INDIAN MEMORY SPORTS ACADEMY

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The Ten Disciplines Of Memory Sport

Official

Scoring Guide

How every discipline is presented, recalled and marked

10	2	1
DISCIPLINES	STAGES EACH	STANDARD

The common scoring rules
They apply at every level — school, district, state and national

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BEFORE YOU READ THE RULES

How The Disciplines Are Scored

There are ten disciplines in memory sport. Every one of them has two stages — **memorisation**, when the competitor studies the material, and **recall**, when the competitor writes down what was remembered.

What This Guide Does And Does Not Set

- **It sets the scoring.** How each discipline is presented, how it is recalled, and how the marks and the deductions are worked out. These rules are the same at every level.
- **It does not set the timings.** The time allowed for memorisation and for recall is fixed separately for each championship and is published with that championship's schedule.
- **It does not set which disciplines are contested.** A championship may contest all ten or only some of them — school and state championships often contest fewer.
- **It does not set the quantity of material.** How many pages, rows or decks a competitor is given is fixed for each championship and for each age category.
- **Where a discipline is held over more than one trial, the better trial counts.**

Points & Deductions At A Glance

#	Discipline	Points	Deductions
01	**Random Words**	1 per word	1 mistake in the column — half marks · 2 — nil · spelling –1
02	**Random Numbers**	40 per row	1 mistake –50% · 2 mistakes –100%
03	**Speed Numbers**	40 per row	1 mistake –50% · 2 mistakes –100%
04	**Spoken Numbers**	1 per digit	Marking stops at the first mistake
05	**Historic & Future Dates**	1 per correct year	–0.5 for an incorrect year
06	**Random Playing Cards**	52 for a full deck	1 mistake –50% · 2 mistakes –100%
07	**Speed Cards**	1 per card placed	Marking stops at the first mistake
08	**Binary Numbers**	30 per row	1 mistake –50% · 2 mistakes –100%
09	**Abstract Images**	5 per correct row	–1 for a wrong row
10	**Names & Faces**	1 per name	–0.5 for repeating a name a third time

Words & Numbers

DISCIPLINE 1

Random Words

MEMORISATION	• 20 words in a column, 5 columns to a page (80:20:10 — concrete noun : abstract noun : infinitive verb). • The competitor may choose the column.
RECALL	• The list of words, written in the correct order.
SCORING	• **1 point per word.** • 1 mistake in the column — half marks. 2 mistakes — 0 marks. • No penalty for a missing column. • Incorrect spelling — 1 mark deducted. • One memory mistake **and** a spelling mistake — marks are deducted first for the memory mistake, then for the spelling mistake. • **Judges:** check in Google before treating a spelling mistake as a simple spelling mistake. A simple spelling mistake may in fact be a memory mistake, if the new word formed has a meaning of its own.

DISCIPLINES 2 & 3

Random Numbers & Speed Numbers

SAME PAPER	Random Numbers and Speed Numbers use the same material and exactly the same scoring. Only the time allowed is different, and Speed Numbers is run over two trials.
MEMORISATION	• Rows of **40 digits**, 25 rows to a page.
RECALL	• Written on the recall paper provided.
SCORING	• **40 points per row.** • 1 mistake in the row — 50% deduction. 2 mistakes — 100% deduction. • No penalty for a missing row. Last row — points as per the digits attempted.

Spoken Numbers & Dates



DISCIPLINE 4 · TWO TRIALS

Spoken Numbers

MEMORISATION	• Random digits are played through good quality speakers at **one digit per second**. • **No writing is allowed while the recording is playing.**
RECALL	• Recall paper will be provided. • The recalled numbers are written from the start of the spoken sequence.
SCORING	• **1 point per digit.** • At the first mistake, marking stops. • The better of the trials counts.



DISCIPLINE 5

Historic & Future Dates

MEMORISATION	• 40 dates to a page. Fictitious events, with years ranging from **1000 to 2099**. • No date and no event is repeated twice.
RECALL	• The events are given again in a different order; the competitor writes the year against each one.
SCORING	• **1 point for every correct year.** • Penalty of 0.5 marks for an incorrect year.

