WSSA®

World Sport Stacking Association®

Stack Meet Manual

Taking Sport Stacking to a whole new level!

WORLD SPORT STACKING ASSOCIATION®
WSSA

*Taking
Sport Stacking
to a whole
new level!*

The WSSA . . .

was formed in 2001 and promotes
the standardization and advancement of
Sport Stacking worldwide. The WSSA is the official
governing body for Sport Stacking. It provides the rules
and regulations, a uniform framework for Sport Stacking
events, and sanctions Sport Stacking competitions and records.

The WSSA offers. . .

all the neccesary tools for you to hold a Stack Meet, start up your
own League or even run a WSSA Tournament. Loaner equipment
is available including StackMats® and Tournament Displays,
Speed Stacks® cups, video cameras with tripods and more. Let the WSSA guide
you on how to take your Sport Stacking to a whole new level with Stack Meets,
Leagues and Tournaments.

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CONTENTS

The World Sport Stacking Association is excited to add the new element of Stack Meets to our menu of Sport Stacking competitions. This manual will guide you, step-by-step, on how to put on your own Stack Meet.

What is a WSSA Stack Meet?

A WSSA Stack Meet is a "user friendly" Sport Stacking competition that requires minimal resources and few, if any, volunteers. It is designed to be run by one leader and at least eight stackers. A Stack Meet can happen between two or more **clubs** or a single club can divide itself into separate "clubs" to compete. In either case, the competing groups stack against each other in one or more simultaneous **matches**. A match involves two **teams** (one team from each club with each team made up of four **stackers**) that compete, head-to-head in six different **events** on a **Sport Stacking Court**.

Teams **judge** themselves and each other. (Although outside volunteers are encouraged, they are not necessary.) Stackers score **points** for their team, and in turn, teams score points for their club. The club with the most points at the end, wins the Stack Meet! (Note: A Stack Meet may be done with as few as two teams within one club or with several teams from multiple clubs).

A Stack Meet:

▶ **Takes about 45 to 60 minutes to complete**
▶ **Can take place indoors or outside**
▶ **Is simple to set up**
▶ **Requires a minimal amount of equipment and materials**

Matches

A **Match** is a **competition** between **2 opposing teams** (4 stackers each team, usually in the same age division), in **6 different events**, played on a **Sport Stacking Court**.

(Remember, a Stack Meet can be as small and as simple as 2 teams from one club competing against each other, as large as two or more clubs with multiple teams from each club competing head-to-head against each other, or anything in between.)

Events

Six events make up each match.

Although done in a different format in a Stack Meet, these are the same official events that make up a WSSA "Sanctioned" or "Recognized" tournament.

Each event requires 4 stackers per team.

The Doubles event involves 2 pairs of 2 stackers from each team.

Order of Stack Meet Events

1. **Individual 3-3-3**
2. **Individual 3-6-3**
3. **Individual Cycle**
4. **Doubles (3-6-3 or Cycle)***
5. **Timed 3-6-3 Relay**
6. **Head-to-Head Relay (3-6-3 or Cycle)***

*Club Coaches make a mutual decision before the Stack Meet on the type of Doubles and Head-to-Head Relays (3-6-3 or Cycle) that will be done in each age division depending on the skill level of the stackers in that division.
(Note: The 3-6-3 Doubles is not currently an official WSSA event, but is offered as a Stack Meet alternative in order to provide success for less experienced stackers.)

A Stack Meet differs from a WSSA tournament in that **there are no official warm-ups at the competition table.** (This helps to streamline the meet.)

A Stack Meet is the same as a WSSA tournament when it comes to taking the **"best of 3 tries"** in all of the 5 timed events. Also, just like in a tournament, the Head-to-Head Relay is the **"best 2 out of 3 races."**

Clubs

A Sport Stacking Club:

► Can be as **small** as 4 stackers (1 team) or as **large** as an organization would like (multiple teams).
► Can be formed by **any group or organization** including schools, recreation centers, sports teams, before/after school programs, churches, camps, offices, neighborhood groups, senior centers, college intramural groups, home school groups and more!

At least 1 Club Coach oversees and manages a Sport Stacking Club.

