

General Rules

1. Competitors are not allowed to take a note during memorization time
2. Competitors are not allowed to see other competitors answer sheet during recall time
3. Competitors are not allowed to make any disturbing voice during memorization time
4. Competitors are not allowed to make any disturbing move during memorization time
5. Competitors must sit down during memorization time

Record 1. Random Colors

Aim

To commit to memory and recall as many random colors as possible in 5 minutes. Recall time is 15 Minutes

Note: there is a 5-15 minutes break between memorizing and recall to allow for adjudicators close the board of memorization and secure it from competitors

Memorization

1. There will be 4 kind of colors (blue, yellow, red, and green) that present in cards.
2. Adjudicators will shuffled the cards and put those on a big board in a clear sequence (top left to bottom right). While this process happen, competitors are not allowed to see it.
3. There will be 1 minute concentration time before memorization time.
4. The color cards can be looked at repeatedly and more than one card can be looked at simultaneously in memorization time.
5. There will be two attempt, the best score will be chosen by adjudicators

Recall

1. Competitors will be provided with Recall Papers – 100 sequences per page.
2. If a competitor wishes to use his/her own Recall Papers, these must be handed in and approved by the adjudicators before the competition.
3. Competitors must write down with correct mark the order of each sequence of color cards clearly

Scoring

1. One point is awarded for every correct consecutive color that the competitor writes down from the first color of the given sequence.
2. As soon as the competitor makes their first mistake, that is where the marking stops. For example if a competitor recalls 100 colors but makes a mistake at the 43rd color then the score will be 42. If a competitor recalled 200 colors but made a mistake on the first color the score would be 0.
3. If there is a disturbance from a competitor, then he/she is not allowed to take part in this event again.
4. If there is a disturbance from outside, then the competition will be reset
5. If two or more competitors achieve a same score, 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 record.

Record 2. Random Passwords

Aim

To commit to memory and recall as many random Passwords as possible in 5 minutes. Recall time is 15 minutes

Note: there is a 5-15 minutes break between memorizing and recall to allow for adjudicators take the memorization sheets

Memorization

1. There will be 6 combination of one password consist alphabets (A-Z) and numbers (0-9). A password must be contain at least two numbers (eg. AR77GT, 91BTVX, etc...)
2. Adjudicators will random the passwords and provide those on a paper in a clear sequence. While this process happen, competitors are not allowed to see it.
3. There will be 1 minute concentration time before memorization time.
4. The passwords can be looked at repeatedly and more than one password can be looked at simultaneously in memorization time.
5. There will be two attempt, the best score will be chosen by adjudicators

Recall

1. Competitors will be provided with Recall Papers – 100 sequences number per page.
2. If a competitor wishes to use his/her own Recall Papers, these must be handed in and approved by the adjudicators before the competition.
3. Competitors must write down alphabets (in capital letters) and numbers of each sequence of passwords clearly

Scoring

1. One point is awarded for every correct consecutive password that the competitor writes down from the first password of the given sequence.
2. Zero point will be given if any incorrect letter or number in a password
3. If there is a disturbance from a competitor, then he/she is not allowed to take part in this event again.
4. If there is a disturbance from outside, then the competition will be reset
5. If two or more competitors achieve a same score, 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 record.

Record 3. Binary Numbers

Aim

The aim is to commit to memory and to recall as many binary digits (e.g. 101101) as possible in 1 minute. Recall time is 5 minutes

Memorization

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 week 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 memorization. These must be collected at the end of memorization. Every effort is made to ensure a standard format/layout of the memorization 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 Memorizing Paper (missing rows must be clearly indicated).
3. Competitors may choose to leave blanks instead of writing zeroes '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, there will be given 1 decision point. The competitor with the most decision points is the winner.