



Doubles Prelim Time Sheet

Stack	1 st Try	2 nd Try	3 rd Try	Best Time	Stack
Cycle (SS do 3-6-3)					Cycle (SS do 3-6-3)

- Allow up to 2 warm-ups prior to the first "try" (warm-ups must match the stack).
- After the warm-ups, the next 3 stacks must be used as their 1st, 2nd and 3rd tries. (No warm-ups between tries. A single up stack of any type constitutes a warm-up and is counted as a scratched try.)
- No time is recorded for an infraction that results in a "Scratch". Instead, record the appropriate code (S1, S2, S3, S4, S5, S6) from Scratch Key below.
- Indicate time to the 1/100th of a second as displayed on the StackMat® Timer. (Example: 15.43)
- Transfer the fastest time in each stack to the "Best Time" column.
- Judge, keeps this sheet (Division Manager or Runner will pick up).
- Fill in Stackers' best "Doubles" time on their "My Best Prelim Times" sheet if they have them.

Signature of Judge _____

Table# _____

SCRATCH KEY	S1—Starting/Stopping hand positions	S2—Surface	S3—Stacking Sequence
	S4—Fumble not fixed properly	S5—Hands on 2 stacks	S6—False Stop

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