



**The World Association of Abacus and Mental Arithmetic**  
No. jia 28, Fucheng Road, Haidian District, Beijing 100036, China  
Telephone: 861088191327/1385 Fax: 861088191321/1320  
E-mail: chnzsass@public3.bta.net.cn Website: <http://www.waama.org.cn>

---

WAAMA Document No. 5 /2026

## **Notice on Holding the 9th Competition of Abacus and Mental Arithmetic of WAAMA**

Member Units of WAAMA:

In order to strengthen the protection and inheritance of the intangible cultural heritage of humanity in abacus, promote the global dissemination and development of abacus and mental arithmetic education, build an international platform for abacus and mental arithmetic learners to showcase their skills, and carry forward the competitive spirit of "Faster, Higher, Deft, Stronger," it has been decided at the Fourth Meeting of the Sixth Standing Council of the World Association of Abacus and Mental Arithmetic (hereinafter referred to as WAAMA) that the 9th Competition of Abacus and Mental Arithmetic of WAAMA is scheduled to be held on July 25, 2026 in Beijing, China. The relevant matters are hereby notified as follows:

### **I. Competition time (Beijing time)**

July 24, 2026: Check in.

July 25 morning, 2026: The 9th Competition of Abacus and Mental Arithmetic of WAAMA.

July 25 afternoon, 2026: Cultural exchange event and award ceremony.

July 26 morning, 2026: Visit to the China Intangible Cultural Heritage Museum.

July 26 afternoon, 2026: Return.

### **II. Competition venue**

China Zhigong Zhijia Hotel, Beijing, China

Address: No. 1 Zhenwumiao Road, Fuxingmenwai Avenue, Xicheng District, Beijing, China (For transportation guide, see Attachment 1; for alternative hotel accommodation guide, see Attachment 2.).

### **III. Participants**

The team leaders, coaches, and players of each participating team from WAAMA member units.

### **IV. About cost**

i. The 9th Competition of Abacus and Mental Arithmetic of WAAMA does not charge any fees; the costs for trophies, medals, venue, etc. are borne by WAAMA.

ii. The food, accommodation, and transportation expenses of participants in the WAAMA competition shall be borne by participants themselves.

### **V. Other**

i. Member units participating in the competition are required to carefully fill out the " Questionnaire on the Team of the 9th Competition of Abacus and Mental Arithmetic of WAAMA" (Attachment 3), and send it back with two versions (the first is filled-out .docx, and the second is scanned pdf form after stamped the seal onto it) to the mailbox of Secretariat of WAAMA before May 30th, 2026 in order for the organizing committee to prepare test questions, create trophies and medals, and reserve hotel rooms.

ii. Member units participating in the competition are requested to carefully read the " Arrangement for the 9th Competition of Abacus and Mental Arithmetic of WAAMA" (Attachment 4) and complete the competition registration before June 15th, 2026.

Contact person and contact information:

Gao Chang (Chinese): 86-10-88191327, 86-19801291810

Zhao Yongli (Chinese): 86-10-88191801, 86-13269651801

Gao Jiaqi (English): 86-10-88191398, 86-18428303516

Fax: 86-10-88191391

Email: waamagame2014@sina.com

Attachment:

I. Transportation Guide for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

II. Accommodation Guide for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

III. Questionnaire on the Team of the 9th Competition of Abacus and Mental Arithmetic of WAAMA

IV. Arrangement for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

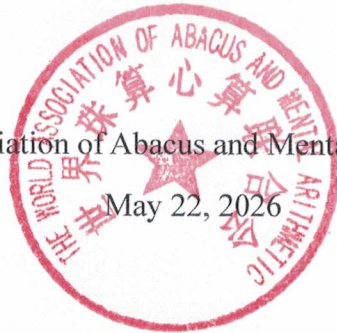
V. Registration QR Code for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

VI. Registration Form for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

VII. Sample Paper of the 9th Competition of Abacus and Mental Arithmetic of WAAMA

World Association of Abacus and Mental Arithmetic

May 22, 2026



## Attachment I

# Transportation Guide for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

Shuttle service will not be provided for this competition. All participating teams are required to make their own way to the China Zhigong Zhijia Hotel, Beijing, China for registration.

### 1. Specific Address of China Zhigong Zhijia Hotel, Beijing, China

No. 1 Zhenwumiao Road, Fuxingmenwai Avenue, Xicheng District, Beijing, China.