The club that hosts a Stack Meet is designated as the Home Club.

The club that comes to compete is designated as the Visiting Club.

Each Club Coach, as well as the entire Home Club has the responsibility of providing organization and direction for Stack Meets held at their locale.

Teams

A Sport Stacking Team:

► Is made up of **4 or 5 stackers** (if 5, Team Captain will determine stacker rotation for each event).
► Competes in one of the following suggested **age divisions.** (NOTE: Feel free to adapt these divisions to suit the needs of your club. It is recommended, however, that teams compete against each other in like age divisions.)

Suggested Age Divisions		
7 & Under	12 & Under	18 & Under
10 & Under	14 & Under	19 & Above

Each team designates a Team Captain who has specific responsibilities during the match.

Each team comes up with its own Team Name.

Club Coach Responsibilities

-- Schedule and organize the Stack Meet.
-- Complete Club Roster Sheet.
-- Manage Club (Team Captains and Teams; Match Monitor or Team Coaches, if applicable).
-- Manage Stack Meet Score Sheet & Scoreboard
-- Give results of Stack Meet to League Director (if applicable)

Home Club Responsibilities

-- Set a positive tone and provide direction for Stack Meet.
-- Set up Sport Stacking Courts and equipment (Clubs share equipment).
-- Provide loaner SPEED STACKS cups (if necessary).
-- Provide all scoring materials (Match Score Sheets, Event Time Sheets, Stack Meet Score Sheet & Stack Meet Scoreboard).
-- Clean up

Team Captain Responsibilities*

-- Lead team, set positive tone, provide direction for match.
-- Complete and manage Match Score Sheets and Match Scoreboard entering stacker names, recording times, places, points, and team totals (if 5 stackers on team, determine rotation).
-- Announce results of each event throughout the match (to the two competing teams only).
-- Deliver completed Match Score Sheets to Club Coach at the end of the match.

Stacker Responsibilities

-- Understand the Stack Meet format and follow it properly.
-- Be in the right place, at the right time, doing the right thing. Win humbly, lose graciously. Lots of "high fives."
-- Stack properly, doing the best you can. (Always fix your fumbles when they happen, and never give up!)
-- Judge self and opposing team fairly (If there is a Match Monitor, Team Coaches or Volunteer Judges, treat them with respect.)
-- Record Event Time Sheets accurately, with legible writing, and give to Team Captain.

*Note: For **primary**-aged teams, the WSSA recommends either providing 1 **Match Monitor** or 2 **Team Coaches** (1 for each team). In either case, these individuals would be older students or adults who would help manage the match and assist the Team Captains with their responsibilities.

Scoring — Points: How they are awarded

▶ **Stackers** earn **points** for their **team** based on their finishing **place** in **each event**.
▶ Places are determined by **best times** in the 5 Timed Events and **penalty points** in the Head-to-Head Relay.
▶ Point equivalents for each place are listed below based on each event. Note that in the case of a **tie** in any event, the points for that place are to be divided among those involved (i.e. If 2 stackers tie for 3rd place, each receive 1.5 points).

Individual Events
Place	Points
1st Place	5 points
2nd Place	4 points
3rd Place	3 points
4th Place	2 points
5th Place	1 point

All team points are added together to determine the total points for each club. The club with the most points at the end, wins the Stack Meet!

We build only Positive Pyramids! Lots of encouragement. No putdowns. Only humble winners and gracious losers.

Doubles Event
Place	Points
1st Place	5 points
2nd Place	3 points
3rd Place	1 point

Have fun & STACK FAST!

Relay Events
Place	Points
1st Place	10 points
2nd Place	5 points

Judging — A Stack Meet empowers Stackers themselves to judge.

