

Accu-Stats

Video Productions

Accu-Stats Scoresheet Instructions

Before each match begins, the following sections should be filled in:

Date: The date of the match.

Start: The starting time of the match.

Table Number: The tournament table number.

Score: The scorekeeper's name.

Event: The name of the event.

Note: Do not fill in *Match Number*.

After the players lag for break, their names can be filled in.

1: Player #1's name (the player who breaks the first rack) is written here.

2: Player #2's name is written here.

The numbers 1 - 30 merely identify each inning. There are thirty innings on each scoresheet.

Score

When a player wins a game (rack), the score is updated in this section.

White Boxes

Numbers

As each player ends his turn at the table, the number of balls credited are recorded to the right of his name in the white section of the corresponding frame. The number of balls pocketed on the break are always noted in the top left section of the same frame.

² 4	
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When a game (rack) is completed, the number of balls pocketed for that player is circled and the score of the match is updated in the "Score" section.

4	
2 - 1	

Letters

As each player ends his turn at the table, the scoresheet usually indicates why that player left the table. When necessary, a large **M**, **K**, or **S** is written next to the number of balls credited for that frame. These three **main categories** are described below:

1. **M = MISS:** If a player can "see" the lowest ball on the table and his *primary concern* is to pocket a ball, but fails to do so, then a large 'M' would follow the number of balls credited.

4M	
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2. **K = KICK:** If a player *cannot* "see" the lowest ball on the table, and is forced to shoot a rail first, masse', or jump shot, and fails to pocket a ball, then a large 'K' would follow the number of balls credited.

0K	
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3. **S = SAFETY:** If a player can "see" the lowest ball on the table and his *primary concern* is to play a safety, then a large 'S' would follow the number of balls credited.

3S	
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Shaded Boxes

Letters

The shaded area is *only* used for noting fouls. The two **Foul Categories** are described as follows:

1. **P = POCKET FOUL:** If the cue ball falls into a pocket or goes off of the table, then a large 'P' would be written in the shaded area.
2. **N = NO HIT FOUL:** If the lowest ball on the table is not legally hit, then a large 'N' would be written in the shaded area.

2	P
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4K	N
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Important: Sometimes, one letter from the *Main Category* and one letter from the *Foul Category* would be noted in the same frame, as in the above example. The player makes 4 balls then kicks at a ball and doesn't hit it legally. A '4' is written for the number of balls credited, a large 'K' is written because a 'Kick' ended his turn, and a large 'N' for 'No Hit Foul' is written in the shaded area because he failed to hit the lowest ball legally.

Small Notations

The scoring system assumes that if any balls are pocketed (excluding balls made on the break), without winning the game (rack), then that player must have missed position. Occasionally, this should not be assumed. The two exceptions to this rule are as follows:

1. **n = no reason:** If a player misses a shot that is *easier than a spot shot*, then a small 'n' is placed next to that player's large 'M'. This indicates that there was '*no reason*' he should have missed that shot, and therefore is not given a position error. If the shot was harder than a spot shot, the small 'n' does not apply.
2. **x = preplanned safety:** If, because of anticipated difficulties in the rack, a player had *planned* to play safety several balls into his run, then a small 'x' would be placed next to that player's large 'S'. This indicates that the player *never intended to run out the rack*, therefore he is not given a position error for ending his run.

7M ⁿ	
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3S ^x	
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Other Required Notations

1. **p = push out:** If a player elects to push out, then a small 'p' is placed next to that player's large 'S'.
2. **q = miscue:** If a player miscues and doesn't pocket a ball, no matter how difficult, then a small 'q' is placed next to that player's 'M'.

¹ 1S ^p	
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5M ^q	
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Kick Ins (circle?)

If, while kicking, a player pockets a ball without scratching, then that player's number (1 or 2) is immediately placed in this section. If the "kick in" was the first ball pocketed during his turn, then that player's number would also be circled. This indicates that even if he is out of position on his next shot and misses, he would not be charged with a position error.

Here Player 1 made a "kick in" in the middle of his run and then missed a tough shot. Player 2 then "kicks in" his first ball, then another in the middle of his run, and continues to run out to win the game!!! ***And the set!!!***

1 ② 2	
3M	
⑤	
12 - 13	

Optional notation

To enable the reviewing of a match in more intricate detail, additional notations may be used. These notations will clarify any unusual situations.

For example, if a player misses a combination, you can note the 'M' (MISS) with a small 'c' (combination). See the many *Optional Notations* listed on the scoresheet for your options. You may even want to invent some of your own!!!



