

Competitor's and Arbiter's Handbook for Memory



Produced by Philip Chambers
Chief Arbiter of the World Memory Sports Council



Official Publication

This book is for you if

You are a memory competitor and want to better understand the ten disciplines and how they are scored

You are an Arbiter and want to have a quick source of reference to use during a competition

You are a competition organiser and need to know what you need to prepare to hold an event that can be recognised by the WMSC and appear in the World Rankings

You are a journalist and want to know what all these crazy people are up to!



The Official
Competitor's and
Arbiter's Handbook
for the Mind Sport of Memory
(Revised 3rd Edition)

Produced by
The World Memory Sports Council

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On behalf of the World Memory Sports
Council

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This book is dedicated

in loving memory of

Tony Buzan

Also

to the

Eight-time World Memory Champion

Dominic O'Brien

and to

Raymond Keene OBE

Co-founder of

The World Memory Championships

This handbook is also dedicated to the many volunteers around the world who assist with the preparation, translation, convening, arbiting, data gathering and everything else involved in Memory Championships – locally, in schools, and at Regional, National and World events. Thank You!



Official Publications

Further official WMSC publications can be found on the website www.worldmemorychampionships.com to assist with the bidding, preparation, arbiting and recording of memory championships.

The World Memory Sports Council would like to thank everyone who has contributed to the creation of this handbook including

Tony Buzan, Phil Chambers, Elaine Colliar, Chris Day, Andy Fong, Jennifer Goddard, Gabriele Kappus, Raymond Keene OBE, Nathalie Lecordier, Dominic O'Brien, Dr Sue Whiting and all other Council Members and contributors.

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The very first Memory Elephant, which inspired the WMC logo. Founders Raymond Keene OBE and Tony Buzan, together with the first World Memory Champion, Dominic O'Brien, adopt elephant Layang Layang at London Zoo.



Memory pioneers Creighton Carvello (left) and Dominic O'Brien go head to head.

Chapter One

The Mind Sport of Memory

The Mind Sport of Memory is both a fun, valuable hobby and an amateur sport for all ages. At the fun end of memory, informal competitions take place in Brain Clubs and other Mind Sport groups.

These competitions take many different forms.

At a competitive level, there are specific disciplines which were first created in 1991 by the founders of the sport, Tony Buzan and Raymond Keene OBE. These disciplines have evolved into a common competition framework that have enabled international competitions to take place.

Ten different disciplines are conducted over one, two or three days and consist of:

1. Abstract Images
2. Binary Numbers
3. Random Numbers
4. Names and Faces
5. Speed Numbers
6. Historic / Future Dates
7. Random Cards
8. Random Words
9. Spoken Numbers
10. Speed Cards

Events that comply with the WMSC standard rules will be included in the World Rankings, be recognised for world records and listed in the official World Memory Statistics (see www.world-memory-statistics.com)

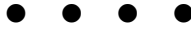
At a World level, some disciplines like Random Cards and Numbers can have a one-hour memorisation period and a two-hour recall time. At a National level, memorisation times can be reduced to five minutes, with a ten- or fifteen- minute recall time to allow competitions to be condensed to one or two days.

Another factor in the choice of disciplines is the preparation of competition materials. Some disciplines, like Names and Faces, Historical/Future Dates and Random Words, take some time to produce the Memorisation and Recall Papers. These types of discipline require experienced Arbiters and time for marking.

Although it is not essential when organising fun memory events and competitions, an organiser would gain invaluable experience for running their own event by joining the International Guild of Mind Sports Arbiters and undertaking Level One Arbiter training.
(see GOMSA website www.gomsa.global)

For the results of a National competition to be accepted into the World Rankings, it is necessary for a Level Two or above Arbiter to be present. In unusual circumstances, at the discretion of the Chief Arbiter, National or Regional competitions may be given WMSC approval to proceed without a Level Two or above Arbiter present.

Note: All National and Regional competitions must use the Official Scoring Spreadsheet and submit it to the WMSC in order for the results to be officially recognised.



The 2015 World Memory Championships Awards Ceremony



Three times World Memory Champion Ben Pridmore



Twice World Memory Champion Clemens Mayer



Twice World Memory Champion Alex Mullen

Chapter Two

The International Guild of Mind Sports Arbiters

Every sport requires a strong ethical framework in order for the achievements of its competitors to be recognised by the public as a whole.

The Guild of Mind Sports Arbiters (GOMSA) was formed by the WMSC to satisfy the demand for trained independent observers to verify and confirm mental records and achievements. It ensures fair play across all officially recognised competitions.



Phil Chambers and hard-working Chinese staff securely preparing papers for the 2018 World Memory Championships

The Arbiters' Pledge

By registering to volunteer at a WMSC endorsed competition, Arbiters agree to act in accordance with the Arbiters' Pledge: -

As an Official Arbiter, I pledge to act at all times as an Ambassador for the Mind Sport of Memory. I pledge that all my decisions will be unbiased, fair, and balanced and that I will treat all competitors equally without discrimination. I commit to act honourably and to promote the benefits of becoming a Mental Athlete.

I pledge to uphold the principles of fair play and transparency in accordance with the rules and regulations of the Sport of Memory and in the spirit of the Magna Memoria.

Dendritae Jubilent!

The scope of GOMSA is not restricted to the Mind Sport of Memory. Guild Members may also qualify to officiate in other Mind Sports such as Mind Mapping and Speed Reading competitions.

To become Guild Members, individuals are required to:

- Formally accept the Guild Code of Practice and Ethics;
- Take the Guild Pledge to uphold the Official Standards of the Sport;
- Obtain suitable Arbiters' Qualifications for the Mind Sport of choice;

- Be observed at a competition and endorsed by an existing Level Two or above Arbiter;
- Maintain their skills through the Guild's Continuous Professional Development Programme; and
- Maintain current membership status

In the event that an Arbiter wishes to compete in a National or International competition, Arbiter status is rescinded for the duration of that competition.

Once accepted into membership, members are entitled to wear the Guild Badge and Official Guild merchandise.

The Role of the Arbiter

Arbiter: An independent person having the power of judging and determining the results of a tournament.

The Guild of Mind Sports Arbiters (GOMSA) accredits Official Memory Sports Arbiters at four levels on behalf of The World Memory Sports Council. Arbiter status is at the sole discretion of GOMSA and may be rescinded at any time on grounds of misconduct or bringing the Sport of Memory into disrepute. Appeals against such judgements may be made in writing to the WMSC Ethics Committee.

All Arbiter levels are time limited and reviewed prior to renewal.



Marking papers at the 2018 Hong Kong Memory Championships

Level One Arbiters

(Duration 2 years)

In order to qualify as a Level One Arbiter, candidates must have attended a training session conducted by the Chief Arbiter or a Level Four Arbiter.

Following the training, they must pass a test consisting of sample answer sheets that must be marked and scored. The candidate passes if the score stated is the same as the official score from the competition for which the papers were taken, with a minimum of 90% accuracy.

The final stage of accreditation is to mark and score papers in a WMSC approved competition, supervised by a Level Two Arbiter or above.

Once a satisfactory standard is reached, the Level One Arbiter is admitted to the Guild of Mind Sport Arbiters and is awarded an appropriate certificate. This entitles the Arbiter to mark and score papers at any WMSC approved competition under supervision of a Level Two Arbiter or above



Level Two Arbiters

(Duration 3 years)

Level Two Arbiters may apply to set up National Memory Sports Councils in countries where these do not exist, or work with an existing Council. Furthermore, a Level Two Arbiter is able to act as sole WMSC representative at any approved National or International Championship.

Level Two Arbiters are highly qualified people who represent the WMSC. Therefore, high standards have to be applied regarding personal requirements, nomination procedure, competencies and regular obligatory participation at WMSC approved championships.

Level One Arbiters who wish to progress to Level Two must present a portfolio of achievement to be considered by the Council. This must include a mix of the following elements:

- Certificate of appreciation for working as an Arbiter at a National level championship. This must be accompanied by positive evaluation by the supervising Level Two or above Arbiter. [5 points per tournament]
- Certificate of appreciation for working as an Arbiter at an International level championship. This must be accompanied by positive evaluation by the supervising Level Two or above Arbiter. [10 points per tournament]
- Certificate of appreciation for working as an Arbiter at The World Memory Championships. This must be accompanied by positive evaluation by the supervising Level Four or Chief Arbiter. [15 points per WMC]
- Evidence of media engagement in the form of Editorial, Interviews or Articles on the Mind Sport of Memory in Print media, Online, Radio or Television. [5 points per feature]
- A written recommendation by a nominee Arbiter.

To qualify as a Level Two Arbiter, the candidate must achieve a score of at least 100 points over a two-year period; GOMSA will consult the relevant memory sports council and competition organisers to ratify points allocation. In addition, candidates must have both supervised the team marking papers and worked ‘front of house’, making timekeeping announcements, organising the efficient collection and distribution of papers and closely observing competitors for any unethical conduct.

Candidates must be fluent in the main language(s) used by the majority of the competitors in the championships at which they wish to work.

Arbiters involved in marking should share a common language - often, though not exclusively, English. In cases where this is not possible interpreters will be made available.

Once a satisfactory standard is reached, the Level Two Arbiter is awarded an appropriate certificate.

Level Two Arbiters commit themselves to serve the memory sports community as arbiters at a minimum of two WMSC approved national or international championships per year as well as at the annual World Memory Championships (WMC).

Level Three Arbiters

(Duration 4 years)

Level Three Arbiter status is awarded to individuals with exceptional qualities and experience at an international level in the sport.

Level Three Arbiters may:

- Apply to set up National Memory Sports Councils in countries where these do not exist, or work with an existing Council.
- Represent GOMSA at non-standard record attempts conducted outside of a tournament. For example, “Pi-Matrix recall” or “Multiple Inter-shuffled Decks of cards with Single Sighting”.

Level Two Arbiters who wish to progress to Level Three must present a portfolio of achievement to be considered by the Council. This must include a mix of the following elements:

- Organise and deliver public seminars to teach memory techniques for life and competitive memory. [5 points per course delivered]
- Evidence of organising a WMSC Approved, World Ranking tournament in a country currently with no Sports Council. [15 points per tournament]
- A published book promoting the Mind Sport of Memory written by the candidate. [20 points per book]
- Certificate of appreciation for working as a Senior Supervising Arbiter at The World Memory Championships. This must be accompanied by positive evaluation by the supervising Level Four or Chief Arbiter. [15 points per WMC]
- Evidence of media engagement in the form of Editorial, Interviews or Articles on the Mind Sport of Memory in Print media, Online, Radio or Television. [5 points per feature]
- A sponsorship deal (monetary or in-kind) including provision of a free venue for a National Championships, International Championships or WMC. [10 points per sponsor]
- A written recommendation by a nominee Arbiter.

To qualify as a Level Three Arbiter, the candidate must achieve a score of at least 200 points over a three-year period; GOMSA will consult the relevant memory sports council and competition organisers to ratify points allocation. Once a satisfactory standard is reached, the Level Three Arbiter is awarded an appropriate certificate.

Level Four Arbiters

(Duration 5 years)

Level Four Arbiters form the top level of the Arbiting Community of the WMSC and have demonstrated outstanding leadership and commitment to Mind Sports over an extended period.

To be awarded Level Four status the candidate must have acted as Deputy Chief Arbiter at the World Memory Championships working under the Chief Arbiter and taken a leading role in the management and preparations for the tournament.

Ethical Conduct

GOMSA and the WMSC entrust their good reputation to arbiters. Any betrayal of such trust may result in demotion, censure or in extreme cases expulsion from the guild.

Arbiters may not seek to damage the WMSC by setting up or supporting rival memory associations. They must not participate at non-approved tournaments or other events.

The guild will not tolerate discrimination of any kind including on the basis of age, race, gender, sexual orientation, religion or disability.



*2017 World Memory Champion, Munkhshur Narmandakh
with Eight-Time World Memory Champion, Dominic O'Brien*



*Twice World Memory Champion
Wang Feng with Dominic O'Brien and Tony Buzan*



*World Memory Champion Dr Gunther Karsten
at the 2007 World Memory Championships in Bahrain*



The 2018 World Memory Champion – Wei Qinru (China)
Silver – Pang Unsim (PDRK - North Korea)
Bronze – Prateek Yadav (India)

Chapter Three

National Memory Sports Councils (NMSC)

The role of a National Memory Sports Council is to represent the WMSC at a local level and to be responsible to it for managing and promoting the sport in a specific country.

The NMSC is independent and effectively represents all memory clubs and groups within that country. It does not necessarily follow that a memory club would grow into a NMSC.

A council has, as its members, individuals who are known and respected in the field of business or education, in addition to people who know and understand the practicalities of the sport. Applications to form a NMSC in a country where one currently does not exist are assessed on a case by case basis.

Newly formed NMSC often need to request the presence of independent Arbiters for their ranked competitions until there are sufficient qualified Arbiters locally to manage the competitions.

National Memory Sports Council Status is reviewed every three years and may be rescinded at any time at the sole discretion of the World Memory Sports Council.

