WEEK NO:	CBL ONE POCKET LEAGUE	DATE :

PLAYER 1 _____

PLAYER 2 _____

Player 1 plays to _____	Balls Pocketed	Points Won	Player 2 plays to _____	Balls Pocketed	Points Won
GAME 1:	_____	_____	GAME 1:	_____	_____
GAME 2:	_____	_____	GAME 2:	_____	_____
GAME 3:	_____	_____	GAME 3:	_____	_____
GAME 4:	_____	_____	GAME 4:	_____	_____
GAME 5:	_____	_____	GAME 5:	_____	_____
TOTALS:	_____	_____	TOTALS:	_____	_____
HIGH RUN: _____			HIGH RUN: _____		

- 1 ball spot: 9-8; player going to 9 spots the first ball pocketed, then plays 8-8.
- 2 ball spot: 9-7
- 3 ball spot: 10-7; player going to 10 spots the first ball pocketed, then plays 9-7.
- 4 ball spot: 10-6.
- 5 ball spot: 11-6; player going to 11 spots the first ball pocketed, then plays 10-6.
- 6 ball spot: 11-5.
- 7 ball spot: 12-5; player going to 12 spots the first ball pocket, then plays 11-5.

Handicapped player breaks first. Alternate breaks thereafter.

When reporting score, "balls pocketed" includes any handicapped balls.

Record high run, if significant.

Just an idea: when the "spotting" player returns a ball to the table, put a "marker" ball (such as a Jim Rempe training ball) in the "spotting" player's counting area. This will remind everyone if the "spot" has been paid or not during the game in progress. The training ball can never go on the table; the "spotting" player would just resume normal foul tabulations (i.e., coins near his/her pocket).