

## ACTIVITY 10: BLINDFOLDED SIMON

### Overview

- i. *Simon* is an audio memory game. The device has four colored buttons, each producing a particular tone when it is pressed or activated by the device.
- ii. A round in the game consists of the device emitting a tone for one or more buttons in a random order, after which the competitor must reproduce that order by pressing the buttons corresponding to the tone.
- iii. As the game progresses, the number of buttons to be pressed increases.
- iv. When a player makes an error by pressing the wrong button, missing a button or hesitating from pressing the button immediately the attempt is at an end and a score will be given.
- v. To increase the difficulty level, the competitor will be blindfolded whilst attempting to play *Simon*.
- vi. Competitors can make as many attempts as possible in the 10-minute time limit.

### Instructions

- i. The Simon device is placed on the table in front of the seated competitor.
- ii. The competitor may use the preparation time to familiarize themselves with the tones emitted by each button.
- iii. The competitor puts on the blindfold when they are ready to begin the activity.
- iv. Once the bell is rung, the Competitor may pick up the device and begin their first attempt.
- v. After each attempt the Activity Adjudicator will reset the device for the competitor and record the length of their longest non-error sequence.
- vi. The competitor may remove their blindfold to further familiarize themselves with the Simon device but
- vii. When the bell is rung a second time the activity is over. The competitor will remove the blindfold and place the Simon device back onto the table in front of them.

### Scoring

- i. Competitors receive points for achieving the longest non-error sequence possible.
- ii. The Activity Adjudicator will record the length of the competitor's first sequence and their subsequent longest non-error sequences.
- iii. At the end of the time-limit, the *Simon* device will replay the longest sequence achieved during that attempt. For completeness, the Adjudicator will also record the length of this sequence.

### Physical Requirements

- *Simon* device
- Blindfold
- Scoring sheet