A National Memory Sports Council's responsibilities include:

- Conduct an Annual Memory Championship following the Standard 10 discipline format. (Overseen by a senior GOMSA Arbiter)
- Arrange translation of this Handbook into their own language and distribute to members in their country.
- Arrange translation of competition papers ('Random Words', 'Historic & Future Dates' and in the case of non-Latin script 'Names & Faces') for National & World Memory Championships.
- Run training events to develop the Mind Sport of Memory in their country, primarily inspiring the next generation through youth programmes and School Competitions.
- Arrange Arbiter training (in collaboration with the World Memory Sports Council and GOMSA).
- Select a team to enter the World Memory Championships; Preferably a minimum of three competitors. In countries with a large contingent, pre-selection rounds may be necessary.
- Nominate candidates for World Records (to be ratified at the World Memory Championships or under close scrutiny of a Senior GOMSA arbiter).
- Communicate regular updates and newsworthy stories.

Responsibilities and support from WMSC:

- Provide access to Elephant / Sports Council logos, etc and official WMSC seal.
- Work with the NMSC to develop a sustainable business plan and marketing strategy.
- Publicise and promote NMSC events through websites and social media channels.
- Supply saleable merchandise (eg. lapel pins, quality certificates, GOMSA ties)



*The Italian Open Memory Championships
organised by Matteo Salvo and the Italian Memory Sports Council*



*The 2018 Chinese National Memory Championships
organised by the China Memory Sports Council*

Chapter Four

Competitors

Memory competitions were established to support the individual's need to develop and test their memory and compare their results with others around the world.

The Competitors' Pledge

By registering to compete in a WMSC endorsed competition, competitors agree to act in accordance with the Competitors' Pledge:

I agree to act at all times as an Ambassador for the Mind Sport of Memory and actively to promote the benefits of becoming a Mental Athlete.

I pledge to conduct myself in a civilised and dignified fashion at all times, whether representing my nation or myself.

I pledge to uphold the principles of fair play and transparency in accordance with the rules and regulations of the Sport of Memory and in the spirit of the Magna Memoria.

Dendritae Jubilent!

Age Categories

There are four age categories for competitors in a Memory Championship:

- Kids – must be 12 years or under in the calendar year of the competition.
- Junior – must be between 13 and 17 years old in the calendar year of the competition.
- Adult – for those between the ages of 18 and 59 in the calendar year of the competition.
- Senior – for those 60 years and over in the calendar year of the competition.

Junior and kid competitors may elect to compete in an adult competition if they desire. Their results will be listed separately from the adult competition.

Titles

The overall winner of a Championship will be entitled to call themselves

THE [country] MEMORY CHAMPION [competition year]

regardless of the age category in which they have competed.

The title of Memory Champion is also available for each age category and can be separated into male and female:-

- Kids Memory Champion
- Junior Memory Champion
- Adult Memory Champion
- Senior Memory Champion
- Male Memory Champion
- Female Memory Champion

If there are fewer than three competitors in any category, the winning competitor must achieve a minimum total score across the 10 disciplines of 2,099 points in order to be honoured with the title of ‘Memory Champion’.

Competitions may also be run as an ‘Open Competition’ where Non-Residents/Non-Nationals may be invited to compete as part of an International Contingent. The results can be segmented into an ‘Open’ (all competitors) competition and ‘Nationals’ only (including citizens that may not reside in their national country. Competitors must apply in writing to change their nationality for competition purposes).

Open Memory Champion [year]

National Memory Champion [year]

National competitors can obtain both National and Open Rankings and may be awarded medals in both categories. Non-resident/non-national competitors are only eligible for rankings in the Open Competition.

World and National Records

World and National Records can only be set in WMSC authorised Memory Competitions or events (Regional, National, International or the World Memory Championships), invigilated in accordance with official rules. Any Overall World Records set at the World Memory Championships will also be recognised as official Guinness World Records.

See www.worldmemorychampionships.com for latest results.





*World Memory Champion Johannes Mallow
with the winners at the 2012 World Memory Championships in London*



*Jonas von Essen from Sweden winning the
2014 World Memory Championships*

Chapter Five

General Rules for all Disciplines

Preparation of Discipline Papers for Competitions

The preparation of Discipline Memorisation, Recall, Arbiter marking papers, Spoken Numbers and Playing Cards are specialist skills and may only be conducted by approved persons (generally a Level Two and above Arbiter).

- Competition papers are usually prepared centrally by the Chief Arbiter, and are printed and stored in a secure location. If prepared by a competition organiser, papers must be submitted to the Chief Arbiter for approval and verification that the standards have been adhered to prior to the competition.
- Competition papers are a mixture of A4 and A3 colour and black and white, and are required to be printed with a good quality laser printer on high quality paper of a minimum of 100 gsm.
- Good quality A4 and A3 laser printer is a minimum requirement as some papers, such as the Abstract Images, use very fine levels of greyscale. Photocopying is not permitted.
- All Memorisation Papers to be printed on white paper. Generally, Recall Papers are to be printed on tinted light blue paper with the exception of Abstract Images and

Names and Faces, which must be printed on good quality white paper. This will assist in ensuring the correct paper is handed to the competitor and that all Recall Papers are handed in.

- Sufficient time should be allowed for all the competition papers to be printed and checked well in advance of the competition.
- Competitors may request translations for the following disciplines with a minimum of one month's notice: -
 1. Names and Faces (transliteration into scripts not based on the Roman alphabet, e.g. Arabic);
 6. Historic / Future Dates;
 8. Random Words.

Cards

- All competitors must submit all decks of playing cards (including four separate decks for the Speed Cards discipline) the day before the competition commences in order to allow time to prepare/shuffle them for the discipline. The shuffling of cards must be completed the night before each specific discipline at World Memory Championships.
- Each pack must be clearly labelled with the Competitor's Name, WMSC ID number and Pack number. Speed Cards must also be labelled 'Shuffled' (those in random order) and 'Unshuffled' (those in preferred sequence of order).

- It is the competitor's responsibility to ensure that each deck contains 52 cards with no duplicated or omitted cards. Jokers and blank cards must be removed.



- A special dispensation has been made for Muslim/Arabic competitors to use the following customised set of playing cards, based on the four elements - earth, wind, fire and water, which are to be produced to a sufficiently high standard to facilitate shuffling.



- All packs of cards must be very carefully shuffled under the supervision of the Arbiter in charge. Particular attention must be given to ensuring that no cards 'stick' together. This requires many volunteers to perform this task. Every single deck must be checked

by volunteers to ensure it was properly shuffled and contains 52 cards.

- The deck must be reshuffled if there are any more than three consecutive cards in any suit.
- Care must be taken to ensure only one deck is being shuffled at a time. Errors have occurred where two Arbiters are working side by side and accidentally mix the decks, resulting in one deck having 54 cards and the other 50.
- Random checks are to be made by an experienced/senior Arbiter to ensure the volunteers are adhering to good practice.
- Decks will be returned at the end of the competition. Once the decks are returned, the competitors cannot challenge their scores for any of the Card Disciplines.



1994 World Memory Champion, Jonathan Hancock with Tony Buzan

Memorisation

- Competitors must be seated at their tables, ready to begin at least five minutes before the start of each discipline.
- Each competitor must be fully conversant with the rules prior to the start of the competition, as events will not be delayed to explain the rules or discuss how the discipline is scored.
- Competitors are encouraged to bring their own clocks to monitor the time during each discipline. Bleepers/buzzers etc. must be switched off/muted during each discipline. Any device with camera or recording applications such as mobile phones, iPads, etc. must not be used.
- As total silence during competition cannot be guaranteed, competitors may bring ear plugs, headphones and other noise reducing devices. 'Music' headphones/earbuds are not permitted.
- Competitors may leave their tables to use the toilet at any time during memorisation only. They must leave/return to the room quietly without disturbing other competitors. In One-Hour Cards and Numbers competitors may be allowed a toilet break during recall if escorted by an Arbiter.

- Each competitor must maintain complete silence during each discipline.
- Competitors are presented with Memorisation Papers placed face down on the table in front of them.
- In Binary and Written Number disciplines, competitors may bring transparent overlays with ruled lines to avoid the delay caused by drawing lines during memorisation time. If competitors bring such sheets, these must be approved by the adjudicator and will be collected before the recall phase. Sample memorisation sheets are provided in advance to ensure correct alignment.
- The adjudicator will announce that the discipline is about to commence and will check that each competitor has a Memorisation Paper. The organisers of the competition will provide all Memorisation Papers.
- Once the adjudicator is happy that everyone has a Memorisation Paper, they will announce a “One minute mental preparation time” then a “10 seconds” announcement before starting the discipline by saying, “Neurons on the ready, GO!” At that point, the official timer will be started.
- When the time allotted for memorisation is over, the adjudicator will announce, “Stop memorising. Turn your papers over.” At that point, all competitors must stop memorising and turn all Memorisation Papers,

together with any paper used to make notes during the discipline, face down on the table in front of them. Arbiters will then clear the desk of all papers and will provide Recall Papers.

Recall

- An announcement at various points of time will be made for both memorisation and recall phases as follows:

2 Hour Recall	1 hour remaining 15 minutes remaining 5 minutes remaining 1 minute remaining
1 Hour and 30 Minute disciplines	15 minutes remaining 5 minutes remaining 1 minute remaining
20, 15 and 10 Minute disciplines	5 minutes remaining 1 minute remaining
5 Minute disciplines	1 minute remaining
Spoken Number discipline	No announcement

- There is a short delay between memorisation and recall periods to allow for collection and distribution of papers/cards.
- Competitors are required to use the Recall Papers provided to allow for easy scoring.
- With the exception of Abstract Images and Names and Faces, all Recall Papers are to be printed on

tinted light blue paper to distinguish it from the Recall Paper and any other papers. This will assist in ensuring all Recall Papers are collected.


- All competitors must stay seated for a minimum of five minutes (i.e. the first five minutes) of recall for all events. This minimises disruption for fellow competitors, particularly in Spoken Numbers discipline.
- Competitors must not leave the room in the last five minutes of recall period, to minimise disruption for those who do need the full recall period.
- Once the adjudicator is happy that everyone has a Recall Paper, the recall period will be started by saying, “Neurons on the ready, GO!” At that point, the official timer will be started.
- Competitors may hand Recall Papers to the adjudicator and quietly leave their table at any time during the recall period, except during the first and last five-minute periods.
- Once a competitor has left the table during the recall period (including unescorted toilet breaks), they will not be permitted to return to continue and, if they have not already done so, must submit their papers to the adjudicator.

- Competitors must ensure that their name, competitor ID and table number are clearly marked on the top of the first page of the Recall Paper submitted to the adjudicator.
- It is the responsibility of each competitor to ensure that their answers on the Recall Paper are clear and that potential misunderstandings are clarified by writing notes to explain the meaning of an answer or by pointing it out to the adjudicator when the paper is collected.
- No other changes to the Recall Paper will be allowed once it has been handed to the adjudicator.
- In the event of a New World Record or exceptional score, a competitor may be requested to recall a subset of the data memorised. If the competitor is unable to do so or refuses, their score for that discipline will be declared invalid and they will score zero.
- The adjudicator's decision is final; however, if there is any doubt about the meaning of a competitor's answer, the competitor will be asked to do the following: -

Discipline	Action
Number disciplines (Speed, Random, Spoken and Binary Numbers)	State the number on which the clarification is required, having been given the row number that it appeared on (e.g. row 22) and the position of the digit in the row (e.g. 28 th digit). If it is the Spoken Number discipline, the competitor will be asked to clarify the number by being given its position in the sequence of numbers.
Random Words	Re-write the word having been given its number from the Memorisation Sheet (e.g. word 37).
Names and Faces	Shown the picture of the face and asked to write down the part of the name that needs clarifying.
Cards	State the card having been given the pack number (e.g. the 3 rd pack) and the position of the card in the pack (e.g. the 11 th card).
Speed Cards	No clarification will be necessary once the competitor has stated that they believe they have correctly recalled the pack.

Score Query

In the event of a scoring query, competitors must provide details on the following form and hand into the Supervising Arbiter:

		<h2>Scoring Query</h2>	
Name:		Table number:	
Discipline:		Competitor ID:	
Query Details:			
Checking Arbiter's Name:		<input type="checkbox"/> Check Adding up <input type="checkbox"/> Check rows/columns marked as incorrect only <input type="checkbox"/> Check data entry in computer	
Notes:		New Raw Score: <input type="checkbox"/> Challenge Accepted <input type="checkbox"/> Spreadsheet Updated <input type="checkbox"/> Competitor Advised	
Approved by:			

- The supervising Arbiter will investigate the query and review the Recall Papers. Scores are generally triple checked and the competitor will be advised of any remedial action.
- Competitors are not permitted to access/touch their Recall Papers during the review period. All Recall Papers will be destroyed at the end of the competition and are not to be returned to competitors.

General

- A large visual countdown timer is to be displayed at the front of the room.
- People must identify themselves to sit in the designated 'Hot Zone' if they believe they will break a national or world record and/or come within 80% of the world record. At the start of each discipline, competitors who have achieved this level before in training will be asked to raise their hand and move to the Hot Zone. For example, 5-minute Speed Numbers: world record is 520 (as of January 1, 2018). If a competitor can memorise more than 416 decimals (or 80% or more of 520), then they must enter the Hot Zone.
- Recall Papers are to be handed in at the exit/back of the competition room where possible. This ensures that departing competitors don't disturb other competitors by walking down to the front of the room and walking to the exit/back of the room, thereby potentially interrupting some twice.
- Spectators and supporters must maintain ABSOLUTE SILENCE during the event (both memorisation and recall phases) and MUST NOT enter or leave the competition room during the memorisation phase. All mobile phones and other devices must be turned off while in the competition room.





