| Pickleball Scoring Sheet | | | Partner 1 | | | - | Partner 2 | | | | Partner 3 | | |
|--------------------------|---------------------------|----------------------|-----------|------|------|----------------------|-----------|------|------|----------------------|-----------|------|----------------|
| | Revised: December 2, 2020 | | | | | | | | | | | | |
| | | | Poi | nts | | | Poi | nts | | | Poi | nts | |
| | | | Won | Lost | Side | _ | Won | Lost | Side | | Won | Lost | Side |
| Today's Date | | Game 1 | | | | Game 2 | | | | Game 3 | | | |
| Ranked Court # | | Game 4 | | | | Game ⑤ | | | | Game 6 | | | |
| Player Name | | | | | _ | | | | - | | | | - - |
| | | Totals Points | | | | Totals Points | | | | Totals Points | | | |

| Pickleball Scoring Sheet Revised: December 2, 2020 | | | Partner 1 | | | 7 | Partner 2 | | | | Partner 3 | | |
|--|--|---------------|-----------|------|------|----------------------|-----------|------|------|----------------------|-----------|------|------|
| | | | Poi | nts | |] | Poi | nts | | | Poi | nts | |
| | | _ | Won | Lost | Side | | Won | Lost | Side | _ | Won | Lost | Side |
| Today's Date | | Game 1 | | | | Game 2 | | | | Game 3 | | | |
| Ranked Court # | | Game 4 | | | | Game 5 | | | | Game 6 | | | |
| Player Name | | • | | | | - | | | | <u>-</u> | | | |
| | | Totals Points | | | | Totals Points | | | | Totals Points | | | |

^{*} Rotate partners for each game, play with each partner twice, and also rotate sides. Keep track of the side played for each game (e.g., "Front/Back"); players should play each side 3 times.

^{*} First team to score 15 points wins the game, using the sudden death rule.

^{*} Play the first three games to 15, then do a "gut-check" on time. If it's close to 8pm, continue to play the last three games to 15. If it's 8:15pm or later, consider reducing the winning score to 13 or 11, depending on how late it is. This will help to ensure you finish as close to 9pm as possible, while still keeping the total points won/lost equitable among the partner groupings.

^{*} To save time between games, pick a corner of the court at the onset and designated it as the "Serving Side"; whoever is starting in that corner always serves first.

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