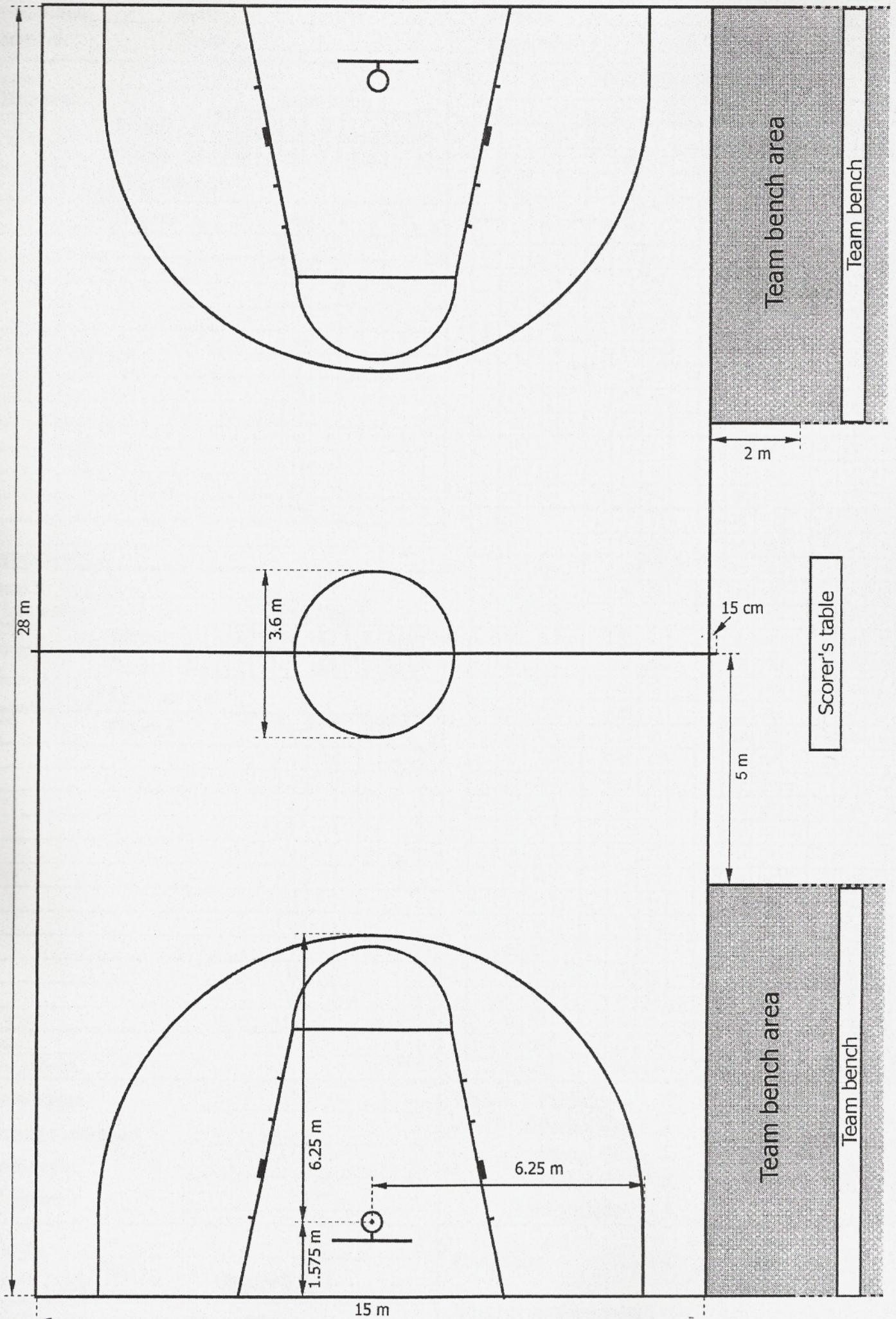
<b>QUESTION 6:</b> <b>The Red Team may have a substitution following a foul by either team. YES / NO</b>
--

**Substitutions made in Special Situations**

- ☐ Players cannot be substituted once the referee steps in to administer two (or three shots) or a Jump Ball until the shots have been completed
- ☐ On free throws, the shooter may be substituted, only if the last free throw was successful (unless the shooter is injured)
- ☐ Substitutions after the last free shot are allowed, provided the request is made before the first free throw
- ☐ If there is a Free thrower substitution, then the opposing team is allowed one substitution if requested
- ☐ In Jump Balls, jumpers may not be substituted unless injured

<b>QUESTION 7:</b> <b>The scorer should signal for a substitution of the shooter, only before the ball goes into play before the first of 2 or 3 free shots?</b> <b>TRUE / FALSE</b>
---