Registration Venue: First Floor Lobby, China Zhigong Zhijia Hotel, Beijing, China. Please bring your ID card or passport for registration.



### 2. Beijing Capital International Airport — China Zhigong Zhijia Hotel, Beijing, China

Route 1 (Taxi – Recommended): Approx. 60 minutes, fare approx. RMB 110–140.

Route 2 (Subway): Take the Capital Airport Line (direction of Beixinqiao) from Terminal 2 of Capital Airport to Dongzhimen Station. Transfer to Subway Line 2 (direction of Dongsi Shitiao) at Dongzhimen Station to Jianguomen Station. Transfer inside the station to Subway Line 1 (direction of Gucheng) to Nanlishilu Station. Exit via Southwest Exit D1, then walk 800 meters to the hotel. Total time: approx. 1 hour 13 minutes, fare approx. RMB 30.

Route 3 (Bus): Take the Capital Airport Shuttle Bus (Beijing Railway Station Line) from Terminal 2 of Capital Airport to International Hotel (5 stops). Walk 230 meters to Beijing Zhankou East, then take Bus No. 1 (7 stops) to Gonghui Dalou Station. Walk 320 meters to the hotel. Total time: approx. 1 hour 20 minutes, fare approx. RMB 30.

3. Beijing Daxing International Airport — China Zhigong Zhijia Hotel, Beijing, China

Route 1 (Taxi – Recommended): Approx. 70 minutes, fare approx. RMB 150–180.

Route 2 (Subway): Take the Daxing Airport Line from Daxing Airport Station to Caoqiao Station. Transfer to Subway Line 10 (direction of Jijiamiao) to Gongzhufen Station. Then transfer to Subway Line 1 (direction of Universal Resort) to Nanlishilu Station. Walk approx. 750 meters to the hotel. Total time: approx. 1 hour 20 minutes, fare approx. RMB 40.

Notes:

It is recommended to download the Beijing Subway App in advance, or use Alipay/WeChat transit QR codes for convenient public transportation.

Taxi fares are for reference only and may vary depending on traffic conditions and time of day.

## Attachment II

### **Accommodation Guide for the 9th Competition of Abacus and Mental Arithmetic of WAAMA**

Participating teams are requested to contact the hotels directly to make reservations:

#### **1. China Zhigong Zhijia Hotel, Beijing, China**

**Address:** No. 1 Zhenwumiao Road, Fuxingmenwai Avenue, Xicheng District, Beijing, China

**Contact Person & Phone:** Li Xiao, 13810718883

A negotiated rate is available for participants of the 9th Competition of Abacus and Mental Arithmetic of WAAMA.

**Stay period:** Check-in July 24, check-out July 26.

#### **Negotiated rates:**

- Block A: RMB 500 (including single breakfast)
- Block B: RMB 600 (including single breakfast)
- Block C: RMB 700 (including single breakfast)

Extra breakfast can be added at RMB 40 per person.

#### **2. Beijing Yanjing Hotel (Fuxingmenwai Avenue Branch)**

**Address:** No. 19 Fuxingmenwai Avenue, Xicheng District, Beijing, China

**Reservation Department Phone:** 010-58576808

A negotiated rate is available for participants of the 9th Competition of Abacus and Mental Arithmetic of WAAMA.

#### **Negotiated rates:**

- RMB 500 (no breakfast)
- RMB 600 (including single breakfast)
- RMB 650 (including double breakfast)

#### **3. Home Inn (Beijing Capital Museum Muxidi Subway Station Branch)**

**Address:** No. A2 Baiyunlu Xili, Xicheng District, Beijing, China

**Phone:** 010-63371166, 15101678615

Reservations can be made by phone or online. Rates are subject to real-time inquiry/hotel confirmation.

#### **4. Longlizi Hotel (Beijing Capital Museum Muxidi Subway Station Branch)**

**Address:** No. A14 Sanlihe Sanqu, Fuxingmenwai Avenue, Xicheng District, Beijing, China

**Phone:** 010-68585666

Reservations can be made by phone or online. Rates are subject to real-time inquiry/hotel confirmation.