*GOMSA General Secretary, Chris Day Presents
Lifetime Achievement Award to Three-Time World Memory
Champion Ben Pridmore (with Lucky Hat)*

Chapter Six

Competition schedules

Memory competitions can take many forms depending on the age and experience of the competitors taking part. There are memory competitions in schools and colleges, online, and also at national and international level. Each has its own criteria.

The World Memory Championships is at the elite end of the sport with the most talented competitors in the world taking part. Not surprisingly, competition at world level is far more arduous and requires independent arbiting to ensure that the results are able to be accepted by the WMSC for the World Rankings.

However, in competitions where the results do not affect a competitor's ranking in the sport, rules can be far more relaxed. There is plenty of room for "Fun" memory competitions. Events with short memorising and recall times are more attractive to audiences and the media.

With major competitions at regional, national and international level, a suitably qualified member of the Guild of Mind Sports Arbiters may well be required to be present to ensure the competition is carried out according to the rules.

The World Memory Championships are a three-day event with ten disciplines. The following timetable has been developed over a number of competitions to accommodate the organisational and arbiting needs of each discipline.

World Memory Championships

The World Memory Championships is hosted in countries around the world. It is conducted over three days with the Award Ceremony held on the evening of Day 3, or the next day.



From left: Tony Buzan, Gunther Karsten (World Memory Champion 2007), Dominic O'Brien (World Memory Champion 1991, 1993, 1995, 1996, 1997, 1999, 2000 & 2001), Andi Bell (World Memory Champion 1998, 2002 & 2003) and Vanda North (CEO Buzan Centres)

World Memory Championships

Day 1		Memo	Recall
08:45 – 9:15	Welcome Senior Arbiter		
9:15 – 10:30	1. Abstract Images	15 mins	30 mins
10:45 – 12:30	2. Binary Numbers	30 mins	60 mins
12:30 – 13:30	Lunch		
13:30 – 16:45	3. Random Numbers (1 Hr)	60 mins	120 mins
Day 2			
9:00 – 9:15	Welcome Senior Arbiter		
9:15 – 10:20	4. Names and Faces	15 mins	30 mins
10:35 – 11:00	5. (a) Speed Numbers 1	5 mins	15 mins
11:10 – 11:40	6. Historic/Future Dates	5 mins	15 mins
11:40 – 12:00	Break		
12:00 – 12:30	5. (b) Speed Numbers 2	5 mins	15 mins
12:30 – 14:00	Lunch (cards laid out)		
14:00 – 17:30	7. Random Cards (1 Hr)	60 mins	120 mins
Day 3			
9:00 – 9:15	Welcome Senior Arbiter		
9:15 – 10:15	8. Random Words	15 mins	30 mins
10:45 – 13:00	9. Spoken Numbers (3 trials: 200/300/world record +20%)	200- 450+ seconds	10, 15, 25 mins
13:00 – 14:15	Lunch		
14:15 – 18:00	10. Speed Cards (Two Trials) (may be in 2 rounds)	5 mins	5 mins

One Day National Competition

National competitions are run over a one-day format. Disciplines may be split over two days with approval from the Council if, for example, required for venue constraints or media requirements. The disciplines listed below are in the order of the official scoring system.

One Day National Memory Championships

		Memo	Recall
08:45 – 9:10	Registration / Welcome		
9:15 – 10:05	1. Abstract Images	15 mins	30 mins
10:15 – 10:40	2. Binary Numbers	5 mins	15 mins
10:40 – 10:55	Break		
11:00 – 11:25	3. Names and Faces	5 mins	15 mins
11:30 – 12:00	4. Speed Numbers	5 mins	15 mins
12:00 – 13:00	Lunch		
13:00 – 13:50	5. Random Numbers	15 mins	30 mins
14:00 – 14:25	6. Random Words	5 mins	15 mins
14:45 – 15:30	7. Cards	10 mins	30 mins
15:30 – 15:45	Break		
15:55– 16:20	8. Historic & Future Dates	5 mins	15 mins
16:25 – 17:25	9. Spoken Numbers (2 trials: 100/world record +20%)	100 - 500+ seconds	5, 25 mins
17:30 – 18:30	10. Speed Cards (Two Trials)		
19:00 – 20:00	Awards Ceremony & Celebrations		

Two Day International Competition

International competitions are run over two days and follow the same format as the World Memory Championships, with the exception of marathon cards and numbers that are shortened to 30 minutes. The disciplines listed below are in the order of the official scoring system.

		Memo	Recall
Day 1			
08:50 – 9:20	Registration / Welcome		
9:30 – 10:20	1. Abstract Images	15 mins	30 mins
10:30 – 12:15	2. Binary Numbers	30 mins	60 mins
12:15 – 13:15	Lunch		
13:15 – 14:05	3. Names and Faces	15 mins	30 mins
14:10 – 14:35	4. (a) Speed Numbers 1	5 mins	15 mins
14:55 – 15:20	4. (b) Speed Numbers 2	5 mins	15 mins
15:30 – 17:00	5. Random Numbers	30 mins	60 mins
Day 2			
08:50 – 9:20	Welcome		
9:30 – 10:30	6. Random Words	15 mins	40 mins
10:45 – 12:20	7. Cards	30 mins	60 mins
12:20 – 13:20	Lunch		
13:20 – 13:45	8. Historic & Future Dates	5 mins	15 mins
14:00 – 15:25	9. Spoken Numbers (3 trials: 100/300/world record +20%)	100 - 500+ seconds	5, 15, 25 mins
15:35 – 16:30	10. Speed Cards (Two Trials)		
17:30 – 18:30	Awards Ceremony & Celebrations		

WMC Opening Ceremony and Competitor Briefing

Registrations and Competitor Briefing are held the day prior to the World Memory Championships as part of the Opening Ceremony. Its purpose is to brief competitors and Arbiters on the key elements of the Championship and answer any questions prior to the start of Competition.

A detailed two+ hour Arbiter training session will be held separately.

Sample Agenda

1. Registration
Competitors are to register and hand in playing cards (for One Hour Cards and Speed Cards disciplines) before opening ceremony
2. Welcome – Preamble, major messages/announcements
3. Major updates to competition/disciplines
4. Ethical Conduct
5. Arbiters' Pledge
Competitors' Pledge
6. Overview of major logistics during Championships
7. Question Time
8. Top Seed Seating arrangements - Top 20 Competitors choose seats according to World Rankings (top ranked player has first choice)
9. Close of Opening Ceremony
10. New Competitor/Arbiter briefing

WMC Closing Ceremony

Sample agenda

1. Welcome
2. New Arbiters - Level 1
3. Team – Country Participation
One representative from each country accepts participation Certificates for the country and for each competitor
4. New National Memory Sports Councils
5. International Masters of Memory
6. Grandmasters of Memory
7. 10 Discipline Results
- Gold Silver Bronze Medals and Certificates
- Kids / Junior / Adult
8. Top 10 Countries - Certificates awarded to Top 3
9. Top 10 Kids, Junior and Adults announced
Trophies/Certificates awarded to Top 3 for each category
10. Announcement of World Memory Champion
11. Close of World Memory Championships

Chapter Seven

The Ten Memory Disciplines - official rules

The official standard for memory competitions is a ten-discipline format which consist of:

1. Abstract Images
2. Binary Numbers
3. Random Numbers
4. Names and Faces
5. Speed Numbers
6. Historic / Future Dates
7. Random Cards
8. Random Words
9. Spoken Numbers
10. Speed Cards

Events that comply with the WMSC standard rules will be included in the World Rankings, be recognised for World Records and listed in the official World Memory Statistics.

At a World level, some disciplines like Random Cards and Random Numbers, can have a one-hour memorisation period and a two-hour recall time.

At a national level, memorisation times can be reduced to five minutes with a fifteen-minute recall time to allow competitions to be condensed to one or two days.

There are three standard formats for a competition: -

- | | |
|---------------|---|
| World | Disciplines are conducted at maximum timing. |
| National | Six disciplines are shortened and include a variety 'speed' 5-minute formats. |
| International | Some disciplines shortened to 30-minute formats. |

Full sample sheets and templates are available
on www.worldmemorychampionships.com



Wei QinRu - 2018 World Memory Champion

Discipline 1. Abstract Images

Aim

To commit to memory and recall the sequence of abstract images in as many rows as possible.



Time	National (Speed)	International	World
To memorise	15 minutes	15 minutes	15 minutes
To recall	30 minutes	30 minutes	30 minutes

Memorisation

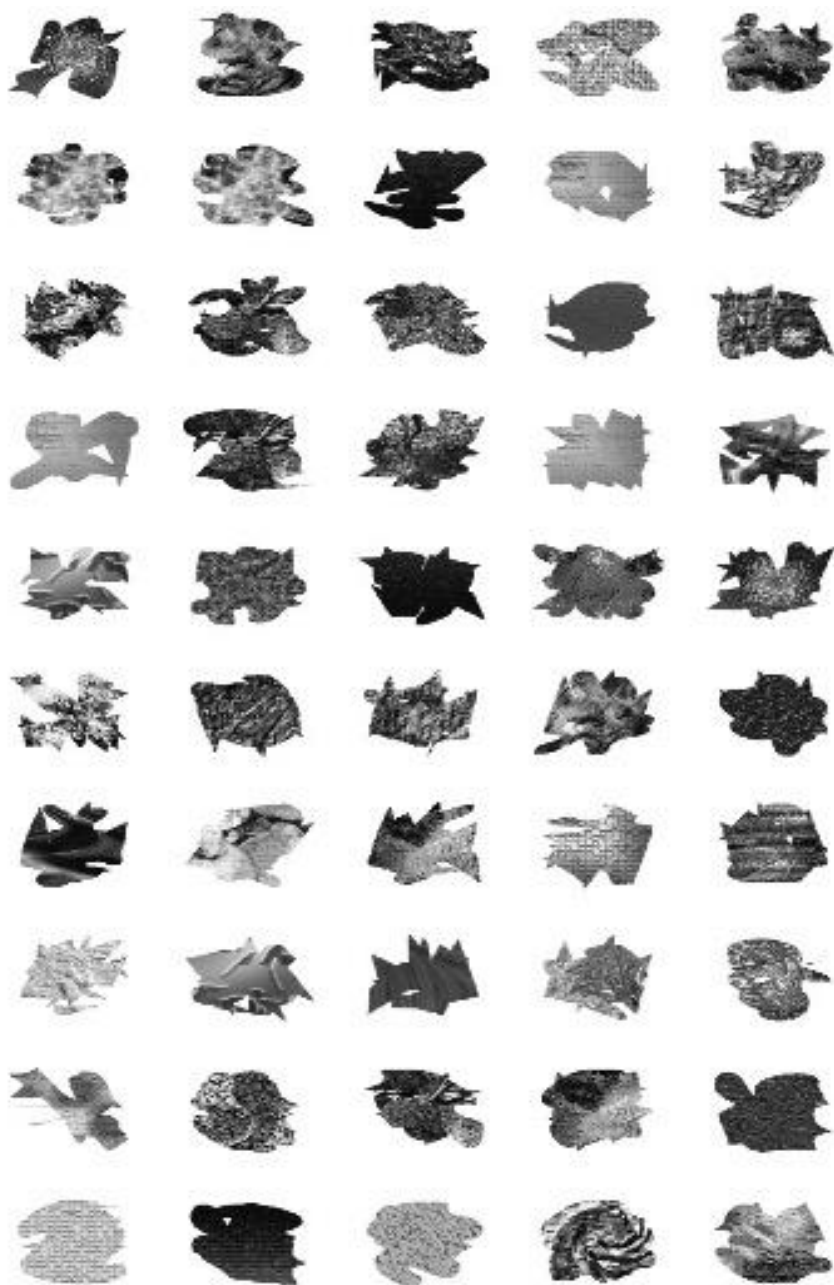
1. A4 pages each containing 10 rows of 5 images each. The images are considered to be in order e.g. 1, 2, 3, 4, 5.
2. Each row is separate and the maximum number of images is five. It is invalid to create a sequence of more than one row i.e. 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12 etc
3. The number of images presented equals the current world record +20%.
4. Competitors may choose which rows to attempt.

Recall

1. The Recall Paper is in the same format as the Memorisation Paper but with the five images in a different sequence within each row. Note: the rows are in the same order.
2. Competitors must write under each image a number indicating its original position (reading from left to right) e.g. 4, 3, 1, 2, 5.

Scoring

1. Five points are awarded for every correct row.
2. If there are any omissions or errors within an attempted row, one point is deducted from the overall score (e.g. perfect rows score +5, rows with errors score -1).
3. There is no penalty for any missing row.
4. If the final score is a negative it is rounded up to zero.