Playing Cards



DISCIPLINE 6

Random Playing Cards

MEMORISATION	• Memorise as many decks of cards as possible.
RECALL	• Write the sequence of the cards on the recall sheet provided.
SCORING	• **Full points of 52 marks for a full deck.** • 1 mistake — 50% deduction. 2 mistakes — 100% deduction. • For the last deck, the cards attempted will be considered.



DISCIPLINE 7 · TWO TRIALS

Speed Cards

MEMORISATION	• One shuffled deck of 52 cards, memorised as fast as possible. • **The memorisation time is recorded.** • The better of the trials counts.
RECALL	• Write the sequence of the deck on the recall sheet provided.
SCORING	• **1 point for every correctly placed card in the deck.** • At the first mistake, marking stops. • The memorisation time is noted, and it decides the winner.

Binary & Images

0101
1010
1101

DISCIPLINE 8

Binary Numbers

MEMORISATION	• Rows of **30 digits** (ones and zeros), 25 rows to a page.
RECALL	• Written on the recall paper provided.
SCORING	• **30 points per row.** • 1 mistake in the row — 50% deduction. 2 mistakes — 100% deduction. • No penalty for a missing row. Last row — points as per the digits attempted.



DISCIPLINE 9

Abstract Images

MEMORISATION	• 10 rows of 5 images to a page.
RECALL	• The five images of each row are given again in a different sequence, within the row. • Against each image the competitor writes a number indicating its original position.
SCORING	• **A correct row scores 5 marks.** • 1 mark is deducted for a wrong row.

People

DISCIPLINE 10

Names & Faces

MEMORISATION

- Colour photographs (head and shoulders), each with a first name and a second name.
- A full mix of ethnicity, age and gender of faces.
- Male : female — 50:50. Adult : child — 80:20.
- Of the adults, one third are approximately 15–30 years old, one third 31–60 years old and one third seniors of 61+ years.
- First names are assigned according to gender.

RECALL

- The colour photographs again, in a different order and on a different page.
- Against each photograph the competitor writes a number indicating its original position.

SCORING

- **1 point per name.**
- No first name or surname is repeated for a third time.
- 0.5 marks are deducted for repeating a name for the third time.

Fewer disciplines, different timings. A championship need not contest all ten disciplines, and the time allowed for each stage may be shorter for younger competitors or for a school or state event. Whatever is contested, and for however long, the scoring on these pages does not change.

WHEN TWO COMPETITORS FINISH LEVEL

Tied Scores

A tie is broken by looking at the work a competitor attempted but scored nothing for. Every item that was in fact in the right place earns a **decision point**, and the competitor with the most decision points wins.

Random Words

The winner is decided by looking at the columns the competitor tried to recall but for which no points were scored. For every correctly positioned word in that column, one decision point is awarded. The competitor with the most decision points is the winner.

Random Numbers

The winner is decided by looking at the rows the competitor tried to recall but for which no points were scored. For every correctly positioned number in those rows, one decision point is given. The competitor with the most decision points is the winner.

Binary Numbers

The winner is decided by looking at the rows the competitor tried to recall but for which no points were scored. For every correctly positioned binary number in those rows, one decision point is given. The competitor with the most decision points is the winner.

Random Cards

The winner is decided by looking at the extra decks the competitor tried to recall but for which no points were scored. For every correctly positioned card in that deck, one decision point is given. The competitor with the most decision points is the winner.

Historic & Future Dates

The winner is decided by counting the mistakes — the incorrectly assigned dates. The competitor with the least number of incorrectly assigned dates is the winner.

Names & Faces

The winner is decided by looking at the photographs to which a name has been incorrectly assigned. The competitor with the fewest incorrectly identified names is the winner.

Speed Cards · Spoken Numbers · Speed Numbers

The best score of the other trial decides the winner.

If The Tie Still Stands

If the tie-breaking rules above cannot decide the winner in any discipline, the preceding and succeeding events are taken into consideration to break the tie.

The Chief Arbiter Decides

The Chief Arbiter's decision is final in case of any conflict related to scoring.

INDIAN MEMORY SPORTS ACADEMY

Know The Rules. Then Trust Your Memory.

Every competitor at an Indian Memory Sports Academy championship is marked by these rules, and by nothing else. Read them once before you train, and once again the week before you compete — knowing exactly how a row, a column or a deck is scored is worth points on the day.

Indian Memory Sports Academy

The disciplines contested, the time allowed for each and the championship schedule are published separately for every championship.