

WORLD MIND MAP CHAMPIONSHIPS		whole points only	
Official Tony Buzan Marking Criteria [© Guild of Mind Sport Arbiter 2023] for official Tony Buzan Competition ONLY		Graded	Score
MARKING BY LEVEL 2 ARBITERS			
1	Main primary branches are directly connected to the central image in an effective way.	0 to 10	
2	All branches are connected end to end. Deduct points for bad and/or unclear connections.	0 to 5	
3	All words are placed on top their respective branches. No words on the side, underneath, or keywords on branches that are difficult to read.	0 to 5	
4	Colours are used throughout the Mind Map. Same colour for branches and words. Contrasting colour for branch sets. Deduct 1 point per branch set	0 to 6	
5	The central image uses 4 or more colours or tone variations. Colour is used in an effective and skilful way.	0 to 10	
6	All branches are curvilinear and organic and the main branches are tapered. Deduct 1 point for every straight branch.	0 to 3	
7	Primary branches are appropriately and proportionately drawn to a maximum length of 40mm. Each Primary branch is distinctive from other branches.	0 to 10	
8	The Mind Map has one word per branch within its main structure. (Subtract 1 per point multiple words or no words)	0 to 10	
9	The length of the words is equal to the length of their branches.	0 to 10	
10	Words on the Primary, secondary, and tertiary branches are proportionally smaller. For example, Heading 1, Heading 2, Normal. Deduct 2 points for each branch set that breaches this criterion.	0 to 10	
11	The size of an image on the branch is equal to the length of their branches except for icons and symbols. Add 1 mark for each example.	0 to 5	
12	All images are placed on or close to their respective branches, not dissociated or floating. Deduct 1 mark for each incorrect placement.	0 to 3	
13	The central image is represented by an image and does not rely on any words.	0 to 3	
14	The central image is the appropriate size and centred. 95mm maximum. A template will be supplied to arbiters.	0 to 10	
15	Use of visual puns or playfulness. Use of humour. Add a mark for every use of humour or puns.	0 to 5	
16	Relationships are shown by colour, codes, arrows, symbols or icons. Add 1 mark for each example.	0 to 5	
17	The Mind Map fills the whole page and incorporates sufficient negative space. It uses the space elegantly. STRUCTURE.	0 to 10	
MARKING BY LEVEL 3 ARBITERS		Graded	Score
18	The Mind Map's central image is captivating and represents the subject of the Mind Map. If the central image does not represent the subject of the Mind Map, the entry will be disqualified. BOOK & LECTURE DISCIPLINE ONLY. NOT FOR FREESTYLE	0 to 10	
19	Accuracy and completeness of information. BOOK & LECTURE DISCIPLINE ONLY. NOT FOR FREESTYLE	0 to 10	
20	The BOIs show a clear order in the structure of the Mind Map. BOOK & LECTURE DISCIPLINE ONLY. NOT FOR FREESTYLE	0 to 10	
21	Mind Map uses Von Restorffian elements, patterned primary branches and highlights.	0 to 5	
MARKING BY LEVEL 4 ARBITERS		Graded	Score
22	Use of Synaesthesia.	0 to 5	

MARKING BY LEVEL 4 ARBITERS		Graded	Score
Ties Breaker for 1st, 2nd, or 3rd Place. (For use by the Global Chief Arbiter only)			
23	Overall WOW Factor	0 to 10	-

Version: 230110



Final Score
Maximum Score = 160

Tie Breaker
Final Score

-
-
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