Sample Abstract Images Memorisation Paper

2013 XXX Memory Championships
Binary Numbers

1 0 0 1 1 1 1 1 1 1 1 1 0 0 0 1 0 1 1 0 1 1 1 0 0 1 1 0 0 1	Row 1
0 1 1 1 0 0 1 1 1 1 1 1 1 0 0 1 1 0 0 0 0 0 0 0 1 1 0 0 0 1	Row 2
1 1 0 1 0 1 0 1 0 1 0 0 1 1 0 1 0 0 0 1 1 1 1 0 0 1 1 1 0 1	Row 3
0 0 1 0 1 1 0 0 1 1 1 0 0 1 1 1 1 1 0 1 0 1 1 0 1 1 1 1 1 1	Row 4
0 0 1 1 0 0 1 1 0 1 0 1 1 1 1 0 1 0 1 1 0 1 1 1 1 1 1 0 0 1	Row 5
1 0 0 1 0 1 1 1 1 1 0 1 1 1 1 1 1 1 0 0 1 0 1 1 1 0 0 1 0 1	Row 6
1 1 0 1 0 1 0 1 0 1 0 0 0 0 1 1 0 0 0 1 1 0 1 1 1 1 0 0 0 1	Row 7
1 0 1 0 0 1 1 1 0 0 0 1 1 1 1 1 0 0 1 1 1 1 0 0 0 1 1 0 0 1	Row 8
1 1 1 0 1 0 1 0 0 1 1 0 0 0 1 0 0 1 0 1 0 0 0 1 1 0 1 0 0 1	Row 9
1 1 1 0 0 0 0 0 1 1 1 1 0 0 1 1 0 1 0 1 1 1 1 0 0 1 1 1 1 0	Row 10
0 1 1 0 1 0 1 1 0 1 1 1 0 1 0 0 1 0 1 1 1 1 1 0 0 1 1 0 0 0	Row 11
0 0 0 0 1 1 0 1 1 1 0 0 1 1 1 0 1 1 1 1 1 1 1 0 0 0 1 0 0 0	Row 12
1 0 1 1 1 0 0 0 0 1 0 0 0 1 0 1 0 0 1 1 1 1 1 1 1 0 0 1 0 0	Row 13
1 0 0 0 0 0 0 0 1 1 0 0 0 1 1 0 1 0 0 0 0 0 1 0 0 1 0 1 1 0	Row 14
1 0 1 0 0 1 1 0 1 1 1 1 1 1 0 1 0 0 1 1 1 0 1 0 0 0 1 0 0 0	Row 15
0 0 0 1 1 1 0 1 0 1 1 0 1 0 0 1 0 0 1 1 1 1 1 0 1 0 0 0 0 0	Row 16
0 0 1 1 0 0 0 1 1 0 1 0 0 1 1 0 1 1 1 1 1 1 0 0 0 1 1 0 1 0	Row 17
1 1 0 1 0 1 1 1 1 0 1 0 1 0 1 0 1 1 1 0 0 1 0 0 1 0 1 1 1 1	Row 18
1 1 1 1 1 1 0 0 1 1 0 1 0 0 1 1 1 0 1 0 0 1 1 0 1 0 0 1 0 1	Row 19
0 0 0 0 1 0 0 0 1 1 1 0 1 0 0 0 0 1 0 0 0 1 0 0 1 0 0 0 1 0	Row 20
1 0 1 1 0 1 0 0 0 1 1 1 0 1 1 1 1 1 1 0 1 0 0 0 0 0 0 1 1 1	Row 21
0 0 0 1 0 1 0 0 0 0 1 0 0 0 0 1 1 1 0 0 1 1 1 0 1 0 1 0 1 0	Row 22
1 1 0 1 0 0 0 1 1 0 1 0 0 1 1 0 0 0 1 0 0 0 0 0 0 0 1 1 1 0	Row 23
0 0 1 0 1 0 0 1 1 1 1 0 0 0 1 1 1 0 1 0 0 1 0 1 0 0 0 1 0 1	Row 24
1 0 1 0 0 0 0 1 1 0 1 0 1 1 1 0 0 0 1 1 1 1 1 1 1 0 1 1 1 1	Row 25
0 0 0 1 1 1 1 0 1 1 1 0 0 1 0 0 1 0 0 1 1 0 0 0 1 0 0 1 1 0	Row 26
1 0 0 0 0 1 0 1 0 0 1 1 0 0 0 0 0 0 0 1 1 1 0 1 0 1 0 1 0 1	Row 27
1 1 1 0 1 1 0 0 0 0 1 1 1 0 1 0 0 0 0 0 1 1 0 0 0 1 1 1 1 0	Row 28
0 0 0 1 0 0 1 1 0 1 1 0 1 0 0 1 1 0 1 1 0 1 1 0 0 1 1 0 0 1	Row 29
0 1 0 1 0 0 0 1 0 0 0 1 1 0 0 1 1 0 0 1 1 1 0 1 0 1 1 1 1 0	Row 30

Sample Binary Digits Memorisation Paper

Discipline 2. Binary Numbers

Aim

The aim is to commit to memory and to recall as many binary digits (e.g. 101101) as possible.

Time	National (Speed)	International	World
To memorise	5 minutes	30 minutes	30 minutes
To recall	15 minutes	60 minutes	60 minutes

Memorisation

1. Computer-generated numbers are presented in rows of 30 digits with 25 rows per page. (750 digits per page)
2. The total number of digits presented equals the current world record +20%. More digits are available from the adjudicator if requested one month in advance of the competition.
3. At the competitor's discretion, transparent film, pre-made, with vertical lines may be used in order to eliminate the drawing of lines at the beginning of memorisation. These must be approved by the adjudicator before the competition and collected at the end of memorisation. Every effort is made to ensure a standard format/layout of the Memorisation Sheet, but cannot be guaranteed.

Recall

1. Competitors must use the Recall Papers provided. Pre-printed transparent film is used for scoring.
2. It must be clear how the rows presented on the Recall Paper relate to the rows on the Memorising Paper (missing rows must be clearly indicated).
3. Competitors may choose to leave blanks instead of writing zeros ('0's). Competitors must be consistent on all pages - either zeros or spaces. All blanks will be marked as if it was a zero unless the end of a row is indicated.
4. Last row only - Competitors must mark the end of their recall in a clear and unambiguous way, such as 'stop' 'end', 'E', 'e' or a horizontal line after the last square. If the end is not marked like that, it will be assumed that recall ends after the last '1' (one) in the last row.

Scoring































































































































































































































































































































































1. 30 points are awarded for every complete row that is correctly recalled in order.
2. For every complete row of 30 that has a single mistake in it (this includes a missing digit), 15 points are awarded.
3. For every complete row of 30 that has two or more mistakes (including missing digits), 0 points are awarded for that row.
4. There is no penalty for missing rows.
5. For the last row only. If the last row is incomplete (e.g. only the first 20 numbers have been written down) and all

of the digits are correct, then the points awarded will equal the number of digits recalled (20 in this example).

6. If the last row is incomplete and there is a single mistake (this includes a missing digit) then the points awarded will equal half the number of digits recalled. (For an odd number of digits, the fraction is rounded up e.g. 19 the score would be $19/2$ rounded up equals 10)
7. In the case of tied winning scores, the winner will be decided by looking at the rows the competitor tried to recall but for which he/she got 0 points. For every correctly positioned Binary Number in these rows, they will be given 1 decision point. The competitor with the most decision points is the winner.



The World Open Memory Championships 2011
Binary Numbers Marking Sheet

														Row 1
														Row 2
														Row 3
														Row 4
														Row 5
														Row 6
														Row 7
														Row 8
														Row 9
														Row 10
														Row 11
														Row 12
														Row 13
														Row 14
														Row 15
														Row 16
														Row 17
														Row 18
														Row 19
														Row 20
														Row 21
														Row 22
														Row 23
														Row 24
														Row 25

Binary Digits Arbiters Scoring Sheet printed on transparent film.

2013
XXX Memory Championships
15 Minute Numbers
Memorisation Sheet

3 7 1 4 9 2 3 7 2 6 7 1 7 4 4 4 1 6 0 2 0 9 1 4 8 3 0 8 9 1 6 6 0 1 2 2 2 1 2 4	Row 1
5 2 6 6 6 5 4 0 6 5 4 1 2 5 0 2 7 9 9 3 1 6 8 6 8 7 3 6 2 0 9 0 3 3 2 6 4 7 2 6	Row 2
4 5 4 6 7 5 3 6 7 0 8 6 0 2 5 8 3 5 4 8 3 5 0 9 3 9 3 2 8 3 7 7 0 8 1 5 3 8 4 3	Row 3
3 0 7 9 7 8 1 5 4 3 7 2 7 6 0 5 6 2 4 7 3 9 1 4 0 5 7 3 6 4 9 2 7 4 8 6 0 4 4 1	Row 4
3 3 2 7 3 7 9 1 2 7 4 1 0 2 6 2 0 4 4 9 8 3 5 3 7 7 9 9 6 9 4 3 6 9 7 1 4 7 9 9	Row 5
1 6 5 1 6 4 3 9 6 4 8 1 2 1 3 3 7 1 1 5 4 0 3 6 7 8 9 4 0 9 2 4 6 1 0 2 4 3 3 1	Row 6
1 3 8 5 2 0 4 1 6 4 7 7 1 9 1 5 0 9 0 2 2 3 0 9 3 9 4 8 0 4 7 8 5 6 5 7 6 1 2 5	Row 7
0 5 4 5 2 3 2 3 0 6 9 9 7 6 3 8 5 1 0 4 8 5 7 0 9 1 3 2 1 6 2 2 0 0 8 5 7 7 0 5	Row 8
7 3 6 7 0 0 2 3 9 7 2 1 7 2 6 6 5 1 6 2 3 2 5 5 9 7 3 4 4 3 1 4 4 7 7 7 2 8 5 3	Row 9
8 5 8 1 3 2 1 2 4 9 6 9 4 1 5 8 4 6 8 7 0 8 7 5 4 2 4 9 8 5 5 2 8 2 6 7 9 3 3 5	Row 10
6 0 5 4 0 2 1 1 2 2 3 2 8 7 8 9 2 0 1 3 3 5 3 1 9 3 5 8 7 9 8 8 7 5 5 3 8 9 0 6	Row 11
5 0 8 1 7 1 9 1 8 3 1 9 3 6 2 7 0 6 6 8 5 2 2 3 7 5 0 9 1 2 4 4 0 9 2 8 0 6 1 3	Row 12
6 1 5 7 5 2 9 3 2 9 7 3 3 9 7 9 0 8 4 7 3 7 5 9 0 0 3 3 3 4 0 1 9 4 5 4 2 1 0 4	Row 13
2 0 0 7 9 7 0 2 2 3 3 4 8 5 1 8 9 5 2 7 0 8 6 1 2 4 2 4 9 3 1 1 2 1 8 7 6 6 5 9	Row 14
3 0 4 2 3 4 0 7 8 7 2 3 9 6 7 0 6 9 0 2 6 9 5 4 2 1 2 1 2 4 5 9 3 6 7 6 7 3 4 4	Row 15
6 5 4 3 8 2 8 8 3 0 6 6 4 4 7 6 6 1 4 8 6 9 3 6 9 7 9 8 5 7 1 5 7 2 1 2 0 4 2 9	Row 16
3 5 7 0 7 4 6 0 8 1 2 4 0 2 7 4 1 0 3 9 5 9 7 7 2 7 4 5 9 7 6 9 9 7 4 5 8 4 2 2	Row 17
7 5 1 2 9 9 4 5 9 1 9 8 3 1 5 8 8 5 8 6 8 7 1 4 9 1 0 7 0 2 4 2 7 5 8 8 5 7 7 0	Row 18
4 4 1 3 4 2 2 5 8 2 7 8 5 1 4 0 6 0 9 6 5 0 4 0 7 2 7 4 4 5 9 6 2 9 0 6 9 9 1 7	Row 19
2 4 9 4 8 8 8 1 9 4 0 1 0 3 9 4 5 3 1 8 8 7 1 7 8 8 9 3 9 8 2 7 7 3 5 4 8 4 2 3	Row 20
0 4 7 0 6 6 2 3 6 2 5 0 9 5 6 5 5 1 6 5 8 8 0 0 6 4 8 3 3 8 8 6 4 4 3 6 9 9 0 1	Row 21
8 1 9 3 7 7 8 9 1 2 9 3 5 3 2 7 0 4 8 7 6 6 5 6 3 4 6 6 4 0 6 0 8 9 4 8 5 9 2 5	Row 22
6 6 3 2 8 4 3 9 7 1 6 3 8 2 3 6 4 7 8 3 8 1 8 0 5 2 5 7 9 8 2 8 5 8 5 3 4 5 8 9	Row 23
2 6 3 6 4 1 5 7 5 5 9 0 8 7 9 5 7 3 0 1 9 9 8 4 3 8 9 5 3 7 1 5 2 0 9 4 5 6 9 4	Row 24
5 6 4 7 4 6 8 0 3 1 5 9 6 6 7 0 6 9 5 0 8 5 0 2 7 9 0 0 8 2 4 3 2 9 2 0 9 9 2 8	Row 25
7 9 5 5 8 2 8 2 5 2 4 1 1 5 9 6 2 0 2 4 3 9 1 1 4 1 7 6 0 2 4 9 2 3 3 3 0 1 0 8	Row 26
5 5 7 5 1 3 1 5 8 6 6 5 6 3 5 9 9 1 9 5 0 2 3 2 1 1 7 9 4 6 4 0 9 7 3 5 2 2 8 5	Row 27
1 3 5 3 5 9 9 4 8 2 8 1 3 6 9 6 0 4 9 9 9 0 5 9 8 4 4 6 5 6 8 2 9 3 2 3 1 1 0 7	Row 28

Sample 15-Minute Random Numbers Memorisation Sheet

Discipline 3. Random Numbers – 15, 30, 60 minutes

Aim

To commit to memory as many random digits (1, 3, 5, 8, 2, 5, etc.) as possible, in complete rows of 40 digits, and recall them perfectly.

