



Doubles:

ID: 2.X

Division: Location:

Event	Attempt 1	Attempt 2	Attempt 3	Best Time
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 scratch.)
- Indicate time to the 1/1000th of a second as displayed on the StackMat® Pro Timer. (Example: 6.523)
- Judge keeps this sheet. (Division Manager or Runner will pick up.)
