

## LMS SCORING CODES

The following codes can be used to indicate and track special league statistics such as break & runs, table runs, shut-outs, forfeits, etc.

CODE	DESCRIPTION
BR	<b>Break &amp; Run.</b> Place BR in the winner's score box and whatever number is appropriate in the loser's box based on your chosen scoring method.
TR	<b>Table Run.</b> Place TR in the winning score box. If using the 17-point system, you will need to put TR followed by the winning score. For example, if the winner ran the table in his or her first inning and the loser had four balls left on the table, you would enter TR14. For the 10-point or 1-point (win/loss) system, simply enter TR in the winner's box.
WZ	<b>Win-Zip.</b> Place WZ followed by the winning score in the winner's score box if using the 17-point system and a zero (0) in the loser's score box. For the 10-point or 1-point (win/loss) system, simply enter WZ in the winner's box.
WF	<b>Win by Forfeit.</b> Place WF in the winner's score box and 0 in the loser's score box. This ensures that teams receive the games they are entitled to, but individual player scores are not affected. The games do not go into individual stats and are not reported to FargoRate because they are not actually played.
WB	<b>Win on the Break.</b> Although the Official Rules of CueSports International doesn't recognize the 8-Ball on the break as a win, many leagues do. Therefore, we have included this option to accommodate those leagues.