## Attachment III

Questionnaire on the Team of the 9<sup>th</sup> Competition of Abacus and Mental Arithmetic of WAAMA

## 世界珠算心算联合会第九届珠心算比赛组队调查表

Name of Organization 组织名称				
Contact Person 联系人		MP 手机		
Contact Address 联系地址				
Telephone Number 单位电话		Fax 传真		
E-mail 电子信箱				
Group 参赛组别	Number of Player 参赛人数			Note 备注
	Team Leader 领队	Coach 教练	Player 选手	
Group of player 选手组				
Group A A组				
Group B B组				
Group C C组				
Group D D组				
Total 合计(人)				
Grand total 总计(人)				

Note: Registration Deadline is on May 22-30, 2026.

注：调查表上报时间为 2026 年 5 月 22—30 日。

## Attachment IV

### **Arrangement for the 9<sup>th</sup> Competition of Abacus and Mental Arithmetic of WAAMA**

#### I. Group Division

Competitors are divided into 5 groups (Group of player, Group A, Group B, Group C and Group D). Age requirements for each group are:

- i. *Group of player*: There will be no age limitation.
- ii. *Group A*: Competitors born after Jan. 1, 2013 can participate in this group contest.
- iii. *Group B*: There will be no age limitation.
- iv. *Group C and Group D*: Competitors born after Jan. 1, 2019 can participate in these group contest.

In order to promote the global balanced development of the abacus and mental arithmetic, the competitors from Japan, China and Chinese Taipei are not permitted to attend Group B and Group D contest. There are no restrictions for competitors from other countries and regions.

#### II. Contest Matters

##### i. Contest event:

a. Group of player, Group A and B: Addition-and-Subtraction, Multiplication, and Division.

Group C and D: Addition-and-Subtraction.

b. Two new contests, Flash Calculation and Marathon Calculation, have been added to this competition. Flash Calculation and Marathon Calculation are individual optional events. Their results do not count towards the team total score or the individual all-around total score. Rankings are determined solely by the scores in these optional events, without regard to group divisions. Players in the Group of player, Group A, and Group C may register for Flash Calculation (I) and Marathon Calculation (I). Players in Group B and Group D may register for Flash Calculation (II) and Marathon Calculation (II).

##### ii. Contest types

Each Group has a team contest and an individual optional event. Group of player, Group A and B have individual all-round contest. Group C and D have individual event.

In team contest, each member unit is regarded as individual contestant. Each of them can dispatch 3 competitors (designated before the contest) to team contest. No score is given to the team with less than 3 competitors. The final result of team contest for Group of player, Group A and B is the summation of 3 individual competitors' score in individual all-round contest. The final result of team contest for Group C and D is the summation of 3 individual competitors' score in individual event.

As for individual all-around contest, the total point of three items, i.e. Addition-and-Subtraction, Multiplication, and Division is the final result for each individual competitor.

As for individual event, each competitor's score in the item of Addition-and-Subtraction

will be used as the final result of contest for individual event.

As for individual optional event, each competitor's score in the item of Flash Calculation or Marathon Calculation will be used as the final result of contest for individual optional event.

iii. Pattern and quantity of questions.

i) Group of player

a. There are 45 questions on Addition-and-Subtraction, and all figures are integer numbers. (3 pages totally and 15 questions for each page.) There are 15 lines vertically written in each question,. Each question has a set of numerals among 6 to 10 digits, and there are 3 lines for each. The first 3 questions in every 5 questions are pure Addition. The last 2 questions are the mix-questions of Addition-and-Subtraction, and each question has 5 lines with Subtraction sign. Each question has 120 numerals. There are all-together 5400 numerals in total for 45 questions. There will be no negative result in each line calculation (i.e. questions with compliment).

b. There are 120 questions on Multiplication. (2 pages totally and 60 questions for each page.) The figure for both multiplicand and multiplier must stand for 11 digits. The format is as follows: 5 digits  $\times$  6 digits; 6 digits  $\times$  5 digits; 7 digits  $\times$  4 digits; 4 digits  $\times$  7 digits. And each format stands for a quarter of all the questions. The questions on integer take up 60%, which means that there are 72 questions in total. The questions on decimal points take up 40%, which means there are 48 questions in total. For decimal questions, 3 digits should be remained after the decimal point, and the 4<sup>th</sup> digit should be round off.

c. There are 120 questions on Division. (2 pages totally and 60 questions for each page.) The figure for both dividend and divisor must stand for 11 digits. The format is as follows: ?  $\div$  5 digits = 6 digits; ?  $\div$  6 digits = 5 digits; ?  $\div$  7 digits = 4 digits; ?  $\div$  4 digits = 7 digits. And each format takes up a quarter of all the questions. The questions on aliquot take up 60%, which means that there are 72 questions in total. The questions on decimal points take up 40%, which means there are 48 questions in total. For decimal questions, 3 digits should be remained after the decimal point, and the 4<sup>th</sup> digit should be round off.

