

Division: 10U

Country / Region

Stack	Try 1	Try 2	Try 3	Best Time
Cycle (Special Stackers 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 1/1000th of a second as displayed on the StackMat® Pro Timer. (Example: 15.433)
- 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