Time	National	International	World
To memorise	15 minutes	30 minutes	60 minutes
To recall	30 minutes	60 minutes	120 minutes

Memorisation

1. Computer-generated numbers are presented in rows of 40 digits with 25 rows per page.
2. The number of digits presented equals the current world record +20%. Further digits are available from the adjudicator if requested one month in advance of the competition.

Recall

1. Competitors are to use the Recall Papers provided to facilitate easier scoring.
2. If a competitor wishes to use his/her own Recall Papers, they must be approved by the adjudicator before the competition.
3. Competitors must write their recalled numbers in rows of 40 digits.
4. It must be clear how the rows presented on the Recall Paper relate to the rows on the Memorising Paper (missing rows must be clearly indicated).

Scoring

2. 40 points are awarded for every complete row that is correctly recalled in order.
3. For every complete row of 40 that has a single mistake in it (this includes a missing digit), 20 points are awarded for that row.
4. For every complete row of 40 that has two or more mistakes (including missing digits), 0 points are awarded for that row.
5. There is no penalty for missing rows.
6. For the last row only. If the last row is incomplete (e.g. only the first 30 numbers have been written down) and all of the digits are correct, then the points awarded will equal the number of digits recalled (30 in this example).
7. If the last row is incomplete and there is a single mistake (this includes a missing digit), then the points awarded

will equal half the number of digits recalled. For an odd number of digits, the fraction is rounded up e.g. if 29 with one mistake, the score is divided by 2, $29/2 = 14.5$ and rounded up to 15.

8. For two or more mistakes in the last row (including missing digits), 0 points are awarded for the last row.
9. In the case of tied winning scores, the winner will be decided by looking at the rows the competitor tried to recall but for which he/she got 0 points. For every correctly positioned Number in these rows, there will be given 1 decision point. The competitor with the most decision points is the winner.



Discipline 4. Names and Faces

Aim

To commit to memory and recall as many names as possible and link them to the right face.

Time	National	International	World
To memorise	5 minutes	15 minutes	15 minutes
To recall	15 minutes	30 minutes	30 minutes

Memorisation

1. Colour photographs of different people (head and shoulder shots without backgrounds) with a first name and a second name printed underneath each picture.
2. The number of faces presented equals the current world record +20%.
3. Names are assigned randomly to avoid competitors obtaining clues to the name by the ethnic origin of the face.
4. A full mix of ethnicity, age and gender of faces is used: - Male/ Female ratio is 50:50; Adult/Child ratio is 80:20; and as a general principle, one third of Adults will be approx. 15-30 years old, one third 31-60 years old and one third seniors 61+ years old.
5. All Names and Faces are to be from a wide range of ethnic groups/regions and allocated evenly:

Region	Includes:
1. English/Anglo Saxon	British, Welsh, Australian, North American
2. European	German, French, Swedish, Italian, Russian
3. Middle Eastern	Arabic, Egyptian, Israeli, Turkish
4. Eastern Asian	Mandarin, Cantonese, Japanese, Korean
5. Central Asian	Thai, Filipino, Vietnamese, Malaysian
6. Far Eastern	Indian, Pakistani, Mongolian
7. African	Afrikaans, Zimbabwean, Kenyan
8. Latin/Hispanic	Spanish, Mexican, Chilean, Argentinean

6. First and Second Names are combined entirely at random (e.g. a face may have a Chinese first name and a European surname) and are randomly assigned to faces.
7. First names are assigned according to gender (e.g. female names to female faces only).
8. Each name must be used once only in a single competition.
9. Hyphenated names, such as Sue-Ellen or Barton-Smith, are not used as they can be considered as two names in some cultures
i.e. Mandarin/China.
10. Chinese first names that are two syllables/characters, such as Kin Pong, are combined with the second syllable/character capitalised KinPong.

11. Accents in names may be displayed (such as ú é á ñ ç õ í) but are not required for scoring – no penalty will be incurred if an accent is not included on a Recall Paper.
12. No bias towards an individual country will be accepted in a national competition e.g. it is not allowed to use all French names in a French competition.
13. All National, International and World records that did not conform to this ruling (announced in February 2011) were reset to zero since a comparison with previous events was invalid.
14. Pictures may be provided as: -
3 rows of 3 images per page on sheets of A4
paper 3 rows of 5 images per page on sheets
of A3 paper 4 rows of 6 images per page on
sheets of A3 paper
15. Competitors who do not use a Roman alphabet (e.g. Chinese, Japanese, Mongolian, Arabic, and Hindi) may request a translation into their own language at least one month before the tournament.
16. In the case where more than one language is displayed i.e. English and Simplified Chinese, competitors must select/ memorise one language only.

Recall

1. Competitors will be given the colour photographs again in the same format as the Memorisation Paper but with the names removed and the pictures in a different order/page.
2. Competitors must clearly write down the correct name (first and/ or second name) under each photograph.
3. In the case where more than one language was displayed on the Memorisation Paper, i.e. English and Simplified Chinese, competitors must answer with one language only.

Scoring

1. A point is awarded for every correctly spelt first name.
2. A point is awarded for every correctly spelt second name.
3. Points are still awarded if only the first name or the surname can be recalled.
4. The Memorisation Paper shall contain no repetitions of first or surnames. Correspondingly, the repetition of names on the Recall Paper is not allowed. A penalty of 0.5 point may be deducted if a first or surname is repeated by the competitor on the Recall Paper more than two times. Penalty applies for each occurrence of a name being repeated.
5. An incorrect first name or surname scores 0 points.
6. Where two names are written under a face, they must be written in the correct order. If surname is written before first name, then it is considered incorrect and scores 0 points.
7. There is no penalty if either first name or surname is left blank.

8. The results are totalled. The total score is rounded up to the nearest whole number, written at the top of the Recall Paper and entered into the database as a whole number i.e. 45.5 is rounded up to 46.
9. Accents in names and capitalisation, such as François or KinPong, may be displayed but are not required for scoring i.e. Francois or Kinpong are considered correct answers.
10. No points are awarded if a second language is used e.g. if the majority of answers are in Simplified Chinese and one answer is in English, then the English answer is void.
11. In the case of tied winning scores, the winner will be decided by looking at the photograph(s) to which a name has been incorrectly assigned - the competitor with fewest incorrectly identified names will be the winner.

Transliteration

Transliterations for non-Roman alphabets are made available at the World Memory Championships and some National and International competitions on request with a minimum of one month's notice. These include: -

Arabic

Traditional Chinese

Simplified Chinese

Japanese

Mongolian

Russian (Cyrillic)



Discipline 5. Speed Numbers

Aim

To commit to memory as many random digits (1, 3, 5, 8, 2, 5, etc.) as quickly as possible, in complete rows of 40 digits, and recall them perfectly.

Note: there is a break after the recall phase of Trial 1 to allow for scoring of the first attempt. Competitors are advised of their results before attempting the second trial.

Time	National	International	World
To memorise	5 minutes	5 minutes	5 minutes
To recall	15 minutes	15 minutes	15 minutes
Trials	1*	2	2

* A National competition may conduct a second trial if the Championship is over two days – this assists those practicing for an International and/or World Memory Championships.

7 3 6 7 0 0 2 3 9 7 2 1 7 2 6 6 5 1 6 2 3 2 5 5 9 7 3 4 4 3 1 4 4 7 7 7 2 8 5 3	Row 9
8 5 8 1 3 2 1 2 4 9 6 9 4 1 5 8 4 6 8 7 0 8 7 5 4 2 4 9 8 5 5 2 8 2 6 7 9 3 3 5	Row 10
6 0 5 4 0 2 1 1 2 2 3 2 8 7 8 9 2 0 1 3 3 5 3 1 9 3 5 8 7 9 8 8 7 5 5 3 8 9 0 6	Row 11
5 0 8 1 7 1 9 1 8 3 1 9 3 6 2 7 0 6 6 8 5 2 2 3 7 5 0 9 1 2 4 4 0 9 2 8 0 6 1 3	Row 12
6 1 5 7 5 2 9 3 2 9 7 3 3 9 7 9 0 8 4 7 3 7 5 9 0 0 3 3 3 4 0 1 9 4 5 4 2 1 0 4	Row 13
2 0 0 7 9 7 0 2 2 3 3 4 8 5 1 8 9 5 2 7 0 8 6 1 2 4 2 4 9 3 1 1 2 1 8 7 6 6 5 9	Row 14
3 0 4 2 3 4 0 7 8 7 2 3 9 6 7 0 6 9 0 2 6 9 5 4 2 1 2 1 2 4 5 9 3 6 7 6 7 3 4 4	Row 15
6 5 4 3 8 2 8 8 3 0 6 6 4 4 7 6 6 1 4 8 6 9 3 6 9 7 9 8 5 7 1 5 7 2 1 2 0 4 2 9	Row 16
3 5 7 0 7 4 6 0 8 1 2 4 0 2 7 4 1 0 3 9 5 9 7 7 2 7 4 5 9 7 6 9 9 7 4 5 8 4 2 2	Row 17
7 5 1 7 0 0 4 5 0 1 0 8 3 1 5 8 8 5 8 6 8 7 1 1 0 1 0 7 0 7 1 7 5 8 8 5 7 7 0	Row 18

Sample Extract: Speed Number Memorisation Sheet

Memorisation

1. Computer-generated numbers are presented in rows of 40 digits with up to 25 rows per page.
2. The number of digits presented equals the current world record
+20%. Further digits are available from the adjudicator if requested one month in advance of the competition.

Recall

1. Competitors should use the Recall Papers provided.
2. If a competitor wishes to use his/her own Recall Papers, these must be approved by the adjudicator before the competition. Competitors must write their recalled numbers in rows of 40 digits.
3. It must be clear how the rows presented on the Recall Paper relate to the rows on the Memorising Paper (missing rows must be clearly indicated).

Scoring

1. 40 points are awarded for every complete row that is correctly recalled in order.
2. For every complete row of 40 that has a single mistake in it (this includes a missing digit), 20 points are awarded for that row.
3. For every complete row of 40 that has two or more mistakes (including missing digits), 0 points are awarded for that row.
4. There is no penalty for missing rows.

5. For the last row only. If the last row is incomplete (e.g. only the first 29 numbers have been written down) and all of the digits are correct, then the points awarded will equal the number of digits recalled (29 in this example).
6. If the last row is incomplete and there is a single mistake (this includes a missing digit), then the points awarded will equal half the number of digits recalled.
7. For an odd number of digits, the fraction is rounded up e.g. if 29 and there is one mistake, the score is divided by 2, $29/2 = 14.5$ and rounded up to 15.
8. For two or more mistakes in the last row (including missing digits), 0 points are awarded for that row.
9. The winner of the discipline is the competitor with the highest score (the best score from the two attempts is put forward).
10. In the case of tied winning scores, the winner will be the competitor who has a better second trial. If the competitors are also equal in this second trial the adjudicator will look at the extra lines of the best trial of each competitor (The lines the competitor tried to recall but for which he/she got 0 points). For every correctly positioned number, 1 decision point will be given. The competitor with the most decision points is the winner.

Speed Number Event Recall Papers

Contestant's Name _____

[illegible]

Sample Extract: Speed Number Recall Sheet

XXX MEMORY CHAMPIONSHIPS

Historic/Future Dates

Memorisation Sheet

(15 dates presented)

2007	Dog learns foreign language
1885	Hockey team eats peas
1303	Mummy is in trouble
1449	Ducks fly into bats' cave
1478	Rain threatens mankind
1298	Drama starts early
1802	Politician wins people's hearts
1880	Roses are favourite flower
1663	Little bear drinks from bottle
1846	Boy clips Grandfather's beard
1406	Toy dog steals bacon
2096	Candles are lit
1599	Oranges used to plug holes
2083	Country people make lace
1070	Geeks win road race
2001	Student buys campus
1130	Bank sold to aliens
1165	Teenager washes room
2071	Robber attacks a Russian
1100	Juggler makes phone call
1295	Sharks eat conference delegate
1448	Singer performs on Broadway
2076	Puppy can sing
1252	Nurse boycotts event
1963	Hollow pumpkin used as bucket
2088	Alien lands in spa tub
2082	Fish mate in Reef
1993	Sailor celebrates in town
1432	Carpenter joins army
1054	Toy Cat eats dinner

Sample Historic/Future Dates Memorisation Sheet

Discipline 6. Historic / Future Dates Aim

The aim is to commit to memory as many numerical historic/future dates as possible and to link them to the correct fictional event.