Sample Session

- Inning 1...** Player #1 makes 1 ball on the break, runs 2 more, and then misses a shot more difficult than a spot shot.
Player #2 runs 2 balls, fails to get position for his next ball and plays a safety.
- Inning 2...** Player #1 runs 4 and out.
The score is updated, 1-0, in the 'Score' section.
Player #2 doesn't shoot in this inning.
- Inning 3...** Player #1 makes 2 balls on the break and at the same time scratches in a pocket.
Player #2 plays a safety.
- Inning 4...** Player #1 is forced to kick at his first ball. He makes a successful hit.
Player #2 runs 2 balls and scratches in the pocket while pocketing his third ball. (He does not get credit for the third ball.)
- Inning 5...** Player #1 runs 3 balls, then misses a shot that was easier than a spot shot.
Player #2 pockets the last ball to win the rack.
The score is updated, 1-1, in the 'Score' section.
- Inning 6...** Player #1 does not shoot this inning.
Player #2 makes nothing on the break.
- Inning 7...** Player #1 runs 4 balls while winning the rack with a combination on the 9.
The score is updated, 2-1.
Player #2 does not shoot this inning.
- Inning 8...** Player #1 makes the 9-Ball on the break with another ball.
The score is updated, 3-1.
Player #2 does not shoot this inning.
- Inning 9...** Player #1 makes 2 balls on the break and decides to push out.
Player #2 declines to shoot (counted as a safety) and gives the table back to Player #1.
- Inning 10...** Player #1 pockets 1 ball, kicks at the next ball successfully, but scratches in the pocket.
Player #2 plays a safety.
- Inning 11...** Player #1, facing an impossible kick, decides to take an intentional foul.
Player #2, seeing an opportunity to win with a 3-Foul Rule, plans ahead by pocketing a ball with position for playing another safety.
- Inning 12...** Player #1, being "snookered", kicks at the low ball and fails to make a legal hit.
Player #2 wins the game via the 3-Foul Rule.
The score is updated, 3-2.
- Inning 13...** Player #1 does not shoot this inning.
Player #2 makes 1 ball on the break, pockets another ball, kicks the next one in, then misses a shot easier than a spot shot.
- Inning 14...** Player #1 makes 1 ball, then misses a shot more difficult than a spot shot and scratches in a pocket.
Player #2 runs 3 balls, doesn't get position, plays a safety and scratches in a pocket.
- Inning 15...** Player #1 runs 2 balls to win the rack.
The score is updated, 4-2.

- Player #2 does not shoot this inning.
- Inning 16...** Player #1 makes 3 balls on the break and runs the remaining 6 balls to win the rack.
The score is updated, 5-2.
Player #2 does not shoot this inning.
- Inning 17...** Player #1 makes nothing on the break and scratches in the pocket.
Player #2 pockets 3 balls, and misses a bank shot.
- Inning 18...** Player #1 plays a safety.
Player #2 plays a safety.
- Inning 19...** Player #1 plays a kiss shot to pocket the 9-Ball and wins the rack.
The score is updated, 6-2.
Player #2 does not shoot this inning.
- Inning 20...** Player #1 makes 2 balls on the break, then plays a safety. His opponent cannot “see” the ball.
Player #2 kicks the first ball in. He pockets 2 more balls and then tries to make a very difficult thin cut shot but fails to hit the ball at all and fouls.
- Inning 21...** Player #1 runs 4 and out to win the session.
The score is updated, 7-2

How To Compute The Total Performance Average (TPA)

To compute the Total Performance Average, you need to know how to calculate Errors made by each player. To do this you must know how to define each type of error.

Definitions Of The Five Possible Errors

1. **MISS ERROR:** A player can “see” the lowest ball on the table, and his *primary concern* is to pocket a ball, but he fails to do so. **NOTE: A MISS THAT IS “EASIER THAN A SPOT SHOT” COUNTS AS TWO ERRORS.**
2. **BREAK ERROR:** A player breaks, and the cue ball either goes into a pocket or off of the table.
3. **KICK ERROR:** A player cannot “see” the lowest ball on the table and is forced to shoot a rail first, masse’, or jump shot, and fails to make a good hit.
4. **SAFETY ERROR:** A player plays a safety and his opponent pockets a ball during his next turn at the table OR misses a shot that is easier than a spot shot. If, immediately after a safety, the opponent kicks the first ball in, no safety error will be charged.
5. **POSITION ERROR:**
 - a. A player scratches in the pocket or off the table, *excluding* kicks and break shots.
 - b. A player pockets at least one ball (not counting those on the break), but fails to win the game (rack). The exceptions to this is when one of the small notations (‘n’ or ‘x’) are used.

Calculating The TPA

The formula for the TPA is:
$$\frac{\text{Balls Pocketed}}{(\text{Balls Pocketed} + \text{Errors})}$$

For those of you familiar with baseball statistics, it similar to a batting average.

First, we will figure out Tom Fisher's TPA (Player #1) using the sample scoresheet.

- A: Total **Balls Pocketed** is 38.
- B: Total **Miss Errors** (easier than a spot shot) is 1 (Inning 5). **TWO ERRORS**
- C: Total **Miss Errors** (harder than a spot shot) is 2 (Innings 1 and 14)
- D: Total **Break Errors** is 2. (Innings 3 and 17).
- E: Total **Kicks Errors** is 1 (Inning 12).
- F: Total **Safety Errors** is 0 (Inning 20 is *not* a safety error because Player #2 kicked his first ball in).
- G: Total **Position Errors** is 4 (Innings 1, 10,14 and 14)

Therefore, the total **Balls Pocketed** is 38 and the total **Errors** is 11.

$$\text{Tom Fisher's TPA} = 38 / (38+11) = .776$$

Now we will figure out Paul Clark's TPA.

- A: Total **Balls Pocketed** is 18.
- B: Total **Miss Errors** (easier than a spot shot) is 1 (Inning 13). **TWO ERRORS**
- C: Total **Miss Errors** (harder than a spot shot) is 2 (Innings 17 and 20).
- C: Total **Break Errors** is 0.
- D: Total **Kick Errors** is 0.
- E: Total **Safety Errors** is 4 (Innings 1, 9, 14 and 18).
- F: Total **Position Errors** is 6 (Innings 1, 4, 14, 14, 17 and 20)

Therefore, the total **Balls Pocketed** is 18 and the total **Errors** is 14.

$$\text{Paul Clark's TPA} = 18 / (18+14) = .563$$