The premise of a WSSA Stack Meet is simplicity, the need for minimal resources and few, if any, volunteers. With this in mind, a Stack Meet empowers the Stackers themselves to take on the added responsibility of being Judges for their match! Stackers love to judge, and who better to do this than those who know their sport the best! (NOTE: Volunteer Judges are a possibility as well.*)

▶ *For all timed events, Visiting Team Stackers always stack first while Home Team Stackers judge.*
▶ *The best of three "tries" for each event is recorded in the "Best Time" column by the "acting judge."*
▶ *Roles are then reversed before moving to the next event.*
▶ *The WSSA Stack Meet follows the rules and regulations set forth in the WSSA Rule Book unless otherwise specified in this manual.*
▶ *Event Time Sheets provide further guidance to the Judges.*

*Using Volunteer Judges--Using others to judge besides the stackers can be an option if you have access to volunteers such as older students, parents, teachers, etc. Ideally, you'll want four volunteer judges per match. It can be done with just two judges, but realize the Stack Meet may take twice as long. Volunteer judges follow most of the same procedures listed to the side, and in fact are able to judge the Head-to-Head Relay.

WSSA JUDGES TRAINING MATERIALS
The WSSA provides both its WSSA Rule Book and WSSA Judges Training Presentation DVD for the purpose of preparing volunteer judges. visit www.theWSSA.com for details

How to judge:

INDIVIDUAL EVENTS
Visiting Team Stackers #1, 2, 3 & 4 (as listed on the Match Score Sheet) pair up with corresponding Home Team Stackers. One Individual Event Time Sheet per stacker is used for all 3 Individual Events.

DOUBLES EVENT
Visiting Team Pair #1 matches up with Home Team Pair #1; Visiting Team Pair #2 matches up with Home Team Pair #2. One Doubles Event Time Sheet is shared by each Pair.

TIMED 3-6-3 RELAY EVENT
Visiting Team stacks first. Home Team sets up in judging position-- 1 judge (Line Judge) watches the returning and leaving stackers feet at the start line and center line; other three judges (Table Judges) watch each stacker stack. Remember, just as in the Individual and Doubles events, an infraction during a "try" in the Timed 3-6-3 Relay renders that try a "scratch." One Timed 3-6-3 Relay Event Time Sheet is shared by the two teams.

HEAD-TO-HEAD RELAY EVENT
In this event, stackers judge themselves and their own teammates, but not the opposing team. The #2 stacker from each team takes turns starting each race with the command: "Ready, get set, GO!" (Visiting Team starts first race.) Team members for each team work together to count total penalty points (see WSSA Rule Book) for their team during each race. At the end of each race, the Team Captains compare their team's penalty points to determine the winner of that race (team with fewest penalty points). The first team to win two races is the winner of this event.

At the end of each event in a match, the Team Captains gather the Event Time Sheets, complete the Match Score Sheet for that event and announce the outcome of that event to the two teams in that match.

Equipment & Scoring Materials

A "match" is made up of two teams of 4 stackers competing on a Sport Stacking Court.

EQUIPMENT
(For each match)
--1 or 2 tables (2.5'w) x (6'L) x (29-31"H) or
  (72.5-77.5 cm w) x (180-187.5 cm L) x (72.5-77.5 cm H)
--4 SPEED STACKS StackMats
--4 sets of SPEED STACKS cups
--Tape/Velcro to mark out court on floor
--4 clipboards and pencils for scoring
--4 chairs for judges (optional)
--2 or 4 SPEED STACKS Tournament Displays (optional)