ii) Group A and B

a. There are 90 questions (4 pages totally) on Addition-and-Subtraction and all figures are integer numbers. There are 10 lines vertically written in each question. The first 3 questions in every 5 questions are pure Addition. The last 2 questions are the mix-questions of Addition-and-Subtraction, and each question has 3 lines with Subtraction sign. The first page has 30 questions. There are 10 lines vertically written in each question, of which the numerals with 4 digits take up 3 lines each, the numerals with 3 digits take up 4 lines each, the numerals with 2 digits take up 3 lines each. Each question has 30 digits. 30 questions totally have 900 digits. The second, third and fourth pages has 20 questions for each page. There are 10 lines vertically written in each question, of which the numerals with 4 digits take up 4 lines each, the numerals with 5 digits take up 2 lines each, the numerals with 6 digits take up 4 lines each. Each question has 50 digits. 60 questions have 3000 digits in total. There are 3900 digits in total. There will be no negative result in each line calculation (i.e. questions with compliment).

b. There are 240 questions on Multiplication and all figures are integer numbers. (2 pages totally and 120 questions for each page.) For the first page, The figure for both multiplicand

and multiplier in the first part must stand for 4 or 5 digits, of which  $2 \text{ digits} \times 2 \text{ digits}$  takes up 20% of all questions,  $3 \text{ digits} \times 2 \text{ digits}$  and  $2 \text{ digits} \times 3 \text{ digits}$  take up 40% separately in all questions. For the second page, the figure for both multiplicand and multiplier must stand for 6 digits, of which  $3 \text{ digits} \times 3 \text{ digits}$ ,  $2 \text{ digits} \times 4 \text{ digits}$  and  $4 \text{ digits} \times 2 \text{ digits}$  stand for one third separately in all questions.

c. There are 240 questions on Division written. (2 pages totally and 120 questions for each page.) All questions should be aliquot. For the first page, the figure for both dividend and divisor in the first part must stand for 4 or 5 digits, of which  $?\div 2 \text{ digits} = 2 \text{ digits}$  takes up 20% of all questions,  $?\div 3 \text{ digits} = 2 \text{ digits}$  and  $?\div 2 \text{ digits} = 3 \text{ digits}$  take up 40% separately in all questions. For the second page, the figure for both dividend and divisor must stand for 6 digits, of which  $?\div 3 \text{ digits} = 3 \text{ digits}$ ,  $?\div 2 \text{ digits} = 4 \text{ digits}$ ,  $?\div 4 \text{ digits} = 2 \text{ digits}$  stand for one third separately in all questions.

iii) Group C and D

There are 120 questions on Addition-and-Subtraction and all figures are integer numbers. (4 pages totally and 30 questions for each page.) The first 3 questions in every 5 questions are pure Addition. The last 2 questions are the mix-questions of Addition-and-Subtraction. For the first page, there are 6 lines vertically written in each question, of which the numerals with 1 digit take up 3 lines each, the numerals with 2 digits take up 2 lines each, the numerals with 3 digits take up 1 line each. Each mix-questions of Addition-and-Subtraction has 2 lines with Subtraction sign. 30 questions totally have 300 digits (each question has 10 digits). For the second, third, fourth pages, there are 10 lines vertically written in each question, of which the numerals with 2 digits take up 4 lines each, the numerals with 3 digits take up 2 lines each, the numerals with 4 digits take up 4 lines each. Each mix-question of Addition-and-Subtraction has 3 lines with Subtraction sign. Each question has 30 digits. 90 questions have 2700 digits in total. There are 3000 digits in four papers at last. There will be no negative result in each line calculation (i.e. questions with compliment).

iv) Flash Calculation (I)

The contest starts from 10 lines of 3-digit numerals, with 2 questions for each type. Pure Addition and the mix-questions of Addition-and-Subtraction are arranged alternately. Each mix-question of Addition-and-Subtraction has 3 lines with Subtraction sign. Starting from Question 33, thereafter, 10 lines of 11-digit pure Addition questions and mix-questions of Addition-and-Subtraction appear alternately. The specific question type sequence is as follows:

