



# Individual Prelim Time Sheet

Stack	1 <sup>st</sup> Try	2 <sup>nd</sup> Try	3 <sup>rd</sup> Try	Best Time	Stack
3-3-3					3-3-3
3-6-3					3-6-3
Cycle					Cycle

- Allow up to 2 warm-ups prior to the first "try" of each stack (warm ups must match the stack).
- The stacks are done IN THIS ORDER (3-3-3, 3-6-3, Cycle).
- After the warm-ups, the next 3 stacks must be used as their 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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 1/100<sup>th</sup> of a second as displayed on the StackMat® Timer. (Example: 6.52)
- 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 Stacker's name and best Individual times on the "My Best Prelim Times" sheet if they have it.

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

©2001-2012 World Sport Stacking Association 3/8/12



# Individual Prelim Time Sheet

Stack	1 <sup>st</sup> Try	2 <sup>nd</sup> Try	3 <sup>rd</sup> Try	Best Time	Stack
3-3-3					3-3-3
3-6-3					3-6-3
Cycle					Cycle

- Allow up to 2 warm-ups prior to the first "try" of each stack (warm ups must match the stack).
- The stacks are done IN THIS ORDER (3-3-3, 3-6-3, Cycle).
- After the warm-ups, the next 3 stacks must be used as their 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> 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 1/100<sup>th</sup> of a second as displayed on the StackMat® Timer. (Example: 6.52)
- 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 Stacker's name and best Individual times on the "My Best Prelim Times" sheet if they have it.

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

©2001-2012 World Sport Stacking Association 3/8/12