SCORING MATERIALS
(Reproducible master copies on pages 7-13)
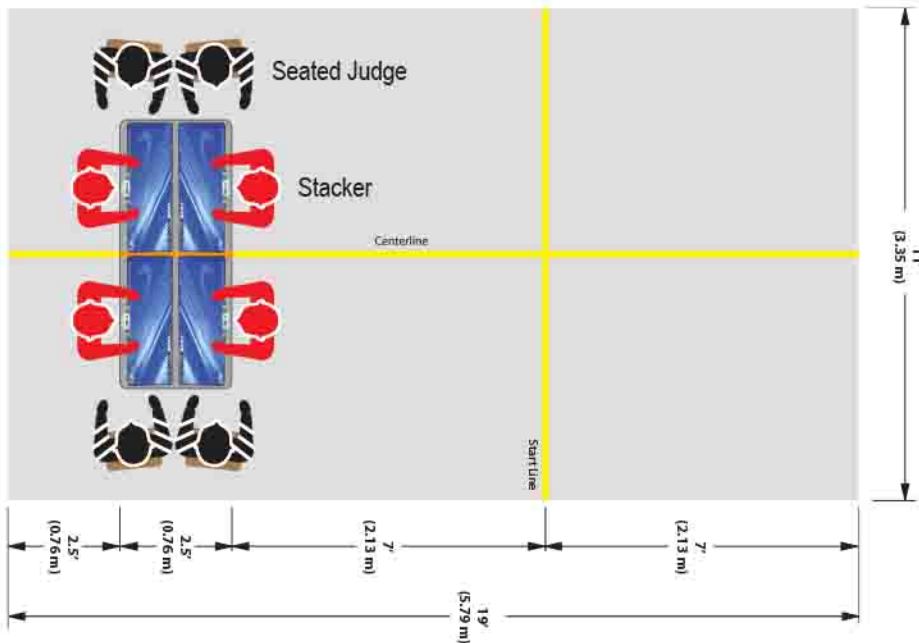**FOR EACH MATCH:**
--2 Match Score Sheets (A & B)
--11 Event Time (half) Sheets (8 Individuals; 2 Doubles;
   1 Timed Relay)
FOR OVERALL STACK MEET:
--Club Roster Sheets for each club (list of all Teams, Team
  Captains & Stackers)
--1 Stack Meet Score Sheet
--2 WSSA Rule Books (each Club Coach should have one
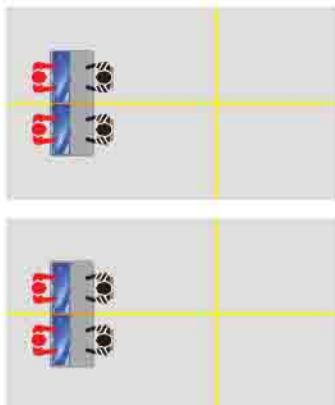   for reference)

Sport Stacking Court

The diagrams below show two options for setting up the equipment required for a single Match. Duplicate this setup if you have more than one Match going on at once. Each court measures 11' (3.35m) **W** x 19' (5.79 m) **L**.
No matter which option you choose, 4 SPEED STACKS StackMats are used at one time.

OPTION 1
1 Court/1Table
all events take place on 1 table.

Seated Judge

Stacker

Centerline

Start Line

11' (3.35 m)

2.5' (0.76 m) 2.5' (0.76 m) 7' (2.13 m) 7' (2.13 m)

19' (5.79 m)

OPTION 2 - 2 Courts/2 Tables
if you have the space and tables,
one match can take place on two courts side-by-side.

Use both courts for Individual
and Doubles events and
just one court for Relay events.

Club Roster Sheet

Club Roster Sheets are completed by each **Club Coach** prior to the Stack Meet to help **organize teams**. Opposing Club Coaches work together to **match up** their **age division teams** for competition and assign them a **Match #** and **Court #**. The Club Roster Sheet includes information such as the **date, time** and **location** of the Stack Meet, **Visiting** and **Home** teams, and a listing of **information on each team** from their Club.

A reproducible copy of a Club Roster Sheet can be found on page 7.

Match Score Sheets

Match Score Sheets (A & B) are filled out and used by the **Team Captains** (with the aid of the Match Monitor or Team Coaches, if applicable) **to keep track of the results of each event** within a match. Recorded on the **Match Score Sheets** are the **stackers' names, best times, places** and **points** earned per event. **Team points** are also kept track of on this sheet.

A **running total of team points** is recorded as the match progresses in the **Match Scoreboard** section. After recording the results at the end of each event, the **Team Captains** are to **announce these results** as well as the **current score** to their teams. At the end of the match, the **Team Captains** are to **deliver their Match Score Sheets to their Club Coach** to enter in the overall **Stack Meet Score Sheet.**

A reproducible copy of the Match Score Sheets (A & B) can be found on pages 8 & 9.

Event Time Sheets

Event Time Sheets are used to record each of the **3 "tries"** in each of the 5 timed events. **Each match requires 11 Event Time Sheets** (**8 Individual, 2 Doubles, 1 Timed Relay**). The Home Club provides these to each Home Team Captain (or Match Monitor or Team Coaches if applicable) who distributes them at their match.

