



# Head-To-Head Relays Procedures for Judges

1. Division Manager calls up the two teams to your table.
2. Request the Team Sign from each Coach.
3. Record Team names on the H-T-H Relay Score Sheet
4. Clearly state the event name -- "This is the 3-6-3 Relay, it is the best two out of three races".
5. Have the teams shake hands/high fives, etc.
6. Call the Lead Stackers up to the table.
7. Have the Lead Stackers position their cups properly and place their hands in the ready position on the touch pads of the StackMat®.
8. Once the green light on each StackMat® lights up, start the race with the command: "Ready, Get Set, Go"!
9. During the race, stay focused on "your team." Make no comments--voice no penalty points, but simply keep track of them on your fingers with your hand positioned in the air so teams and spectators can see them. Once the race is finished, compare the times on the StackMat Tournament Displays to determine which team finished the race first. (If either team had a False Stop, they would receive a penalty point and you must make a visual decision on which team finished first). The team that finished second is assessed a penalty point.
10. Record the penalty points on the H-T-H Relay Score Sheet. Compare the penalty points of each team and announce the winner of the race. When necessary, explain what the penalty points were for.
11. Judges will alternate the team that they are judging. To accomplish this, after each race, Judges will stay put, but the two teams will switch sides before running the next race. (This includes their cups, too.)
12. For the next race, state the score-- for example: "It's tied up one to one. The winner of the next 'race' wins the 'match.' Repeat steps 6-12.
13. At the end of the match hold up the Team Sign for the team who won the match. Show the Division Manager and confirm they see it.
14. Return Team Signs to the Coaches.
15. If there are any repeat penalty points, explain them to the teams so they can correct them for the next race.
16. Answer all questions in a courteous manner.
17. If you have any questions or problems, please see your Division Manager.

## Judge's Etiquette

- Do not eat or drink during a race.
- Leave nothing on the table (clipboard in lap, water bottle set next to table leg).
- Do not lean on the table during a race.

## Relay Finishes

The team with the fewest penalty points wins that race. If the teams have an equal number of penalty points, it is considered a tie, and the race is rerun.

**\*\*Note:** One penalty point per occurrence no matter how many cups are involved. This applies to a cup(s) crossing the yellow line and the stacker retrieving the cup(s). Only 1 penalty point is assessed...NOT 2 or more!