

# CAMP LA JUNTA

# Daily DO #9

## CUP STACKING

### EQUIPMENT NEEDED

We used plastic cups and put holes in the bottom to help with any suction while stacked. Official sport stacking cups are specially designed to prevent sticking and to allow the competitor to go faster. The cups are reinforced with several ribs on the inside which separate the cups when they are nestled. The exterior is slightly textured to allow better grip. The insides are very smooth and slide past each other easily. The tops of the cups have 1-4 holes to allow ventilation so the cups do not stick. One special line of cups has cups without tops to further decrease air resistance.

### STACKING SEQUENCES

1. **3-3-3:** Uses nine cups. This sequence consists of three sets of three cups each. The three sets must be stacked going from left-to-right or right-to-left, and then down-stacked into their original positions in the same order as the up-stack.
2. **3-6-3:** Uses 12 cups. This sequence is similar to the 3-3-3, except a six stack replaces the three stack in the middle. Each pile of cups is stacked up from left-to-right or right-to-left, and the down-stack occurs in the same order.
3. **Cycle:** Uses 12 cups. This is a sequence of stacks in the following order: a 3-6-3 stack (see above), a 6-6 stack (two pyramids of six cups stacked up and down into one using all twelve cups altogether) and a 1-10-1 stack (pyramid of ten cups in the middle), finishing in a down stacked 3-6-3.

### THE MAJOR RULES

- You may not up-stack two pyramids at the same time, but in the down-stack, it is okay to touch two stacks at the same time.
- If a stack is not completed correctly (such as when a cup or cups falls off the pyramid, considered a "fumble") you must correct it immediately. The only exception to this rule is if the cups fall over during the down-stack. If this happens, the player may continue the down-stack normally and correct the fallen stack when you reach it.

### HOW TO COMPETE AT HOME

- **Individual:** Each competitor does a sequence and is timed. The best time for each sequence is recorded and compared with other competitors. In the case of a tie, the second-best times are used.
- **Head to Head:** Two competitors stand across from each other at a table with both attempting the same sequence. The first to successfully complete the sequence, wins.
- **Doubles:** Two competitors stand side-by-side to complete the sequence, with one competitor using only his or her right hand while the other using only his or her left hand. The same rules for individuals apply here.
- **Relay:** Four competitors take turns stacking at a table, switching when the competitor successfully completes their sequence. The team that completes all sequences first, wins.