Completed **Event Time Sheets** are given to the Team Captains, who then transfer the "Best Times" results to the **Match Score Sheets.**

Reproducible copies of Event Time Sheets (2 per page) can be found on pages 10-12.

Stack Meet Score Sheet

The **Stack Meet Score Sheet** allows the **Club Coaches** to record and tally all of the match scores. The **Stack Meet Score Sheet** could be replicated on a chalkboard, whiteboard, poster or overhead projector and used as the **Stack Meet Scoreboard** for all to see.

A reproducible copy of the Stack Meet Score Sheet can be found on page 13.

CLUB ROSTER SHEET

Date/Time_____ **Location**_____

Visiting Club_____ **Home Club**_____

Match #_____ **Court #**_____ **Age Division** _____

Team Name_____ **Match Monitor** _____
(if applicable)

Team Captain _____ **Team Coach** _____
(if applicable)

STACKERS:

_____ _____

_____ _____

_____ *(if 5 stackers, 1 rotates in as determined by Team Captain or Coach)*

Match #_____ **Court #**_____ **Age Division** _____

Team Name_____ **Match Monitor** _____
(if applicable)

Team Captain _____ **Team Coach** _____
(if applicable)

STACKERS:

_____ _____

_____ _____

_____ *(if 5 stackers, 1 rotates in as determined by Team Captain or Coach)*

Match #_____ **Court #**_____ **Age Division** _____

Team Name_____ **Match Monitor** _____
(if applicable)

Team Captain _____ **Team Coach** _____
(if applicable)

STACKERS:

_____ _____

_____ _____

_____ *(if 5 stackers, 1 rotates in as determined by Team Captain or Coach)*

Match #_____ **Court #**_____ **Age Division** _____

Team Name_____ **Match Monitor** _____
(if applicable)

Team Captain _____ **Team Coach** _____
(if applicable)

STACKERS:

_____ _____

_____ _____

_____ *(if 5 stackers, 1 rotates in as determined by Team Captain or Coach)*

MATCH SCORESHEET(A)
Individual Events & Doubles

Match # _____
Court # _____

_____ (Visitor team name)
vs
_____ (Home team name)

Event 1:   Individual 3-3-3

	Stacker	Time	Place	Points	Team Total
Visitor	1)				
	2)				
	3)				
	4)				
Home	1)				
	2)				
	3)				
	4)				

Point scale: 1st=5, 2nd=4, 3rd=3, 4th=2, 5th=1

Event 2:   Individual 3-6-3

	Stacker	Time	Place	Points	Team Total
Visitor	1)				
	2)				
	3)				
	4)				
Home	1)				
	2)				
	3)				
	4)				

Point scale: 1st=5, 2nd=4, 3rd=3, 4th=2, 5th=1

Event 3:   Individual Cycle

	Stacker	Time	Place	Points	Team Total
Visitor	1)				
	2)				
	3)				
	4)				
Home	1)				
	2)				
	3)				
	4)				

Point scale: 1st=5, 2nd=4, 3rd=3, 4th=2, 5th=1

Event 4:   Doubles   3-6-3 or Cycle   (circle one)

	Stacker	Time	Place	Points	Team Total
Visitor					
Home					

Point scale: 1st=5, 2nd=3, 3rd=1

MATCH SCORE SHEET(B)

_____ (Visitor team name)

vs

_____ (Home team name)

Match # ____ ____

Court # ____ ____

Team Relays

Event 5: Timed 3-6-3 Relay

Teams	Team Name	Time	Place	Points	Team Total
Visitor					
Home					

Point scale: 1st = 10, 2nd = 5

Event 6: Head-to-Head Relay   3-6-3 or Cycle   (circle one)

Teams	Team Name	Place	Points	Team Total
Visitor				
Home				

Point scale: 1st = 10, 2nd = 5

Match Scoreboard

Teams	Individual Events					Doubles		Timed Relay		Head-to-Head Relay	Final Match
	3-3-3	3-6-3	Running Score	Cycle	Running Score	Doubles	Running Score	3-6-3	Running Score	3-6-3 or Cycle	Score
Visitor											
Home											