Time	National (Speed)	International	World
To memorise	5 minutes	5 minutes	5 minutes
To recall	15 minutes	15 minutes	15 minutes

Memorisation

1. The number of different historic/future dates presented equals the current world record +20%, with 40 dates presented per page.
2. The historic/future dates are between the years 1000 and 2099.
3. All historic/future dates are fictitious or general and non-culturally specific (e.g. Peace Treaty signed).
4. The length of the event text is between one and six words.
5. Statistically the whole range of years will be used and no year (and no event) will be presented twice.
6. The four-digit number of the historic/future years is on the left side of the event and the events are displayed vertically under each other.
7. Both columns are to be randomised so as not to appear in number or alphabetical order.

Recall

1. Competitors will be given Recall Papers with 40 historic/future event texts written on each page.
2. The historic/future event texts are in a different order from that in the memorising phase.
3. Competitors must now write down the correct year in front of the event texts.

Scoring

1. A point is awarded for every correctly assigned year. All four digits of the year written down must be correct.
2. Half a mark is deducted for an incorrectly assigned year.
3. Only one four-digit year can be written down in front of the event.
4. There is no penalty for missing dates.
5. The results are totalled. The Total Score is rounded up to the nearest whole number, written at the top of the Recall Sheet and entered into the database as a whole number i.e. 45.5 is rounded up to 46.
6. If the final score is a negative, it is rounded up to zero.
7. In the case of tied winning scores, the winner will be decided by counting the mistakes (incorrectly assigned dates) of the competitors. The competitor with the least number of incorrectly assigned dates is the winner.

Translations

Translations are made available at the World Memory Championships and some National and International competitions on request with a minimum of one month's notice.

Discipline 7. Random Cards – 10-, 30- and 60-Minute Disciplines

Aim

To commit to memory and recall as many separate packs (decks) of 52 playing cards as possible.

Note: there is a five- to fifteen-minute break between memorising and recall to allow for collection of the packs of cards.

Time	National (Speed)	International	World
To memorise	10 minutes	30 minutes	60 minutes
To recall	30 minutes	60 minutes	120 minutes

Memorisation

1. A number (specified by the competitor) of separate and individual shuffled packs (decks) of 52 playing cards.
2. The competitor must bring his/her own cards; these must be handed to the adjudicator for shuffling the day before the start of the World Memory Championships and before the competition commences on the day of a National/International competition.
3. The cards can be looked at repeatedly and more than one card can be looked at simultaneously.
4. The order of memorisation (top to bottom or bottom to top) should also be indicated. This can be done during memorisation or immediately after. Elastic bands and labels will be provided to the competitor for this purpose.

5. The packs must be numbered in sequence, initialled and bound with an elastic band.
6. Competitors hand in the memorised packs and indicate whether the last pack has been partially committed to memory.

Recall

1. Competitors will be provided with Recall Papers – two decks per page.
2. If a competitor wishes to use his/her own Recall Papers, these must be handed in and approved by the Senior Arbiter before the competition.
3. Competitors must write down the order of each pack of cards so that the value (e.g. A, 2, 3....J.Q.K) and suit (Clubs, Diamonds, Hearts, and Spades) is clear for each card in each pack.
4. Competitors who use Arabian Memory Cards must write down the order of each pack of cards so that the value (0, 1, 2, ٠، ١، ٢، ٣، ٤، ٥، ٦، ٧، ٨، ٩) and suit (Earth, Wind, Fire and Water) is clear for each card in each pack.
5. Competitors must make it clear on their Recall Papers, to which pack the list of cards is referring to.

Scoring

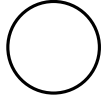
1. 52 points are awarded for every pack (deck) correctly recalled.
2. 26 points are awarded if there is a single mistake written down (including missing cards).
3. 0 points are awarded if there are two or more mistakes.
4. In the case of two cards being transposed, this counts as two errors.
5. There is no penalty if not all decks are attempted.
6. For the last pack only: if the last pack is incomplete (e.g. only the first 38 cards were memorised) and all of the cards recalled are correct, then the points awarded will equal the number of cards recalled (38 in this example).
7. If the last pack is incomplete and there is one mistake, then the points awarded will equal half the number of cards recalled.
8. For an odd number of cards, the fraction is rounded up e.g. if 29 cards with one mistake, the score is divided by 2, $29/2 = 14.5$ and rounded up to 15.
9. Two or more mistakes in the last pack scores 0.
10. In the case of tied winning scores, the winner will be decided by looking at the extra decks the competitor has tried to recall but for which he/she got 0 points. For every correctly positioned card in that deck, 1 decision point will be given. The competitor with the most decision points is the winner.



Cards Recall

A1

A2



Name : _____ WMSC ID : _____

Write the number or letter A(ce), J(ack), Q(ueen), K(ing)

Deck #					
♠A	1	♠	♥	♣	♦
♠2	2	♠	♥	♣	♦
♠3	3	♠	♥	♣	♦
♠4	4	♠	♥	♣	♦
♠5	5	♠	♥	♣	♦
♠6	6	♠	♥	♣	♦
♠7	7	♠	♥	♣	♦
♠8	8	♠	♥	♣	♦
♠9	9	♠	♥	♣	♦
♠10	10	♠	♥	♣	♦
♠J	11	♠	♥	♣	♦
♠Q	12	♠	♥	♣	♦
♠K	13	♠	♥	♣	♦
♥A	14	♠	♥	♣	♦
♥2	15	♠	♥	♣	♦
♥3	16	♠	♥	♣	♦
♥4	17	♠	♥	♣	♦
♥5	18	♠	♥	♣	♦
♥6	19	♠	♥	♣	♦
♥7	20	♠	♥	♣	♦
♥8	21	♠	♥	♣	♦
♥9	22	♠	♥	♣	♦
♥10	23	♠	♥	♣	♦
♥J	24	♠	♥	♣	♦
♥Q	25	♠	♥	♣	♦
♥K	26	♠	♥	♣	♦
♣A	27	♠	♥	♣	♦
♣2	28	♠	♥	♣	♦
♣3	29	♠	♥	♣	♦
♣4	30	♠	♥	♣	♦
♣5	31	♠	♥	♣	♦
♣6	32	♠	♥	♣	♦
♣7	33	♠	♥	♣	♦
♣8	34	♠	♥	♣	♦
♣9	35	♠	♥	♣	♦
♣10	36	♠	♥	♣	♦
♣J	37	♠	♥	♣	♦
♣Q	38	♠	♥	♣	♦
♣K	39	♠	♥	♣	♦
♦A	40	♠	♥	♣	♦
♦2	41	♠	♥	♣	♦
♦3	42	♠	♥	♣	♦
♦4	43	♠	♥	♣	♦
♦5	44	♠	♥	♣	♦
♦6	45	♠	♥	♣	♦
♦7	46	♠	♥	♣	♦
♦8	47	♠	♥	♣	♦
♦9	48	♠	♥	♣	♦
♦10	49	♠	♥	♣	♦
♦J	50	♠	♥	♣	♦
♦Q	51	♠	♥	♣	♦
♦K	52	♠	♥	♣	♦

Deck #					
♠A	1	♠	♥	♣	♦
♠2	2	♠	♥	♣	♦
♠3	3	♠	♥	♣	♦
♠4	4	♠	♥	♣	♦
♠5	5	♠	♥	♣	♦
♠6	6	♠	♥	♣	♦
♠7	7	♠	♥	♣	♦
♠8	8	♠	♥	♣	♦
♠9	9	♠	♥	♣	♦
♠10	10	♠	♥	♣	♦
♠J	11	♠	♥	♣	♦
♠Q	12	♠	♥	♣	♦
♠K	13	♠	♥	♣	♦
♥A	14	♠	♥	♣	♦
♥2	15	♠	♥	♣	♦
♥3	16	♠	♥	♣	♦
♥4	17	♠	♥	♣	♦
♥5	18	♠	♥	♣	♦
♥6	19	♠	♥	♣	♦
♥7	20	♠	♥	♣	♦
♥8	21	♠	♥	♣	♦
♥9	22	♠	♥	♣	♦
♥10	23	♠	♥	♣	♦
♥J	24	♠	♥	♣	♦
♥Q	25	♠	♥	♣	♦
♥K	26	♠	♥	♣	♦
♣A	27	♠	♥	♣	♦
♣2	28	♠	♥	♣	♦
♣3	29	♠	♥	♣	♦
♣4	30	♠	♥	♣	♦
♣5	31	♠	♥	♣	♦
♣6	32	♠	♥	♣	♦
♣7	33	♠	♥	♣	♦
♣8	34	♠	♥	♣	♦
♣9	35	♠	♥	♣	♦
♣10	36	♠	♥	♣	♦
♣J	37	♠	♥	♣	♦
♣Q	38	♠	♥	♣	♦
♣K	39	♠	♥	♣	♦
♦A	40	♠	♥	♣	♦
♦2	41	♠	♥	♣	♦
♦3	42	♠	♥	♣	♦
♦4	43	♠	♥	♣	♦
♦5	44	♠	♥	♣	♦
♦6	45	♠	♥	♣	♦
♦7	46	♠	♥	♣	♦
♦8	47	♠	♥	♣	♦
♦9	48	♠	♥	♣	♦
♦10	49	♠	♥	♣	♦
♦J	50	♠	♥	♣	♦
♦Q	51	♠	♥	♣	♦
♦K	52	♠	♥	♣	♦

Cards Recall Paper (with competitor's checking columns)

Sample Speed Random Words Memorisation Sheet
2013 XX Memory Championships
Speed Random Words

1 belt	21 mobile	41 sticker	61 nail	81 finger
2 table	22 penguin	42 rose	62 light	82 bridge
3 dinner	23 swag	43 eggs	63 glass	83 chair
4 timer	24 moon	44 bottle	64 fixture	84 bangle
5 inventor	25 saddle	45 sofa	65 hoof	85 doll
6 cockatoo	26 ute	46 prism	66 pizza	86 sheep
7 spectacles	27 fugitive	47 whip	67 wing	87 money
8 swim	28 bake	48 football	68 wood	88 bubble
9 lagoon	29 nose	49 post	69 pet	89 waste
10 planter	30 wiper	50 basket	70 speech	90 pebble
11 juice	31 cover	51 stapler	71 autograph	91 leaf
12 glove	32 octopus	52 form	72 rain	92 rug
13 plate	33 wax	53 fountain	73 hide	93 arbor
14 pillow	34 memory	54 police	74 lily	94 frame
15 band	35 tunnel	55 rock	75 stubby	95 hamper
16 water	36 stinger	56 ranch	76 union	96 handle
17 willow	37 stove	57 butter	77 hand	97 cart
18 mud	38 apple	58 star	78 atlas	98 pear
19 stubble	39 horse	59 boat	79 brush	99 nozzle
20 shower	40 tongue	60 gravel	80 trek	100 hall

Discipline 8. Random Words

Aim

The aim is to commit to memory as many random words (e.g. dog, vase, guitar, etc. in complete columns of 20 words) as possible and recall them perfectly.

Time	National	International	World
To memorise	5 minutes	15 minutes	15 minutes
To recall	15 minutes	30 minutes	30 minutes

Memorisation

1. A list of generally known words organised in columns of 20 words with 5 columns to a page. Approximately 80% concrete nouns, 10% abstract nouns and 10% infinitive verbs.
2. The words are sourced from an internationally recognised dictionary. This source document was chosen for its suitability for kids and junior competitors and a standard level of vocabulary for all adults.
3. Words that are spelt differently in some regions, such as English (UK) and English (USA) e.g. tire and tyre will be avoided. Words that are culturally specific or sensitive will also be avoided.
4. The number of words presented equals the current world record +20%.

5. Each column is separate. Competitors must start at the first word of column one and remember as many of the words (in that column) in order as possible.
6. Competitors may choose which column(s) to attempt.

Recall

1. Competitors must write down the list of words on the Recall Papers provided.
2. If a competitor wishes to use his/her own Recall Papers, these must be approved by the adjudicator before the competition.
3. Each word must be clearly numbered and the start and finish of each column of words easily identifiable.

Scoring

1. A point is awarded for every word in a complete column where all 20 words are correctly spelt.
2. The competitor may use upper- or lower-case letters.
3. One mistake (including plurals, gaps and synonyms) in a column of 20 words gives a score of 10 for that column (20/2).
4. Two or more mistakes in a column of 20 words scores 0 for that column.
5. There is no penalty for missing columns.
6. For the final column only. If the final column is partially complete, a point is awarded for each word if all are correctly spelt. One mistake in the partial column means the points awarded will equal half the number of words recalled. Two or more mistakes will score 0 for the column.

7. * If a word has been clearly memorised, but has been spelt incorrectly, no points are given for this word. It will not, however, cancel other words in a column. For example, if somebody writes 'rythm' instead of 'rhythm', no points will be given for this word and, if all other words in the column are correct, full marks minus one will be given for that column (e.g. 19).
 8. Singular and plural mistakes count as a memory mistake.
 9. If there is both one memory mistake in a column and a spelling mistake, then first the maximum points given for the column will be halved and then a point for the wrongly spelt word will be subtracted (e.g. max 20 points, divided by 2 gives 10 points, minus one is 9.) If the spelling mistake was deducted before halving, $9\frac{1}{2}$ points would be rounded back up to 10 with no penalty for a single spelling error.
 10. To remember the order, follow the MouSe rule (developed by Gaby Kappus) so named as in the word 'MouSe' M for memorisation comes before S for spelling.
 11. The Total Points for all columns are added up. If the total includes a half mark, it is to be rounded up (72.5 points = 73 points) and the total is written at the top of the Recall Sheet.
 12. In the case of tied winning scores, the winner will be decided by looking at the columns the competitor tried to recall but for which he/she got 0 points. For every correctly positioned word in that column, one decision point will be awarded. The competitor with the most decision points is the winner.
- * This rule helps limit complications that may arise from spelling ambiguities, mistakes in translations, dyslexia, and handicaps for non-English speakers etc.