Team A \_\_\_\_\_

Team B \_\_\_\_\_

Competition \_\_\_\_\_

Date \_\_\_\_\_

Time \_\_\_\_\_

Referee \_\_\_\_\_

Game No. \_\_\_\_\_

Place \_\_\_\_\_

Umpire 1 \_\_\_\_\_

Umpire 2 \_\_\_\_\_

Team A \_\_\_\_\_

Time-outs

Period ①

Team fouls

Period ③

Extra periods

Licence no.	Players	No.	Player in	Fouls				
		4		1	2	3	4	5
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach

Assistant Coach

Team B \_\_\_\_\_

Time-outs

Period ①

Team fouls

Period ③

Extra periods

Licence no.	Players	No.	Player in	Fouls				
		4		1	2	3	4	5
		5						
		6						
		7						
		8						
		9						
		10						
		11						
		12						
		13						
		14						
		15						

Coach

Assistant Coach

Scorekeeper

Assistant scorekeeper

Timekeeper

24" operator

Referee

Umpire 1

Umpire 2

Captain's signature in case of protest

## RUNNING SCORE

A	B	A	B	A	B	A	B
1	1	41	41	81	81	121	121
2	2	42	42	82	82	122	122
3	3	43	43	83	83	123	123
4	4	44	44	84	84	124	124
5	5	45	45	85	85	125	125
6	6	46	46	86	86	126	126
7	7	47	47	87	87	127	127
8	8	48	48	88	88	128	128
9	9	49	49	89	89	129	129
10	10	50	50	90	90	130	130
11	11	51	51	91	91	131	131
12	12	52	52	92	92	132	132
13	13	53	53	93	93	133	133
14	14	54	54	94	94	134	134
15	15	55	55	95	95	135	135
16	16	56	56	96	96	136	136
17	17	57	57	97	97	137	137
18	18	58	58	98	98	138	138
19	19	59	59	99	99	139	139
20	20	60	60	100	100	140	140
21	21	61	61	101	101	141	141
22	22	62	62	102	102	142	142
23	23	63	63	103	103	143	143
24	24	64	64	104	104	144	144
25	25	65	65	105	105	145	145
26	26	66	66	106	106	146	146
27	27	67	67	107	107	147	147
28	28	68	68	108	108	148	148
29	29	69	69	109	109	149	149
30	30	70	70	110	110	150	150
31	31	71	71	111	111	151	151
32	32	72	72	112	112	152	152
33	33	73	73	113	113	153	153
34	34	74	74	114	114	154	154
35	35	75	75	115	115	155	155
36	36	76	76	116	116	156	156
37	37	77	77	117	117	157	157
38	38	78	78	118	118	158	158
39	39	79	79	119	119	159	159
40	40	80	80	120	120	160	160

Scores

Period ①

A \_\_\_\_\_

B \_\_\_\_\_

Period ②

A \_\_\_\_\_

B \_\_\_\_\_

Period ③

A \_\_\_\_\_

B \_\_\_\_\_

Period ④

A \_\_\_\_\_

B \_\_\_\_\_

Extra periods

A \_\_\_\_\_

B \_\_\_\_\_

Final Score

Team A

Team B

Name of winning team







## GEBC Junior Saturday Competition

# Official Score Sheet

Round

Date \_\_\_\_\_

Time

Comp

### Venue



TEAM:						COACH:						
No.	Name	Fouls					First Half		Second Half		Extra Period	Total
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						
		1	2	3	4	5						

Add numbers and full names in clear handwriting

TIME OUTS    [1] [2]

TIME OUTS    [1] [2]

Nin scorers  
bookery, please

*Add numbers and full names in clear handwriting*

TIME OUTS 

1	2
---	---

TIME OUTS 

1	2
---	---

*Nim scorers or  
founders, please  
sign scoresheet  
to indicate  
attendance*

Running Score

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	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

TEAM:						COACH:							
No.	Name	Fouls					First Half		Second Half		Extra Period	Total	
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							
		1	2	3	4	5							

If full name is not entered, no score will be recorded

TIME OUTS    1   2

TIME OUTS    1   2

Reports, by \_\_\_\_\_  
and New \_\_\_\_\_

*If fullname is not entered, no score will be recorded*

TIME OUTS	1	2
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TIME OUTS 

1	2
---	---

Reports, Inquiries,  
and New  
Registrations  
list on back of  
score sheet please

Running Score

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	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120

Payment	Payment
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Scorer

Referee

### Scoring Symbols

☒ 2 shots successful

① Bonus Unsuccessful

1. of 2 shots successful

0 of 2 shots successful

1 of 1 Bonus Successful

☒ 3 shots successful

1 of 3 shots successful

☒ 2 of 3 shots successful

0 of 3 shots successful

Result	Defeated	Score	/
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