



MICKEY MOUSE 8-BALL

5 Person No Handicap Round-Robin Score Sheet

Race to 13



DISNEY DARLINGS

CUEY CARTOONS

HOME TEAM NAME

PLEASE CIRCLE WINNING TEAM

VISITING TEAM NAME

	<u>Players Name</u>	Player Score Mark W or L	Accum. Team Score
1	CINDERELLA	W	1
2	SNOW WHITE	L	1
3	WINNIE THE POOH	W	2
4	MICKEY MOUSE	W	3
5	PEPE LEPEW	L	3

	<u>Players Name</u>	Player Score Mark W or L	Accum. Team Score
1	POPEYE	L	0
2	BUGS BUNNY	W	1
3	DAFFY DUCK	L	1
4	SCOOBY-DOO	L	1
5	SUPERMAN	W	2

1st Round – Visiting Team Breaks ^

1	CINDERELLA	W	4
2	SNOW WHITE	L	4
3	WINNIE THE POOH	L	4
4	MICKEY MOUSE	L	4
5	PEPE LEPEW	W	5

2	BUGS BUNNY	L	2
3	DAFFY DUCK	W	3
4	SCOOBY-DOO	W	4
5	SUPERMAN	W	5
1	POPEYE	L	5

2nd Round – Home Team Breaks ^

1	CINDERELLA	L	5
2	SNOW WHITE	L	5
3	WINNIE THE POOH	W	6
4	MICKEY MOUSE	W	7
5	PEPE LEPEW	W	8

3	DAFFY DUCK	W	6
4	SCOOBY-DOO	W	7
5	SUPERMAN	L	7
1	POPEYE	L	7
2	BUGS BUNNY	L	7

3rd Round – Visiting Team Breaks ^

1	CINDERELLA	L	8
2	SNOW WHITE	L	8
3	WINNIE THE POOH	L	8
4	MICKEY MOUSE	W	9
5	PEPE LEPEW	W	10

4	SCOOBY-DOO	W	8
5	SUPERMAN	W	9
1	POPEYE	W	10
2	BUGS BUNNY	L	10
3	DAFFY DUCK	L	10

4th Round – Home Team Breaks ^

1	CINDERELLA	W	11
2	SNOW WHITE	W	12
3	WINNIE THE POOH	L	12
4	MICKEY MOUSE	L	12
5	PEPE LEPEW	W	13

5	SUPERMAN	L	10
1	POPEYE	L	10
2	BUGS BUNNY	W	11
3	DAFFY DUCK	W	12
4	SCOOBY-DOO	L	12

5th Round – Visiting Team Breaks ^

Mickey Mouse

Opposing Team Captain

Popeye

Opposing Team Captain

CIRCLE WINNING TEAMS NAME

No player can play the same opposing player twice or it is loss of game. Players may be inserted or positions altered BEFORE each round. Captains must inform the opposing team captain of any roster change BEFORE the round begins. No changes can occur after a round has begun or it is loss of game. First team to 13 wins the match.