

Division: 10U

Country / Region / Organization

Stack	Try 1	Try 2	Try 3	Best Time
Timed 3-6-3 Relay				

- There are no warm-ups. Each Relay Team will have 3 tries.
- No time is recorded for infraction that results in a "Scratch". Instead, record appropriate code (S1, S2, S3, S4, S5, S6, S7) from Scratch Key below.
- Indicate time to the 1/1000th of a second as displayed on the StackMat® Pro Timer. (Example: 25.343)
- Transfer the fastest time to the "Best Time" column.
- Judge keeps this sheet. (Division Manager or Runner will pick up.)

Judge:	Table #:
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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 **S7:** Foot Fault:

Waiting Stacker - start line; backcourt centerline; foot off ground. Returning Stacker - cross into adjacent side court ("out of bounds" zone).

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