Translations

Translations are made available at the World Memory Championships and some National and International competitions on request with a minimum of one month's notice.



Spoken Number Recall Papers - 100

[illegible]

91

Discipline 9. Spoken Numbers

Aim

To commit to memory and recall as many Spoken Numbers as possible.

Note: there is a break after the recall phase to allow for scoring of each attempt. Competitors are advised of their results before attempting the second and third trial.

Time	National (Speed)	International	World
To memorise	Attempt 1 - 100 seconds Attempt 2* - 300 seconds	Attempt 1 - 100 seconds Attempt 2 - 300 seconds Attempt 3 - world record +20%	Attempt 1 - 200 seconds Attempt 2 - 300 seconds Attempt 3 - world record +20%
To recall	Attempt 1 - 5 minutes Attempt 2 - 15 minutes	Attempt 1 - 10 minutes Attempt 2 - 15 minutes Attempt 3 - 25 minutes	Attempt 1 - 10 minutes Attempt 2 - 15 minutes Attempt 3 - 25 minutes

* Organisers may choose second trial to be World Record +20% if competitors believe they may come close to this.

Memorisation

1. Randomised decimal digits are broadcast via a software program and good quality speakers in English (e.g. 1, 5, 4, 8, etc) at a rate of one second per digit.
2. In the final trial of the World Memory Championships, the number of digits spoken equals the current world record +20%.
3. For non-English speaking International and National competitions only, the official/majority language may be used. At the discretion of the Event Organisers of Open competitions only, additional trials may be provided in English or the sole trial may be switched to English. Competitors may only participate in one set of languages.
4. No writing is allowed during the playing of the recording.
5. When a competitor has reached their memorising limit, they must stay quietly in their seats for the remainder of the recording.
6. If for some reason the attempt has to be paused due to an external distraction, the attempt will be continued from five numbers before the interruption. The extra recording will be played for the rest of the numbers to the target amount.

Recall

1. Competitors must use the Recall Papers provided.
2. If a competitor wishes to use his/her own Recall Papers, these must be approved by the adjudicator before the competition.
3. Competitors must write their recalled numbers in consecutive order from the start of the spoken sequence.
4. Competitors may have the Recall Papers for the discipline placed on the floor under their desks prior to the memorisation phase.
5. Once the recording has finished and they are advised to do so by the Adjudicator, they may pick up the papers and begin the recall.

Scoring

1. One point is awarded for every correct consecutive digit that the competitor writes down from the first digit of the spoken sequence.
2. As soon as the competitor makes their first mistake, that is where the marking stops. For example, if a competitor recalls 127 digits but makes a mistake at the 43rd digit, then the score will be 42. If a competitor recalled 200 digits but made a mistake on the first digit the score would be 0.
3. In the case of an external distraction, the competitors must be able to write down the numbers of the first trial, and then the numbers of the second extra trial will be added. For example: A trial with 100 digits where a loud noise disrupts the discipline at the 47th digit. The organiser decides that until digit 42 (i.e. five digits before the interruption), the number could have been recalled perfectly.
4. The recording is resumed at digit 42 and continues to the 100th digit.
5. If the reason for the disturbance was a competitor who has disturbed the discipline in an unfair manner, then he/she is not allowed to take part in the extra trial.
6. For National events: If two or more competitors achieve a perfect score of 300 seconds, the winner will be determined by the competitor with the highest score in the first attempt. If both attempts are equal, the result will be joint first place.

7. For International and WMC events: If two or more competitors achieve a perfect score, the winner will be determined by the competitor with the highest score in the other attempt/s. If equal, the competitor with the highest score in the first attempt is the winner. If all attempts are equal, the result will be joint first place.



ATTEMPT 1 WORLD MEMORY CHAMPIONSHIPS : SPEED CARDS RECORD SHEET

NAME OF COMPETITOR:

TIMER READING:

:

.

MINUTES

SECONDS

TENTHS

HUNDREDTHS

WMSC ID

ARBITER:

NUMBER OF CARDS CORRECTLY RECALLED:

COMPETITOR'S SIGNATURE:

Marking Record Slips



Checking Cards with a Competitor

Discipline 10. Speed Cards

Aim

To commit to memory and recall a single pack (deck) of 52 playing cards in the shortest possible time.

There are two attempts at this discipline with a 'fresh' deck provided at each trial.

Time	National	International	World
To memorise	≤5 minutes	≤5 minutes	≤5 minutes
To recall	5 minutes	5 minutes	5 minutes

Memorisation

1. A freshly shuffled pack (deck) of 52 playing cards. The competitor must provide his/her own cards; these must be shuffled by the adjudicator before the competition.
2. Competitors who expect to memorise the complete pack (deck) of cards in less than 5 minutes use a Speed Stacks timer under supervision of an Arbiter/invigilator.
3. Competitors may start memorisation at any point during 5 minute memorisation period.
4. The cards can be looked at repeatedly and more than one card can be looked at simultaneously.
5. The deck of cards must be in clear sight at all times – wrists must be kept at desk level wherever possible.

6. Competitors must not begin recalling their pack until the adjudicator has announced that the 5-minute recall period has commenced.

Recall

1. After the memorising phase, each competitor gets a second pack of cards which is in perfect order (i.e. 2 Hearts, 3 Hearts, 4 Hearts, etc. and 0 Earth, 1 Earth, 2 Earth for Arabian Memory Cards). The competitor has to order this second deck of cards in the same sequence as the pack just memorised.
2. The packs will be clearly identified as the first or second (recall) pack.
3. After the recall phase, both decks will be put beside each other on the table, the top card being the first one memorised.

Scoring

1. The Arbiter will compare each card from the memorised pack with each card of the recall pack. At the first discrepancy between the two packs, only the cards up to this point will be counted.
2. The competitor who correctly memorises all 52 cards in the quickest time wins the discipline.
3. If a competitor recalls less than 52 cards, the memorisation time (t) will be taken as 300 seconds and they will receive a score of $c/52$ points where c is the number of cards correctly recalled.
4. Scores will be calculated using the following formula for a complete deck of cards correctly memorised:

$8007.5/(\text{time to the power of } 0.75)$

This gives 1000 points for a deck recalled in 16.02 seconds.

5. The best score from the two attempts counts.
6. In the case of tied winning scores, the best score of the other trial will decide the winner.

Speed Stacks timer

Many tournaments (including the World Memory Championships) make use of Speed Stacks timers in which timing automatically starts when competitors remove either hand from touch sensitive panels. Timing stops when competitors replace both hands on the panels after memorising. Competitors may not adapt Speed Stacks timers such that they may be stopped by one hand (e.g. by placing a weight on one pressure pad).







Chapter Eight

Grandmaster of Memory (GMM)

The title of Grandmaster of Memory was first awarded in October 1995 at a Memory Awards Ceremony at Hanbury Manor. The event was a conscious homage to the very first award of chess grandmaster titles at St Petersburg in 1914 by Czar Nicholas II to the greats of the world's most widespread mind sport.

The award of the memory titles was jointly sanctioned by His Serene Highness Prince Philipp von und zu Liechtenstein, the Brain Trust Charity, which endorsed and hosted the event, and Tony Buzan, International Arbiter of Mental World Records.



The first Grand Master of Memory Awards in October 1995

For a current list of Grandmasters see

<http://www.world-memory-statistics.com/grandmasters.php>

In 2012, to encourage new entrants globally to take up the sport of memory, the World Memory Sports Council introduced a new title of International Master of Memory (IMM) and redefined qualification criteria for the title of Grandmaster of Memory (GMM).

The title of World Memory Champion (WMC), contested annually, remains the supreme means of recognition of Memory Athletes.

The changes were introduced for two reasons:

1. To maintain the prestige of GMM as the ultimate permanent accolade in memory.
2. To grant recognition for achievement at a lower level than GMM but still outstanding.

The International Master of Memory (IMM) criteria must be achieved in WMSC approved, 10 discipline tournaments. Competitors do not have to achieve all three norms in a single tournament. At time of writing the requirement is as follows:

1100 digits in one hour

12 decks of cards in one hour

One deck of cards in 60 seconds or less

Competitors who wish to attain their International Master of Memory qualifications at a World Memory Championships must ensure that they compete in all 10 disciplines achieving a cumulative score of 3000 championship points i.e. not solely focusing on the International Master Events.

Grandmaster of Memory (GMM) can only be awarded at the World Memory Championship. GMM titles will be awarded to the top five placed competitors that are not already GMMs who have achieved a total of 5,500 or more cumulative points in that year.

Any competitor who already has a full GMM title will maintain their title for life.

International Grandmaster of Memory (IGM)

The title of International Grandmaster of Memory (IGM) is awarded to everyone who has achieved more than 6,500 points according to current millennium standards at a World Memory Championship and to all former World Memory Champions.







*2019 UK Open Memory Champion Silvio Di Fabio
with Eight-time World Memory Champion, Dominic O'Brien*

Chapter Nine

The Millennium Standards - How Championship Points are Awarded

To ensure a fair and consistent scoring system for all competitions worldwide, the Millennium Standard Counting System for the Memory Championships was adopted. This was inspired by the standard points systems used in the World and Olympic track-and-field event, the Decathlon (a similar scoring system is used for the Pentathlon and Heptathlon).

In the Decathlon, the International Athletic Committees set Future Standards in each discipline, which were comfortably above the world records in that discipline. They were set as future goals, and as ‘Future Standards’ against which any Decathlete could measure current performance, current world standing, and future goals. If an athlete were to reach the Future Standard in any of the 10 disciplines, that athlete would receive 1,000 points for that discipline.

Thus an ‘ideal’ performance would be to smash the world records in each of the 10 disciplines, and in the process reaching the ‘Future Standard’ goal. Such a performance would give the competitor a perfect 10,000 points.

Each memory discipline has a Millennium Standard set that is above the world record and seen as unachievable for some time. This scores 1,000 points. Current Millennium Standards can be seen on the World Memory Championships website.

Review Process

Millennium Standards are reviewed and revised annually in January. If three competitors have broken the Millennium Standard (MS) since it was last revised, it is increased to the mean average of top three scores +10%.

World and National Rankings

The World Rankings are determined according to each competitor's best Ranking Raw Score, which is calculated based on the current Millennium Standards and are subject to change.

Similar to a Decathlon, the maximum score theoretically is 10,000 points and the formula used to calculate the World Rankings changes as records are broken and new standards are set.

Note: each time a championship is included/uploaded in the World Memory Statistics website, the World Rankings are recalculated.



2018 World Memory Championships, Hong Kong

Chapter Ten

World Memory Sports Council (WMSC) Code of Ethics

Purpose and Scope

1. The purpose of this code of ethics is to:
 - a. set the standards of which the conduct of competitors, Arbiters, tournament directors, sponsors, and other individuals and entities participating in the affairs of the World Memory Sports Council (WMSC), including competitions and other activities sponsored or sanctioned by the WMSC, should conform;
 - b. specify sanctions for conduct that does not conform to such standards; and
 - c. specify the procedures by which alleged violations are to be investigated and, if necessary, the appropriate sanctions imposed.
2. The standards, procedures, and sanctions set forth in this code of ethics are not equivalent to criminal laws and procedures. Rather, they concern the rights and privileges of WMSC membership, including, but not limited to, the privilege of participating in competitions, events, or other activities as a member of the WMSC.
3. The standards, procedures, and sanctions set for this code of ethics shall apply only to:

- a. actions and behaviour by members of the WMSC that occur in connection with competitions or other activities sponsored by or sanctioned by the WMSC;
- b. individuals and entities acting in an official capacity as officers or representatives of the WMSC. Each member of the WMSC and each participant in a WMSC activity shall be bound by this code of ethics; and
- c. actions and behaviour of all memorisers, competitors, Arbiters, medal holders and champions participating in competitions anywhere in the world which are sanctioned and accredited by the WMSC.

The WMSC Ethics Committee

- 4. The WMSC Ethics Committee is appointed in accordance with procedures consistent with the bylaws of the WMSC. The committee exists to consider allegations of unethical conduct at or in connection with events sanctioned by the WMSC, and allegations of unethical conduct involving the WMSC and its activities, in accordance with the standards and procedures contained in this code. The committee will exercise all other duties as may be assigned by the bylaws or by action of the WMSC Board.

Standards of Conduct

- 5. The actions and behaviour of individuals participating in WMSC activities, or in events sponsored by or sanctioned by the WMSC, shall be lawful and in accordance with all WMSC rules and regulations, and consistent with the

principles of fair play, good sportsmanship, honesty, and respect for the rights of others.

