



Rules Summary

Preface:

This is a shortened version of the rules containing the essential knowledge for first-time arbiters.

I. Memorisation and Recall Times, Points and Penalties

Discipline	Memorisation Time	Recall time	Points per full row/ column / deck	Points per word/ date / name/ number	Penalty for 1 st error	Penalty for 2 nd error
Words	5 minutes 15 minutes	15 minutes 40 minutes	20 per column		Correctly written words in column, halved. Spelling errors give -1. If a spelling error and a gap/mistake coincide in the same column, halve first and only then subtract for the spelling.	column counted as zero
Binary digits	5 minutes 30 minutes	15 minutes 60 minutes	30 per row		Correctly written binary digits in row, halved.	row counted as zero
Names and Faces	5 minutes 15 minutes	15 minutes 30 minutes		1	Names need to be spelled perfectly to be correct (upper/lower case does not matter); no penalty for incorrect names; anti-guessing rule (see below)	
Cards	10 minutes 30 minutes 60 minutes	30 minutes 60 minutes 120 minutes	52 per deck		Correctly written cards in deck, halved.	deck counted as zero

Numbers	5 minutes 15 minutes 30 minutes 60 minutes	15 minutes 30 minutes 60 minutes 120 minutes	40		Correctly written digits in row, halved.	row counted as zero
Images	5 minutes	15 minutes	5 per row		-1 per row	-
Dates	5 minutes	15 minutes		1	-0.5 for each incorrect date	-
Spoken numbers	100 digits 200 digits 300 digits 550 digits	5 minutes 10 minutes 15 minutes 25 minutes		1	counts up to the first mistake	-
Speed cards	Maximum of 5 minutes	5 minutes			counts up to the first mistake	-

- The last row, column or deck does not need to be recalled in full, it is marked up to the last entered data.
- Mark an error in red, no overwriting of competitors' data.
- All half marks (.5) are rounded up.
- Negative results are adjusted to zero.
- All disciplines need to be marked by two arbiters. If they agree, hand over for entering of results. If they disagree, they discuss and if they then still disagree, they discuss with the Senior Arbiter.

II. The Disciplines

Words

- Competitors memorise as many words as possible in the given time.
- If a word has two or more officially recognised spellings in a language (for example Delphin/Delfin in the German language), a word written with a different spelling from the one on the memo sheet, albeit an officially correct one, does not count as a spelling error.
- If a word is spelled wrongly on the memo sheet¹ and the competitor recalls the exact word but with correct spelling, that is no spelling error.
- Spelling error versus genuine mistake: If it is clear to the arbiter which word is meant (no ambiguity) and it is only spelt incorrectly (example: houze), it is a spelling error.
- Synonyms or singular/plural mistakes are full mistakes (example: get/receive; ant/ants).
- If a spelling error and a gap/mistake coincide in the same column, halve first and only then subtract for the spelling². Example: column of 20 words, one mistake and one spelling error. Solution: Halve first, $20/2=10$. Then subtract: $10-1=9$. Raw score for the column is 9.

Binary Digits

- Competitors memorise as many binary digits as possible in the given time.
- Using printed transparent sheets is recommended for marking.

¹ Which of course should not happen but can still happen from time to time.

² If done the other way round, the spelling error would remain inconsequential due to rounding.

- Competitors can choose to leave blanks instead of zeroes. This is allowed as long as done consistently for a page.

Names and Faces

- Competitors memorise as many names as possible in the given time.
- The names need to be spelled correctly in order to count³.
- Anti-guessing rule: To prevent athletes from excessively guessing names, no first or last name must appear more than twice on the recall sheet. From the third name on, there is a penalty of -0.5 for each. Example: "Jerry" is written 5 times. $5-2=3$ (first two do not count). $3 \times -0.5 = -1.5$. The penalty is -1.5.

Cards

- Two persons marking is most efficient.
- Check the top and the bottom of the deck: Competitors can start from both sides.
- Mostly international decks are used. There are exceptions, for example decks where Queen is D. If in doubt, ask a colleague.

Numbers

- Competitors memorise as many digits as possible in the given time.
- Either folding the sheet and marking on your own or in smaller groups can work.
- The results of the first trial are needed before the second trial. This has priority.

Images

- Competitors memorise as many images as possible in the given time.
- Competitors are, differently from the previous version of this event, allowed to have writing and measuring devices on their desk and can also write on their memorisation sheet.

Spoken Numbers

- Competitors memorise digits spoken by a software in a rhythm of one per second.
- Same as with speed numbers: Marking has priority.
- Score only counts up to the first error.

Speed Cards

- Competitors memorise a deck of 52 cards as fast as possible and rearrange the sequence with the help of an ordered deck.
- Competitors need two shuffled and two ordered decks.
- When shuffling, check that there are 52 cards and also that there are no running cards of the same suit (example: 6, 7, 8, 9 of spades)
- Check the cards and shuffle them again immediately before each trial.

³ There is no phonetic check anymore.

- Check that there are always only the memorisation and recall cards for the current trial on the desk.
- Stand where you do not distract the competitor.
- After recall, compare the decks with the competitor by way of both of you flipping over the cards simultaneously. If both decks are in the same order, write down the time. If they are not in the same order, write down the number of cards up to the first mistake.
- Results of all other events need to have been published, including total scores, before this event can start.

General Note for all sequential Disciplines recalled on Paper: inserting Data

- At Numbers, Binary Numbers, Words and the longer Cards disciplines, it sometimes happens that a competitor notices that they have left out data at some point. In this case the competitor is allowed to make a note on the recall sheet detailing where which information is to be added. Example: Competitor makes an arrow pointing at row 5, cell 7 on a Numbers recall sheet and writes: "Note: Insert here 4689."⁴ While this makes marking admittedly more difficult, it is allowed to honor the correct memorisation.

III. Requests for more Data

- For Binary Digits and Numbers further digits can be requested one month in advance.
- For Names, Words, Images, Dates and Spoken Numbers, there is no extra data. They are provided with an amount equal to the current world record plus 20%.

IV. Scoring

Scoring works by taking the so called "raw score" of the competitor (for example: 400 Speed Numbers) and comparing it with the 1000-points standard for the event by this formula⁵:

(raw score divided by standard) times 1000

Speed Cards and Spoken Numbers have a slightly different formula.

All score calculating is done automatically by entering the raw scores into the official results sheet.

V. Closing Remarks to the new Arbiter

We are happy that you have decided to become an arbiter at one of our tournaments.

It will be a great responsibility and not always easy work, but ultimately, as experience has shown, it will be a very satisfying experience and competitors will be grateful for all the hard work that has

⁴ Also more elaborate notes are allowed as long as it remains clear what is meant.

⁵ The previously used concept of so-called "calculation factors" has been abandoned due to rounding errors.

enabled their tournament. We hope that you will like the upcoming days and be motivated to continue your arbiter career.

Best wishes to all of you!

Sincerely,

The International Association of Memory (IAM)

