

Division: 9-10 M

Country / Region / Organization

Stack	Try 1	Try 2	Try 3	Stack	Best Time
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 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: 6.523)
- Transfer the fastest time in each stack to the "Best Time" column.
- Judge keeps this sheet. (Division Manager or Runner will pick up.)

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