

# Score

Your Mom Men's Derby		2016-10-15												1			
		Color				Date				Scorekeeper				Jammer Ref			
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	Pass 3	Pass 4	Pass 5	Pass 6	Pass 7	Pass 8	Pass 9	Pass 10	Jam Total	Game Total
1	10		X	X			5									5	5
2	100						2									2	7
3	62		X	X			4	0								4	11
4	379		X	X			5	3								8	19
5	10		X	X			2									2	21
6	100	X					4									4	25
7	100						1									1	26
8	62		X	X												0	26
9	379	X					4	4								8	34
10	10		X	X			5	5	5	5	4					24	58
11	100		X	X			0									0	58
12	62		X	X			5									5	63
13	379	X					4	3								7	70
14	10		X	X			5	4								9	79
15	100						0									0	79
16	62						1									1	80
17	10						4	5								9	89
18	62		X	X			5	5	5	0						15	104
18	PERIOD TOTALS	3	10	10	0	0	56	29	10	5	4					104	104

Write in the jam number jam by jam, starting from 1. If case of star pass: move to the next row, write "SP" in the Jam # column, put in the new Jammer's number and pick up the scoring where the previous jammer did not star pass during jam with a star pass: at end of jam, move to next row and write "SP" in the Jam # column, leaving rest of row blank. Tracking: ALL of the Lead and Call categories should be marked. LOST = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not mark this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first. LEAD = Lead Jammer. CALL = Called Jam off, when the listed jammer successfully calls off the jam before jam time ends. This is marked whether or not the jam was called off legally. INJ = Called For Injury before the natural end of the jam. NP = First pass is not completed by the end of the jam (No Pass).

# Score

Your Mom Men's Derby		2016-10-15												2			
		Color		Date		Scorekeeper						Jammer Ref					
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	Pass 3	Pass 4	Pass 5	Pass 6	Pass 7	Pass 8	Pass 9	Pass 10	Jam Total	104
1	10		X	X			5	0								5	109
2	62		X	X			4	5	5	5						19	128
3	379		X	X			1									1	129
4	10		X	X			4									4	133
5	62						0									0	133
6	379					X										0	133
7	10		X	X			5	5	5	4						19	152
8	100															0	152
9	100		X	X			4	5								9	161
10	62		X	X			4									4	165
11	10		X	X			5	5	4							14	179
12	379		X	X												0	179
13	62	X														0	179
14	10		X	X			3									3	182
15	379	X					4	4								8	190
16	379					X										0	190
17	62															0	190
18	10															0	190
19	10		X	X			0									0	190
20	100															0	190
21	100						5	4	2							11	201
22	10		X	X			0									0	201
22	PERIOD TOTALS	2	12	12	0	2	44	28	16	9						97	201

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# Score

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Northern Discomfort Roller Derby / Knights of Discord													2016-10-15		1			
Color													Date		Scorekeeper		Jammer Ref	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	Pass 3	Pass 4	Pass 5	Pass 6	Pass 7	Pass 8	Pass 9	Pass 10	Jam Total	Game Total	
1	666															0	0	
2	666	X	X				2									2	2	
3	101	X														0	2	
4	101						0									0	2	
5	13						0									0	2	
6	666	X					0									0	2	
7	7	X	X				5									5	7	
8	63					X										0	7	
9	13					X	5	4								0	7	
10	7					X										0	7	
11	666						5	0								5	12	
12	63															0	12	
13	13					X	5	3								0	12	
14	7						0									0	12	
15	666	X	X				5	5								10	22	
16	63	X	X				2									2	24	
17	13	X	X				4									4	28	
18	7					X	0									0	28	
18	PERIOD TOTALS	2	5	5	0	5	33	12								28	28	

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Northern Discomfort Roller Derby / Knights of Discomfort													2016-10-15	2			
													Color	Date	Scorekeeper	Jammer Ref	
JAM	Jammer's Number	LOST	LEAD	CALL	INJ.	NP	Pass 2	Pass 3	Pass 4	Pass 5	Pass 6	Pass 7	Pass 8	Pass 9	Pass 10	Jam Total	28
1	2															0	28
2	2						0									0	28
3	666						0									0	28
4	101						0									0	28
5	13		X	X			4									4	32
6	666		X	X			0	5	5	3						13	45
7	7						0									0	45
8	101		X	X			5									5	50
9	13	X					4	4								8	58
10	63						4	0								4	62
11	63						0									0	62
12	666						0									0	62
13	7		X	X			3									3	65
14	101						0									0	65
15	101															0	65
16	666		X	X			5	0								5	70
17	13		X	X			4									4	74
18	63		X	X			4									4	78
19	7						0									0	78
20	666		X	X			5	5	0							10	88
21	666															0	88
22	13					X										0	88
22	PERIOD TOTALS	1	8	8	0	1	38	14	5	3						60	88

Write in the jam number jam by jam, starting from 1. If case of star pass: move to the next row, write "SP" in the Jam # column, put in the new Jammer's number and pick up the scoring where the previous jammer *did not* star pass during jam with a star pass; at end of jam, move to next row and write "SP" in the Jam # column, leaving rest of row blank. **Tracking:** ALL of the Lead and Call categories should be marked. **LOST** = When a jammer loses the ability to become lead jammer or loses lead jammer status itself. Do not mark this box if the jammer is eligible but the opposing jammer is assigned lead jammer status first. **LEAD** = Lead Jammer. **CALL** = Called Jam off, when the listed jammer successfully calls off the jam before jam time ends. This is marked whether or not the jam was called off legally. **INJ** = Called For Injury before the natural end of the jam. **NP** = First pass is not completed by the end of the jam (No Pass).