The 120th Anniversary of Takushoku University

Flash Anzan
World Championship 2020

◆Organizer: Japan Flash Anzan Association
◆Co-organizer: Takushoku University, Japan Flash Anzan Association
◆Supported by: We are looking for supporters.
◆Event date/time: Sun 28th June 2020, Arrival from 9:30 for 10:00 start until 15:30.
◆Event venue: Shinpei Gotou/Inazo Nitobe Memorial Hall, Bunkyo-campus of Takushoku University (E101)

Organizer's Greetings

Yuji Miyamoto, President of Japan Flash Anzan Association

The 'Miyamoto method Flash Anzan™' which was invented in 1978, is a method that can be used to improve a Soroban user's skill. It is also very useful in demonstrating how impressive Soroban skill can be, as Flash Anzan visually shows the Soroban user's ability.

Based on the belief that Flash Anzan can be the gateway of spreading the great knowledge of Soroban, we would like to hold the Flash Anzan World Championship on Sun 28th June 2020.

Takushoku University have kindly agreed to hold the event, which coincides with 2020 being the 120th anniversary of the University's establishment.

I am delighted to be able to hold the Flash Anzan World Championship in this historical year of the University as well as the year of the Tokyo Olympic Games.

I am looking forward to having many participants, as this is the very first Flash Anzan World Championship.

Lastly, I would like to ask for your support and cooperation in making the event a success.

Flash Anzan
World Championship 2020
Details of the event

１．Event date/time： Sun 28th June 2020, Arrival from 9:30 for 10:00 start until 15:30.
   * Participants for the Challenge calculation Event: Arrival for 12:30 for 13:00 start.

２．Event venue： 3-4-14 Kobinata, Bunkyo-ward, Tokyo, Japan, #112-8585
   Shinpei Gotou/Inazo Nitobe Memorial Hall at Bunkyo-campus of the Takushoku University (E101)
   The venue is 3 minutes' walk from the Myogadani station (茗荷谷) of the Marunouchi Line.
   * Please come to the venue by using public transport as there is no car park.

3. Participation and application:
   【Flash Anzan Event】
   Advance admission to the event: Open to people who have passed the Flash Anzan Exam held by Japan Flash Anzan Association (People who have passed 17th Dan grading and above will be seeded in the event and a specific seat will be prepared.)
   Following advance admission to the event: Open to anyone.
   【Flash Calculator Event】
   Advance admission to the event: Open to people who have passed the Calculator Exam.
   Following advance admission to the event: Open to anyone.
   【Challenge Calculation Event】
   Admission to the event: Open to anyone.

4. Numbers of participants: 350 people (planned)

５．Participation fee: JPY 4,000 per person (lunch included) + Club entry fee JPY 5,000 per club

６．How to apply: Please apply on the website of the FaST executive committee : https://www.soroban-fast.com/
   * Please be aware names and pictures of the participants may be used on the Japan Flash Anzan Association website, magazine and media.

７．Competition details:
   A【Team and Individual Event】
      ・For all participants. Open to both Flash Anzan and Calculator users.
      ・Certificates will be given to all participants based on the digit/speed of the event result.
      ・There are 35 questions in total, with 1 point given per question. Ranking will be decided based on the total score.

《① Individual category （Flash Anzan users）》

・Gold, Silver and Bronze prizes as well as prizes for 4th-10th places will be given in each of the following age groups (12 years old and under, 13-15 years old, 16-18 years old, 19-22 years old, over 23 years old)

*Participants will be categorized by the age group based on the age as of 28th June 2020.

《② Team category (Flash Anzan users)》

・Prizes will be given based on the total of the three highest scoring team member's scores. Gold, Silver and Bronze prizes as well as prizes for 4th – 10th places will be given in each age group (12 years old and under, 13-15 years old, 16-18 years old, over 19 years old)

*For the team category, 19-22 years old and over 23 years old groups will be merged.

《③ Group category (Calculators)》

・Gold, Silver and Bronze prizes will be given based on the total of the three highest scoring team member's scores.

*There are no separate age groups.

*The individual ranking for the Calculators category will be decided at the 【C Flash Calculator Calculation Event】

《④ Individual category (Non Japanese)》

・The top 10 scoring people of non-Japanese nationality will be awarded.

・In prize categories ①～④ above, if the total score is the same, the person who has answered the 'faster' questions correctly will be ranked higher. (See questions below – question 1 is the fastest question)

*In case the Gold winners still cannot be split, another round will be held.

・The level of questions will be as follows.