Individuals EVENT TIME SHEET

Visitor/Home (circle one)   Match #_____   Court #_____   Age Division_____

STACKER_____ TEAM NAME_____ CLUB_____

Stack	1st Try	2nd Try	3rd Try	Best Time	Stack
3-3-3					3-3-3
3-6-3					3-6-3
Cycle					Cycle

▶ Visiting stackers go first in the 3-3-3 while Home stackers judge.
▶ No time is recorded for an infraction that results in a "scratch". Instead, record the appropriate code (S1, S2, S3 etc.) from Scratch Key below.
▶ Indicate time to the 1/100th of a second as displayed on the StackMat. (Example: 6.52).
▶ Transfer the fastest 3-3-3 time to the "Best Time" column.
▶ Stackers then reverse roles. 3-3-3 "Tries" and "Best Time" are recorded for the Home stacker.
▶ Report Best Time in the 3-3-3 for each stacker to the Team Captains, who will then record and announce the Individual 3-3-3 results of the match.
▶ Repeat steps above for the 3-6-3 and Cycle.

SCRATCH KEY	S1--Starting/Stopping hand positions	S2--Surface	S3--Stacking sequence
	S4--Fumble not fixed	S5--Hands on 2 stacks	S6--False stop

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Doubles EVENT TIME SHEET

Match #_____   **Court #_____**   **Age Division_____**

*Visiting Pair*_____ TEAM NAME_____ CLUB_____

*Home Pair*_____ TEAM NAME_____ CLUB_____

Cycle (or 3-6-3)	1st Try	2nd Try	3rd Try	Best Time	Cycle (or 3-6-3)
Visiting Pair					Visiting Pair
Home Pair					Home Pair

▶Visiting pair goes first while Home pair judges.
▶No time is recorded for an infraction that results in a "scratch". Instead, record the appropriate code (S1, S2, S3 etc.) from Scratch Key below.
▶Indicate time to the 1/100th of a second as displayed on the StackMat. (Example: 21.35).
▶Transfer the fastest time to the "Best Time" column.
▶Pairs then reverse roles. Doubles "Tries" and "Best Time" are recorded for the Home pair.
▶Report Best Times to the Team Captains, who will then record and announce the Doubles results of the match.

SCRATCH KEY	S1--Starting/Stopping hand positions	S2--Surface	S3--Stacking sequence
	S4--Fumble not fixed	S5--Hands on 2 stacks	S6--False stop

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TIMED 3-6-3 Relay EVENT TIME SHEET

Match #_____   Court #_____   Age Division_____

VISITING TEAM NAME_____ CLUB_____

HOME TEAM NAME_____ CLUB_____

Timed 3-6-3 Relay	1st Try	2nd Try	3rd Try	Best Time	Timed 3-6-3 Relay
Visiting Team					Visiting Team
Home Team					Home Team

▶ Visiting Team goes first while Home Team judges.
▶ No time is recorded for an infraction that results in a "scratch". Instead, record the appropriate code (S1, S2, S3 etc.) from Scratch Key below.
▶ Indicate time to the 1/100th of a second as displayed on the StackMat. (Example: 31.26).
▶ Transfer the fastest time to the "Best Time" column.
▶ Teams then reverse roles. "Tries" and "Best Time" are recorded for the Home Team.
▶ Report Best Times to the Team Captains, who will then record and announce the Timed 3-6-3 Relay results of the match.

SCRATCH KEY	S1--Starting/Stopping hand positions	S2--Surface	S3--Stacking Sequence
	S4--Fumble not fixed	S5--Hands on 2 stacks	S6--False Stop
	S7--Foot Fault: Waiting Stacker - start line; backcourt centerline; foot off floor Returning Stacker - cross into adjacent side court ("out of bounds" zone)		

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STACK MEET
SCORE SHEET

Club	Match #1	Match #2	Match #3	Match #4	Match #5	Match #6	Match #7	Match #8	TOTAL
Visitor									
Home									

Club	Match #9	Match #10	Match #11	Match #12	Match #13	Match #14	Match #15	Match #16	TOTAL
Visitor									
Home									