- (1) 10 lines of 3-digit pure Addition;
- (2) 10 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (3) 10 lines of 4-digit pure Addition;
- (4) 10 lines of 4-digit mix-questions of Addition-and-Subtraction;
- (5) 10 lines of 5-digit pure Addition;
- (6) 10 lines of 5-digit mix-questions of Addition-and-Subtraction;
- (7) 10 lines of 6-digit pure Addition;
- (8) 10 lines of 6-digit mix-questions of Addition-and-Subtraction;
- (9) 10 lines of 7-digit pure Addition;

- (10) 10 lines of 7-digit mix-questions of Addition-and-Subtraction;
- (11) 10 lines of 8-digit pure Addition;
- (12) 10 lines of 8-digit mix-questions of Addition-and-Subtraction;
- (13) 10 lines of 9-digit pure Addition;
- (14) 10 lines of 9-digit mix-questions of Addition-and-Subtraction;
- (15) 10 lines of 10-digit pure Addition;
- (16) 10 lines of 10-digit mix-questions of Addition-and-Subtraction.

v) Flash Calculation (II)

The contest starts from 5 lines of 1-digit numerals, with 2 questions for each type. Pure Addition and the mix-questions of Addition-and-Subtraction are arranged alternately. Each mix-question of Addition-and-Subtraction has 2 lines with Subtraction sign. Starting from Question 45, thereafter, 10 lines of 4-digit pure Addition questions and mix-questions of Addition-and-Subtraction appear alternately. The specific question type sequence is as follows:

- (1) 5 lines of 1-digit pure Addition;
- (2) 5 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (3) 7 lines of 1-digit pure Addition;
- (4) 7 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (5) 10 lines of 1-digit pure Addition;
- (6) 10 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (7) 5 lines of 2-digit pure Addition;
- (8) 5 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (9) 7 lines of 2-digit pure Addition;
- (10) 7 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (11) 10 lines of 2-digit pure Addition;
- (12) 10 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (13) 5 lines of 3-digit pure Addition;
- (14) 5 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (15) 7 lines of 3-digit pure Addition;
- (16) 7 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (17) 10 lines of 3-digit pure Addition;
- (18) 10 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (19) 5 lines of 4-digit pure Addition;
- (20) 5 lines of 4-digit mix-questions of Addition-and-Subtraction;
- (21) 7 lines of 4-digit pure Addition;
- (22) 7 lines of 4-digit mix-questions of Addition-and-Subtraction.

vi) Marathon Calculation (I)

The contest starts from 30 lines of 3-digit numerals, with 1 question for each type. Starting from Question 13, thereafter, all questions are 15 lines of 11-digit pure Addition questions and mix-questions of Addition-and-Subtraction appearing alternately. The specific question type sequence is as follows:

- (1) 30 lines of 3-digit pure Addition;

- (2) 50 lines of 3-digit mix-questions of Addition-and-Subtraction;
  - (3) 30 lines of 4-digit pure Addition;
  - (4) 50 lines of 4-digit mix-questions of Addition-and-Subtraction;
  - (5) 30 lines of 5-digit pure Addition;
  - (6) 50 lines of 5-digit mix-questions of Addition-and-Subtraction;
  - (7) 30 lines of 6-digit pure Addition;
  - (8) 30 lines of 7-digit mix-questions of Addition-and-Subtraction;
  - (9) 30 lines of 8-digit pure Addition;
  - (10) 30 lines of 9-digit mix-questions of Addition-and-Subtraction;
  - (11) 15 lines of 10-digit pure Addition;
  - (12) 20 lines of 10-digit mix-questions of Addition-and-Subtraction;
  - (13) 15 lines of 11-digit pure Addition;
  - (14) 15 lines of 11-digit mix-questions of Addition-and-Subtraction.
- vii) Marathon Calculation (II)

The contest starts from 15 lines of 1-digit numerals, with 1 question for each type. Starting from Question 25, thereafter, all questions are 15 lines of 4-digit pure Addition questions and mix-questions of Addition-and-Subtraction appearing alternately. The specific question type sequence is as follows:

