



## Individual Prelim Time Sheet

Stack	1 <sup>st</sup> Try	2 <sup>nd</sup> Try	3 <sup>rd</sup> Try	Best Time	Stack
<b>3-3-3</b> *PK, K, & SS					<b>3-3-3</b> *PK, K, & SS
<b>3-6-3</b>					<b>3-6-3</b>
<b>Cycle</b>					<b>Cycle</b>

→Allow warm-ups as follows: 3(3-3-3), 3(3-6-3), 2(Cycle). After each allowable warm-up the next 3 stacks must be used as their 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> tries. No time is recorded for an infraction that results in a "scratch". Instead record the appropriate code (S1,S2,S3,S4,S5) from the Scratch Key.

→Please indicate time to the 1/100<sup>th</sup> of a second as displayed on the StackMat® Competition Timer.

→Transfer the fastest time in each stack to the "Best Time" column.

→Judge, keep this sheet (Relay Manager or Runner will pick up). Fill out Stacker's name and best times on the yellow sheet and give to the Stacker.

\*Prekindergarten, Kindergarten, Special Stackers

Signature of Official \_\_\_\_\_ Division \_\_\_\_\_ Table# \_\_\_\_\_

<b>SCRATCH KEY</b>	S1—Stacking Sequence	S2—Fumbles
S3—False Stop	S4—Surface	S5—Hands on 2 stacks



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