Final Score   VISITOR _____   HOME _____

Complete Checklist on How to Run a Stack Meet

The following steps are based on a Stack Meet's simplest form--"1" match with 2 teams of 4 stackers within 1 Sport Stacking Club (minimum of 8 stackers). The same steps are followed with multiple Clubs, teams and matches. It is a prerequisite that stackers know how to do the 3 competitive stacks (3-3-3, 3-6-3 and Cycle), and they understand how the events are conducted (Individual, Doubles, Timed 3-6-3 Relay and Head-to-Head Relay). They must also know the basic rules of Sport Stacking outlined in the WSSA Rule Book. The focus of your first few Stack Meets will be on teaching everyone involved the logistics and format of the meet, as well as their roles and responsibilities. Once understood by the stackers, your Stack Meets will run smoothly and efficiently. Have fun and good luck!

READY. . .

☐ Club Coach forms his/her Sport Stacking Club and registers both the Club and each Stack Meet with the WSSA at www.theWSSA.com

☐ Club Coach and Club members form Teams, and Teams then select a Team Captain and Team name (encourage creativity!).

☐ Club Coach completes the Club Roster Sheet (p. 7) and designates Home Team and Visiting Team.

☐ Club Coach and Home Team set up the Sport Stacking Court with appropriate equipment (p. 5).

☐ Club Coach provides all scoring materials for the match (p.5).

☐ Team Captains complete the "Names" portions of the Match Score Sheets A & B (pp.8,9) while each Team member completes the appropriate information on his/her Event Time Sheets.

☐ Encourage all stackers to put their names on their own SPEED STACKS equipment, so it's easy to keep track of cups, bags, etc.

GET SET. . .

☐ Provide a 10-minute warm-up period before starting competition. (An optional second table will help accommodate both teams during this warm-up period. If this is not an option, then two stackers from each team must share a StackMat. Because of this, teams may consider choreographing a set warm-up routine, much like is done in other sports.

☐ Music and a PA system are recommended to create excitement and communicate results.

GO!

☐ **EVENT 1: Individual 3-3-3** (Prior to competition, Team Captains lead hand shakes and high fives between the 2 teams.)

    1. *See "Individual Events" under "Judging" on p. 4.*

    2. *All 4 Visiting Team stackers compete simultaneously, but independent of one another, on each of the 4 StackMats while all 4 of the Home Team stackers judge and record times on the Visiting Team Event Time Sheets. Judge transfers the fastest of the 3 "Tries" to the "Best Time" column.*

    3. *Roles are reversed and times are recorded on the Home Team Event Time sheets.*

    4. *All stackers report their "Best Time" to their Team Captain, who in turn records these times on the Match Score Sheet.*

    5. *Once Team Captains have recorded all times on the Match Score Sheet for that event, they award the appropriate "Places" and "Points" for each stacker on their team, as well as add up their "Team Total." (Team Captains are responsible for double checking each other's points and totals.) Each Team Total for that event is then transferred to the Match Scoreboard portion of Match Score Sheet B. (Note: The "Running Score" is the total of the current event plus those previous.)*

    6. *Team Captains then announce the results of that event to their teams.*

(For the remaining events, refer to "Judging" on p. 4 and follow the same steps above as they apply.)

☐ **EVENT 2 : Individual 3-6-3**   ☐ **EVENT 3: Individual Cycle**   ☐ **EVENT 4 : Doubles** (3-6-3 or **Cycle**, see note on page 2)

☐ **EVENT 5: Timed 3-6-3 Relay** ☐ **EVENT 6 : Head-to-Head Relay** (3-6-3 or **Cycle**, see note on page 2)

WRAP IT UP!

☐ Team Captains announce the "Final Match Score" to their teams. Teams shake hands/high fives.

☐ Home Team Captain delivers Visiting and Home Team Match Score sheets to Home Club Coach.

☐ Home Club Coach completes the Stack Meet Score Sheet and announces the final results to all Teams involved in the meet, and recognizes top individual and team achievements.

☐ Stack Meet is a wrap, and Home Team cleans up.

☐ Home Club Coach passes on Stack Meet results to a League Director (if applicable). Also shares successes with the WSSA.

☐ Congratulations for helping to create a new, fun & friendly Sport Stacking competition! Job well done!

Start a Sport Stacking League!

How about taking your Stack Meets to a whole new level by starting a WSSA Sport Stacking League!