Procedures

6. Any WMSC member may initiate procedures under this code of ethics by filing a complaint in a timely manner with the WMSC Ethics Committee. In the case of any accusation that does not fall clearly under the ‘Standards of Conduct’ above, the Ethics Committee shall have the authority to decide whether the alleged conduct is within the scope of the code of ethics. In the case of each alleged violation that is within the scope of the code of ethics, the following steps shall occur in a timely manner:
 - a. A factual inquiry shall be made by the Ethics Committee, assisted as necessary by the WMSC staff. Previous findings of the Ethics Committee or other WMSC entities may be included among the evidence considered by the Ethics Committee, if relevant to the circumstances of the present case. As a part of such an inquiry, any person accused of unethical conduct shall have the right to examine the evidence against him or her, the right to respond to the accusation, and the right to produce written evidence in his or her behalf.
 - b. Appropriate sanctions, if any, shall be recommended by the Ethics Committee. In recommending sanctions, the Ethics Committee may consider any previous ruling or finding of the Ethics Committee, or other WMSC entity, pertaining to the past conduct of the person being sanctioned. In recommending sanctions, the person

being recommended for sanctions must be informed of this fact. Any person against whom sanctions have been recommended shall be promptly notified.

- c. Except as specified in 6(e) recommended sanctions shall be deemed final unless appealed to the Executive Board by the person or persons upon whom the sanctions have been imposed, or upon the initiative of any member of the Executive Board. Such an appeal must be made within thirty days of the date that notification of recommended sanctions occurred, except that the Executive Board may extend the deadline for appeal if, in its judgement, an unavoidable delay in communications or other valid cause prevented a timely appeal.

If an appeal has not been filed by the deadline commended sanctions shall be placed into effect.

- d. Upon appeal, a review of the facts and the appropriateness of the recommended sanction shall be undertaken by the Executive Board.

The person against whom the sanction has been recommended, as well as the person filing the initial complaint, shall be given notice of the time and place the Executive Board will review the case.

The person against whom the sanctions have been recommended shall have the right to appear before the Board and present evidence.

In all appeals the recommended sanctions imposed by the Ethics Committee shall not be in effect until the appeal hearing is completed. The recommended

sanctions shall be confirmed, modified, or revoked by the Executive Board.

- e. If the person against whom sanctions have been recommended is a member of the WMSC Executive Board, he or she may not appeal the sanctions to the Executive Board, but may appeal to the WMSC Board of Delegates at its next scheduled meeting.
- f. If any member of the Ethics Committee or of the WMSC Executive Board has a conflict of interest of any kind that might preclude objective participation in the consideration of any case, that person may not act in the capacity of a committee or board member on the case.

Sanctions

- 7. The following are some of the sanctions that may be imposed as a result of the procedures specified above. In unusual cases, other appropriate sanctions may be imposed, or these sanctions may be varied or combined:

- a. Reprimand. A determination that a member has committed an offence warranting discipline becomes a matter of record, but no further sanction is imposed at the time.

A reprimand automatically carries a probation of at least three months or longer if so specified.

If the member is judged guilty of another offence during the probation, he or she is then liable to further sanctions for both offences.

- b. Censure. A determination that a member has committed a serious offence warranting discipline

becomes a matter of record, but no further sanction is imposed at the time. Censure automatically carries a probation of at least one year or longer if so specified. If the member is judged guilty of another offence during the probationary period, he or she is then liable to further sanctions for both offences.

- c. **Suspended sentence with probation.** A determination is made that the member has committed an offence warranting discipline. When the discipline is imposed and execution thereof suspended, such suspension shall include probation for at least six months longer than the discipline imposed. If the member is judged guilty of another offence during this period, unless otherwise decreed, the original discipline shall be added to such new discipline as may be imposed for the new offence.
- d. **Suspension.** Suspension is a determination that the member has committed an offence warranting abrogation, for a specified period of time, of all membership rights and privileges.
- e. **Expulsion.** Expulsion is a determination that a member has committed an offence warranting permanent abrogation of all membership rights and privileges.

An expelled member may be readmitted to membership only by the WMSC Executive Board or by the WMSC Board.

- f. **Exclusion from events.** This is a more selective determination that a member has committed an

offence warranting abrogation of the right to participate in certain specified events or activities.

8. If the person being sanctioned is a member of the WMSC Board, the Ethics Committee may recommend no sanctions other than censure or reprimand, but may also recommend to the Board other actions.
9. In the case of every sanction that involves suspension or expulsion, a member may not hold any office in the WMSC or participate in any capacity in any event or activity sponsored by or sanctioned by the WMSC.
10. The WMSC administration office shall be informed in writing of all official determinations by the Ethics Committee, and shall record any recommendations of any sanctions. The WMSC Business Office shall inform the Executive Board of any sanctions recommended.





The 2017 India National Memory Championships

Chapter Eleven

Unethical Conduct

Memory is one of the most honourable sports and it is extremely rare to find a competitor who behaves unethically. Unfortunately, no sport is completely free of individuals who feel the need to behave in an unsportsmanlike manner and to bend the rules in their favour.

Every tournament must ensure that the opportunities for unethical behaviour are minimised for the benefit of the majority of those taking part.

One of the main responsibilities of an Arbiter is to know what to look for where unethical conduct is suspected, including: -

1. Concealing Memorisation Papers and transcribing data

It is imperative that all papers (including apparently blank sheets, as these may have indentations that can be read off on recall) that are present on a competitor's table during memorisation are removed during the recall phase. For this reason, tablecloths should not be used. Bags, coats, etc. should be placed away from competitors' tables or preferably in a separate cloakroom.

2. Communication between competitors

Any competitor talking during either memorisation or recall should be warned and if persisting may be asked to leave the competition room. Competitors who train together are never to be allowed to sit next to each other during a competition. Competitors of the same nationality should be separated wherever practical.

3. Collusion between Competitors and Arbiters

Arbiters are not permitted to alter or change any part of a competitors' answers on a Memorisation Paper. They may make marks that help with the scoring and adding up of results but are to ensure that they don't write over competitors' answers.

Only the Senior Arbiter is permitted to adjudicate on a query by competitors and alter the official results based on an appeal.

If an Arbiter has a friend or relative competing in the event or in some way personally connected to a competitor then they are prohibited from marking or double checking that competitor's paper. Any potential conflicts of interest must be immediately declared.

4. Recording devices

Care should be taken that technology is not concealed, for example within glasses or earphones, hearing protectors. iPods, iPhones, Android phones and any other device that has the potential to be used to record data (both audio recording and photographs) are therefore banned for use by competitors including removal of white noise and as a timer.

All devices must be switched off and stored preferably in a cloakroom. The Senior Arbiter may sanction storage in bags under the competitor's desk if there are insufficient secure cloakroom facilities.

5. Copying from other competitors

A one metre separation of desks is stipulated in order to preclude copying. Arbiters are to be alert to any such activity. If a competitor leaves the competition during recall, they are not permitted to return before the end of the discipline and must hand in their paper on leaving.

6. Playing Cards

All playing cards must be presented to the Arbiters the night before the event to enable sufficient time for every single deck to be thoroughly shuffled. Where possible, every deck must be checked by another individual chosen by the senior Arbiter.

In the Speed Cards discipline, special care should be taken to ensure that competitors have a newly shuffled deck in each trial. Arbiters should shuffle the deck in front of the competitor, place it face down and make sure it is not touched before the start of memorisation. Competitors are permitted to pick up the deck before timing is started provided that they cannot see any of the cards.

For all card disciplines, competitors must memorise the deck of cards with both hands clearly visible on the table. Reviewing cards on the competitors' lap is not allowed.

Changing the order of the cards is not permitted.

If the competitor finds that a deck of cards provided for memorisation has not been adequately shuffled then they must immediately raise their hand for a replacement deck or be disqualified from that discipline.

7. Spoken Numbers and Large-Scale Events

In the Spoken Numbers discipline and large-scale events such as the World Memory Championships, competitors may have the Recall Papers placed on the floor under their desks during memorisation to prevent delay in handing these out.

Care should be taken to ensure that these are not picked up until the end of memorisation and instruction from the tournament organiser to begin recall.

8. Monitoring during the Competition

Arbiters are to be vigilant during both the memorisation and recall phases and are authorised to walk up and down the competition room to monitor competitors and assist with any queries for help. Arbiters are to minimise excess movement and are not permitted to distract competitors – particularly during memorisation phase.

Arbiters are not permitted to move during short disciplines (such as Speed Numbers, Speed Cards, Spoken Numbers discipline), unless under exceptional circumstances.

To assist Arbiters, security monitoring and video recording of competitions has now been introduced. Cameras positioned on platforms to give a clear view of all competitors should be operated either by a remote controller or with a live operator. If this is the case, then there should be two-way

communications between the Senior Arbiter and the cameraman so that individual competitors can be watched if required.

Arbiters must be alert to ensure that competitors only turn over sheets, commence and stop memorisation and recall when instructed to do so. If a competitor repeatedly ignores such instructions, they may face penalties or exclusion from the competition.

9. Room layout

Many of the requirements for room layout are designed to eliminate the possibility of unethical behaviour.

Desks should be laid out in rows with every competitor seated behind their desk facing the same way.

Every competitor must have his or her own desk separated from adjacent desks by a distance of at least one metre. In cases where this is not possible dividing screens may be placed between adjoining desks to separate competitors.

Competitors are allowed to choose where they sit in World Ranking order. So, the top ranked competitor in the tournament gets first choice to choose a desk/location, followed by the second ranked and so on.

It is recommended that no two competitors who train together are allowed to sit at adjacent desks. Whilst it is unlikely that they would be able to signal to each other undetected, this helps to eliminate any possibility of the situation arising.

Tablecloths are not to be used for competitions. All bags and coats are to be stored in a separate secure cloakroom. If one is

not available the back of the room is acceptable. At the Senior Arbiter's discretion, they may be stored under the competitor's chair.

Nothing may be placed between desks where they could obstruct Arbiters' access and become a tripping hazard.

All documents including loose papers must be placed under the chair in the first instance or under the desk, out of reach of the competitor during the memorisation and recall phases of the competition.

Every competitor should have a printed sign attached to the front of the desk with their name, nationality and required language translation, if appropriate. This assists with identifying who is missing if anyone is late back from a break, and for efficiently distributing question papers provided in multiple languages.

For one minute prior to the memorisation phase starting (composure time) up until the end of the recall phase, the competition room is to be kept totally silent. 'SILENCE' and 'SWITCH OFF MOBILE PHONE' notices are posted inside and outside the competition room and along any corridors or staircases leading to it.

Competitors, Arbiters, spectators and media must not mumble or distract competitors (intentionally or unintentionally) by talking, making noise, knocking tables, using flash photography or excessive movement during the memorisation and recall phases.

Competitors are prohibited from entering the Arbiters' Room / paper marking area. If a competitor has a query, they must

stand at the entrance of the Arbiters' Room and wait to be served. At the World Memory Championships, competitors are required to complete the official query form. The Senior Arbiter will then review the papers and make a determination.

News crews, photographers and journalists are welcome to attend competitions. The Arbiter in charge always has the final say on who may enter the competition room during the discipline. Flash photography during disciplines is not allowed. Depending on room layout, a photography zone may be put in place that must be respected to avoid distraction to competitors.

Spectators, competitors, Arbiters and journalists must be respectful of others. Sexist, racist, or offensive behaviour will not be tolerated.

If there is any disruption whatsoever, the offender will be removed and not allowed to re-enter during the remainder of the entire competition.

Score Verification

Competitors who believe they have a chance of breaking a world record must identify themselves before the discipline commences and sit in the Hot Zone during the discipline.

In the event of suspected unethical behaviour, the competitor will be asked to undertake verification/ confirmation of ability to reproduce a similar score/time in the discipline, such as the Speed Cards discipline.

The WMSC reserves the right to ask a competitor to repeat the discipline and achieve a similar result within a margin of 10% - 15%.

Examples:

If a competitor claims to have achieved a result in Speed Cards of 20 seconds - they would have to repeat a time within 22 seconds.

For a result of 1000 decimals - retest with a minimum of 900 decimals.

If a competitor feels they are not able to repeat a similar time during the competition (for example, if they have used up all their mental journeys), a retest must be carried out within two weeks by a Level Two Arbiter in order for their results to be confirmed.



Competitors prepare for the 2002 WMC in Simpsons on the Strand

Appendix 1

Useful Contacts / Sources of Information

The Guild of Mind Sports Arbiters:

<http://www.gomsa.global>

Memory Statistics:

<http://www.world-memory-statistics.com>

The World Memory Championships:

<http://www.worldmemorychampionships.com>

Facebook (search for):

Official World Memory Championships Group

For further details contact:

enquiries@tonybuzan.com



In 1991 Tony Buzan, in partnership with Raymond Keene OBE, founded the World Memory Championships. This has grown into an international phenomenon now involving over forty countries worldwide, establishing a major new Mind Sport on the global stage at a local, regional, national and international level.

The World Memory Sports Council (WMSC) was formed as the independent governing body of the Mind Sport of Memory to regulate competitions worldwide and to administer the World Rankings. This book details rules, procedures and standards for competitions. It is the official reference for Championships Organisers and Arbiters Worldwide and a useful resource for new and seasoned competitors alike.



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