- (1) 15 lines of 1-digit pure Addition;
- (2) 15 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (3) 20 lines of 1-digit pure Addition;
- (4) 20 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (5) 25 lines of 1-digit pure Addition;
- (6) 25 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (7) 30 lines of 1-digit pure Addition;
- (8) 30 lines of 1-digit mix-questions of Addition-and-Subtraction;
- (9) 15 lines of 2-digit pure Addition;
- (10) 15 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (11) 20 lines of 2-digit pure Addition;
- (12) 20 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (13) 25 lines of 2-digit pure Addition;
- (14) 25 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (15) 30 lines of 2-digit pure Addition;
- (16) 30 lines of 2-digit mix-questions of Addition-and-Subtraction;
- (17) 15 lines of 3-digit pure Addition;
- (18) 15 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (19) 20 lines of 3-digit pure Addition;
- (20) 20 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (21) 25 lines of 3-digit pure Addition;
- (22) 25 lines of 3-digit mix-questions of Addition-and-Subtraction;
- (23) 30 lines of 3-digit pure Addition;

(24) 30 lines of 3-digit mix-questions of Addition-and-Subtraction.

(25) 15 lines of 4-digit pure Addition;

(26) 15 lines of 4-digit mix-questions of Addition-and-Subtraction.

iv. Time and way of contest:

There are 3 minutes for each type of questions, i.e. Addition-and-Subtraction, Multiplication and Division. Each contest is carried out by limiting the time and the number of questions.

Both Flash Calculation and Marathon Calculation have a time limit of 5 minutes per event. The speed of question presentation can be self-adjusted. Both contests are conducted in a manner that limits time but not the quantity of questions.

v. Marking criteria: A full mark of 10 points is given to each question on Addition-and-Subtraction. And a full mark of 5 points is given to each question on Multiplication and Division. A full mark of 15 points is given to each question on Flash Calculation. A full mark of 30 points is given to each question on Marathon Calculation.

vi. Mistakes and deductions for paper contest

1. The answer must be written clearly. Any handwriting that is too hasty and cannot be recognized by the grader, or if there are two answers to one question, it will be considered an error.

2. To change the answer, the original answer must be crossed out with a line and a new answer must be written. Any arbitrary alteration of numbers will be considered an error.

3. At the beginning of the competition, if the player starts earlier before the starting, or delays in the end after the ending, points will be deducted. 20 points will be deducted for addition and subtraction, and 40 points will be deducted for multiplication or division.

vii. Name-rank arrangement for winner

a. For individual event competition, contestants with same scores will be ranked according to number of solved questions. One who solves more questions will win, with same number of solved questions one has less time will win.

b. For individual all-round contest, contestants with same score will be ranked according to the score on Addition-and-Subtraction, Multiplication, and Division, one who has a higher score comparing with the former will win. With same individual score on Addition-and-Subtraction, Multiplication, and Division, comparing with the former, contestant who solves more questions will win. With same questions solved, who use less time to finish the question will win.

c. For team contest, teams with same scores will be ranked according to scores on individual all-round contest, the team with the one who has the highest score will win.

III. Contest Awarding

i. Awarding-item settlement

The awarding-item is settled as team award and individual award for each group.

In team contest, there is one special prize, and the number of the first prize and the second prize will be set at a ratio of 40% and 60% of the total number of awards remaining except for the special prize. If teams from the same country or region receive more than 50% of the special

prize and first prize based on their performance rankings (both awards must be calculated together), the excess will continue to receive awards based on their actual performance, but will not account for the proportion of awards at that level. There is no limit to second prizes.

In individual all-round contest, individual event, and individual optional event, there is one special prize, and the first, second, and third prizes will be set at a ratio of 40%, 50%, and 10% of the total number of awards except for the special prize. If the individual all-round score of a contestant is lower than 100 points or the individual event (or individual optional event) score is lower than 30 points, no grade award will be awarded, only the participation award will be awarded; Contestants with a score of "0" will not participate in the award.

No special prize will be awarded if there are less than 3 teams in each group or less than 3 players in each individual contest. When the registration deadline expires, if there is only one representative team in the team contest group or only one contestant in the individual contest group, the contest in that group will be canceled and the registration unit will be notified.

ii. Awarding methods

a. The Cups and medals will be given to the winner of team contest.

b. The medals and certificates will be given to the winner of individual for all-round contest, individual event, and individual optional event.

IV. Test paper

The secretariat of the WAAMA is responsible for the preparation, printing, and storage of test papers. Under strict confidentiality, two sets of papers will be printed for each group, and before the competition, a deputy chief referee randomly selects one of them. Questions for the optional events are randomly generated by the computer software system during the competition.