5 Easy Steps to starting a Sport Stacking League

1. Form your own Sport Stacking Club at your school or organization.
2. Start practicing with your Club and form your teams.
3. Set your League schedule (# of weeks, Stack Meet dates, culminating event).
4. Let us know about your league via email or phone.
5. Start Week #1 of your League! Good luck!

NOTE: *A Sport Stacking League can take place with one Club (at one school/organization) as described here, or can take place with multiple Clubs from two or more schools/organizations. We encourage you to invite other Clubs to join your League!*

Example of an "8 Team" Sport Stacking League

Your League season could last between 8 to 10 weeks if you meet one day a week (4 to 5 weeks at 2 days a week). An ideal number of participating teams is 8. Each of the 8 teams will face each other once during the regular season. Then use the final 1-3 weeks for one of the following culminating events:
- *1-day Championship of the top 2 teams*
- *"Playoffs" that involve all 8 teams*
- *Hold a WSSA Tournament (1 day or multi-day). Contact the WSSA for all tournament info.*

SAMPLE SCHEDULE FOR "8 TEAM" SPORT STACKING LEAGUE

Week #1	Week #2	Week #3	Week #4
1 vs 8	1 vs 7	1 vs 6	1 vs 5
2 vs 7	8 vs 6	7 vs 5	6 vs 4
3 vs 6	2 vs 5	8 vs 4	7 vs 3
4 vs 5	3 vs 4	2 vs 3	8 vs 2

Week #5	Week #6	Week #7	Week #8
1 vs 4	1 vs 3	1 vs 2	League Championship, Playoffs or WSSA Tournament
5 vs 3	4 vs 2	3 vs 8	
6 vs 2	5 vs 8	4 vs 7	
7 vs 8	6 vs 7	5 vs 6	

Sport Stacking Times to Shoot For

3-3-3
Beginner 10 seconds
Fast 6 seconds
Really Fast Under 4 seconds
World Class Under 3 seconds

3-6-3
Beginner 15 seconds
Fast 7 seconds
Really Fast Under 5 seconds
World Class Under 4 seconds

Cycle
Beginner 30-60 seconds
Fast 15 seconds
Really Fast Under 13 seconds
World Class Under 10 seconds

Doubles
(Cycle)
Beginner 45-60 seconds
Fast 17 seconds
Really Fast Under 14 seconds
World Class Under 12 seconds

The WSSA maintains state, provincial, national and world records in Sport Stacking. Records can only be set at WSSA sanctioned tournaments. For up-to-date news, and current WSSA records go to: *www.theWSSA.com*

Timed
3-6-3 Relay
Beginner 50-60 seconds
Fast 30 seconds
Really Fast Under 20 seconds
World Class Under 17 seconds

The WSSA World Sport Stacking Championships are held in the spring of each year drawing the fastest stackers from around the world.

WORLD SPORT STACKING ASSOCIATION
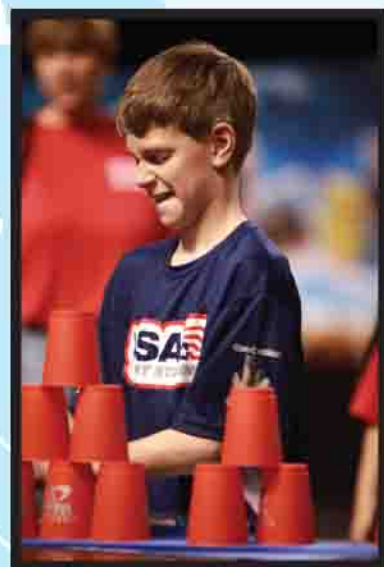## WSSA
STACK UP!

GUINNESS WORLD RECORDS

Most People Sport Stacking at Multiple Locations in one Day

The WSSA and Sport Stacking continue to reach new heights with the annual STACK UP! event and Sport Stacking programs in more than 32,000 schools and youth organizations worldwide. WSSA Stack Meets and Leagues promise to bring Sport Stacking to thousands more. Good luck and Stack Fast!

SPEED STACKS

Official Worldwide Supplier of Sport Stacking Equipment to the WSSA

www.speedstacks.com