



# Head-To-Head Relays

## Procedures for Judges

1. Division Manager **calls up the two teams** to your table.
2. Request the **Team Sign** from each Coach.
3. **Record Team names** on the H-T-H Relay Score Sheet
4. Clearly **state the event name** -- "This is the 3-6-3 Relay, it is the best two out of three races".
5. Have the teams **shake hands/high fives**, etc. (*Note: No warm ups.*)
6. Call the **Lead Stackers** up to the table.
7. Take your position, **standing** at the **side of the table**.
8. Have the Lead Stackers position their **cups** properly and place their hands in the **ready position** on the touch pads of the StackMat®.
9. Once the green light on each StackMat® lights up, start the race with the command: "**Ready, Get Set, Go!**"
10. During the race, stay focused on "**your team.**" Make no comments--voice no penalty points, but simply keep track of them on your **fingers** with your hand positioned in the air so teams and spectators can see them. Once the race is finished, compare the times on the StackMat Tournament Displays to determine which team finished the race first. (If either team had a False Stop, they would receive a penalty point and you must make a visual decision on which team finished first). The team that finished **second** is assessed a **penalty point**.
11. **Record the penalty points** on the H-T-H Relay Score Sheet. Compare the penalty points of each team and **announce the winner** of the race. When necessary, explain what the penalty points were for.
12. Judges will alternate the team that they are judging. To accomplish this, after each race, Judges will stay put, but the two **teams will switch sides** before running the next race. (This includes their cups, too.)
13. For the next race, **state the score**-- for example: "It's tied up one to one. The winner of the next 'race' wins the 'match.' Repeat steps 6-12.
14. At the end of the match **hold up the Team Sign** for the team who **won the match**. Show the **Division Manager** and confirm they see it and record it on the bracket sheet.
15. **Return Team Signs** to the Coaches.
16. If there are any **repeat penalty points**, **explain** them to the teams so they can correct them for the next race.
17. **Answer all questions** in a courteous manner.
18. If you have any questions or problems, please see your **Division Manager**.

### Judge's Etiquette

- ✗ Do not eat or drink during a race.
- ✗ Leave nothing on the table (clipboard in lap, water bottle set next to table leg).
- ✗ Do not lean on the table during a race.

**Relay Finishes** The team with the **fewest penalty points wins** that race. If the teams have an equal number of penalty points, it is considered a **tie**, and the race is rerun.

**Note: One penalty point per occurrence** no matter how many cups are involved. This applies to a cup(s) crossing the yellow line and the stacker retrieving the cup(s). Only 1 penalty point is assessed...NOT 2 or more!