V. The Work of judgment

i. The chief referee is the president of WAAMA. Vice presidents and Secretary-General of WAAMA will take on the job of deputy chief referee. The executive chief referee, the supervision referees and scorers are hired from professional personnels by the Secretariat of the WAAMA. The Secretariat of WAAMA arranges interpreters.

ii. The distribution, submission, and binding of test papers are the responsibility of the Secretariat staff of the WAAMA.

iii. The scoring supervision personnel shall be members of the Executive Council of the WAAMA who do not serve as the chief or deputy referees, and shall supervise the entire process of evaluation and scoring. Scoring supervision does not interfere with the normal work of scoring. They can review the evaluation and scoring of the papers, and if errors or doubts are found, the chief referee should be consulted for handling. Individuals cannot make modifications. If the participating team has doubts about the score, they can consult and review it with the scoring supervisor. If any problems are found, they should be dealt with by the chief referee. Individuals cannot make modifications.

iv. The order for the competition. Due to language constraints and to prevent misunderstandings, the start and stop of the order shall be based on the whistle.

v. When disagreement is occurred in the work of judgment, the chief referee and deputy chief referees will make the final decision by way of consultation or ballot.

#### VI. Registration work

i. Team formation requirements. In order to provide more people with the opportunity to participate, there is no limit to the number of participants participating in the individual competition. Each group can only have one team leader. Coach number cannot exceed the number of competitors. One player can only register for one group contest. It is not allowed to re-register.

ii. Registration requirements. Each member unit shall fill in the registration form carefully on time.

a. Please use WeChat to scan in the “Registration QR Code for the 9<sup>th</sup> Competition of Abacus and Mental Arithmetic of WAAMA” and complete the registration.

b. If you cannot register using WeChat, you can fill in the “Registration form for the 9<sup>th</sup> Competition of Abacus and Mental Arithmetic of WAAMA” to complete the registration. And send the form to the mailbox of Secretariat of WAAMA in both xlsx. version and scanned with seal pdf version.

c. When you fill the form, please note that the first three lines are for players attending to team contest (which is decided when registered), and players of the fourth and later lines can only participate in the individual competition.

d. The final number of applicants must be the same as the number reported in attachment “Questionnaire on the Team of the 9<sup>th</sup> Competition of Abacus and Mental Arithmetic of WAAMA”.

e. The registration time for final specific list is fixed from June 5 to June 15 in the year of 2026.

#### iii. Requirements for Participants

Participants must present their original passport or ID card to verify their eligibility for the competition upon registration. The member unit is not allowed to borrow players from other organization to join the competition. If it happens and is verified, the eligibility or scores will be cancelled.

#### VII. Expenditure

i. The WAAMA does not charge any competition fees. The conference venue rental fee, paper fee, tablet and software fee, and trophy and medal production fee are borne by the WAAMA.

ii. The personnel participating in the Competition of Abacus and Mental Arithmetic of

WAAMA shall bear all their own expenses, including accommodation and transportation.

VIII. Competition dress.

In order to reflect the solemnity of competition and to show the team spirit, contestant of each member organization should wear uniform clothing. Dressing should reflect regional characteristics, and decent. The following text must be printed on the competition clothing: "The 9th Competition of Abacus & Mental Arithmetic of WAAMA."

The referee's clothing should be made by the organizing committee of the competition.

IX. Registration contact information:

Gao Chang (Chinese): 86-10-88191327, 86-19801291810

Zhao Yongli (Chinese): 86-10-88191801, 86-13269651801

Gao Jiaqi (English): Tel: 86-10-88191398, 86-18428303516

E-mail: waamagame2014@sina.com

Fax for submitting the registration form: 86-10-88191391

The World Association of Abacus and Mental Arithmetic

May 22, 2026

Attachment V

Registration QR Code for the 9th Competition of Abacus and Mental Arithmetic of WAAMA



世界珠算心算联合会第九届  
珠心算比赛

**领队/教练组队入口**

Attachment VI

Registration Form for the 9th Competition of Abacus and Mental Arithmetic of WAAMA

Name of Organization					
Group					
Contact person		Mobile Phone			
Contact address					
Telephone No.		Fax			
E-mail address					
Candidates	Name	Gender	Date of Birth	Optional Event	Note
1					Team Contest No.1
2					Team Contest No.2
3					Team Contest No.3
4					
5					
6					
7					
8					
9					
10					
Team Leader					
Coach					
Coach					
Coach					
Coach					
Coach					
Coach					

Note: Registration period is from June 5th to June 15th, 2026.