・Question No.(1)～(24) : 15 three digit numbers within the following time period

(1) 1.5 seconds (2) 1.6 seconds (3) 1.7 seconds (4) 1.8 seconds (5) 1.9 seconds (6) 2.0 seconds (7) 2. 2 seconds (8) 2.4 seconds (9) 2.6 seconds (10)2.8 seconds (11)3.0 seconds (12)3.2 seconds (13)3.4 seconds (14)3.6 seconds (15) 3.8 seconds (16)4.0 seconds (17)4.5 seconds (18)5.0 seconds (19)5.5 seconds (20)6.0 seconds (21)7.0 seconds (22)8.0 seconds (23)9.0 seconds (24)10.0 seconds

・Question No.(25)～(35) : 15 two digit numbers within the following time period

(25) 5.0 seconds (26) 6.0 seconds (27) 7.0 seconds (28) 8.0 seconds (29) 9.0 seconds (30)10.0 seconds (31)11.0 seconds (32)12.0 seconds (33)13.0 seconds

・Question No.(34) : 12 two digit numbers , Question No.(35) : 10 two digit numbers within the following time period

(34)12.0 seconds (35)12.0 seconds

B 【Event by Digit】

・This event is only for people who use Flash Anzan method (no Calculators).

・Categories are as follows:

  6 digit category, 5 digit category, 4 digit category, 3 digit category, 2 digit category, 1 digit category

・Question level will be 15 six digit numbers, five digit numbers, four digit numbers, three digit numbers, two digit numbers, one digit numbers.

・Gold, Silver and Bronze winner will be decided

*Events will be carried out from bigger digit number category. Ranking will be decided by a survival system.

*Each category's Gold, Silver and Bronze winner are not eligible to attend the lower digit number category event.

C 【Flash Calculator Event】

・This event is only for people who use Calculators (not Flash Anzan users) and people who have passed the Calculator Exam.

* Participants in this event are not allowed to participate in the Flash Anzan events except for Event A.

*If the calculation is performed using Anzan, the participant will be disqualified.

・Question level will start from 15 three digit numbers, the higher place will be decided first

・Gold, Silver and Bronze winner will be decided.

D 【Challenge Calculation Event】

・This event is for people who do not use either Soroban or calculators (i.e. mental calculation without 'Anzan' method).

*Usage of calculator is not allowed. Usage of Anzan method is not allowed.

*Copying the question on a paper is allowed, however the answer has to be provided within the time limit.

・Question level will start from 2 two digit numbers. The winner will be decided by a survival system.

・Gold, Silver and Bronze winners will be decided.

E 【Flash Anzan World Championship (To be registered for the Guinness World Record)】

・This event is only for people who use Anzan method (no Calculators).

・Question level will be 30 three digit numbers

・A qualifying round will start from 30 three digit numbers in 8 seconds (TBC), and 10 qualifiers can proceed to the final.

・The winner will be decided by a survival system which will be held on the stage

・Gold, Silver and Bronze winner and 4th to 10th places will be decided

8．Award

・The World Championship Certificate will be issued to all participants together with a commemorative gift

A【団体戦及び個人世界大会認定証】

〈①個人の部（珠算式暗算）〉

部門	金	銀	銅
小学生部門	1	1	1
中学生部門	1	1	1
高校生部門	1	1	1
大学生部門	1	1	1
社会人部門	1	1	1

〈②団体の部（珠算式暗算）〉

部門	金	銀	銅
小学生部門	1団体	1団体	1団体
中学生部門	1団体	1団体	1団体
高校生部門	1団体	1団体	1団体
大学生部門	1団体	1団体	1団体
社会人部門	1団体	1団体	1団体

〈③個人の部（珠算式暗算・外国籍）〉

部門	特別表彰
オープン	10名程度

〈④団体の部（電

部門	金	銀	銅
オープン	1団体	1団体	1団体

B【桁別競技】

部門	金	銀	銅	4位〜10位
6桁部門	1	1	1	計7名程度
5桁部門	1	1	1	計7名程度
4桁部門	1	1	1	計7名程度
3桁部門	1	1	1	計7名程度
2桁部門	1	1	1	計7名程度
1桁部門	1	1	1	計7名程度

C【無差別級世界一決定戦(ギネス記録に申請予定)】

部門	金	銀	銅	4位〜10位
オープン	1	1	1	計7名程度

D【フラッシュ電卓計算競技】

部門	金	銀	銅
オープン	1	1	1

E【外国籍チャンピオン決定戦】

部門	金	銀	銅
オープン	1	1	1

9．Other notes

・The event details may be changed if circumstances require it.

・The details will be updated on the homepage of the Japan Flash Anzan Association, so please check as required for the latest information. (http://www.flash-anzan.com/)

＊About Official Flash Anzan Software＊

The official Flash Anzan software was invented as teaching material to develop Anzan ability (Soroban way of mental arithmetic ability) in 1978. Although it seems that other Flash Anzan Software can achieve the same results by just randomly showing numbers, we have studied "the shape of numbers", "the ease of converting the Soroban beads into the images", "the suitable sound for making the images" and "the question method to create Anzan brains". The Flash Anzan based on this research is "Official Flash Anzan" as "Miyamoto method Flash Anzan™".

The official Flash Anzan software of "Miyamoto method Flash Anzan™" is available on the Home Page of Japan Flash Anzan Association. (http://www.flash-anzan.com/)