

24H DE BELGIQUE PUZZLE 2024

October 26 and 27, 2024

37th edition

Rules



1. ORGANIZATION

- A. The « **24 hours of Belgium's Jigsaw Puzzle** » are organized by the association **A.P.I.C.** in favor of the associations « **La Passerelle** » and « **Inter-Actions** ».
- B. The 2019 edition of the « 24 hours of Belgium's Jigsaw Puzzle » will take place from saturday **October 26, 2024 at 4PM CEST** (summer time) to sunday **October 27, 2024 at 3PM CET** (winter time) at the "Marché Couvert" in Hannut (Rue des Combattants 1, 4280 Hannut).

2. REGISTRATION

- A. The team's registration for the competition will start on **February 1st, 2024 at 11AM**.
- B. The registration will be done **only** through the **form** which will be available on the **website** (www.24hpuzzle.be) from this date and must be sent to us no later than **July 15, 2024 at midnight**.
- C. The registration fee is **175 €** per team.
This amount must be paid to the BELFIUS bank account **BE34 0882 1910 3490** (BIC : GKCCBEBB) of the association **A.P.I.C.** with the mention of the team's name.
- D. To be valid the registration must meet the following **two conditions**: receipt of the registration **form** and receipt of the **payment** on time.
- E. If the payment is received **within 2 weeks** of sending the registration form, the date on which the registration form is received will be the official registration date of the team. If the payment is made more than 2 weeks after sending the registration form, the received payment date will be the official registration date.
In every case, the value date of payment's receipt on the association's bank account must be earlier or equal to **July 16, 2024**. Payments received beyond this date will not be taken into consideration.

3. ENTRIES

- A. The registration fee includes **8 entries** for the team's members. The additional competitors will have to pay an entrance fee equivalent to that of spectators (3€).

4. PARTICIPATION

- A. The 116 participating teams will be selected among those with a valid registration according to the following procedure :
 - A maximum of **10 places** will be reserved for the **highest ranked teams** of the 2019 competition if only the registration took place before March 1, 2024.

- A Maximum of **10 places** will be reserved for teams whose **total sponsorship amount was the highest** during the 2020 virtual edition if only the registration took place before March 1, 2024.
 - A maximum of **10 places** will be reserved for **teams invited** by the organizers.
 - If the number of teams whose registration has been validated exceeds the hosting capacity, it is the registration date of the form which will make it possible to order and therefore select the first x teams selected for the competition. So there is NO draw this year.
- B. A **waiting list** will be made up of the teams with a valid registration who have not been drawn. The order of the list will be determined by the **date of registration**.
If a place becomes available, the team at the top of the list will be contacted.
- C. In case of non-selection of the team, the amount of the registration fee will be refunded, by bank transfer, in the month following the competition.
- D. However, in case of withdrawal by the team before July 31, 2024 and reported in writing, the amount of the registration fee will be refunded, by bank transfer, within 15 days.
- E. In case of selection of the team, no further reimbursement will be made, unless a waiting team can provide replacement and the withdrawal of the selected team has taken place before September 30, 2024. After this date, it will not be There will be no refund.
- F. If a team is not represented at the beginning of the competition, its place will be reallocated to one of the reserve team in the order of the waiting list. (no refund)
- G. The selected teams will receive, at the beginning of October, a **letter** containing the practical information relating to the competition as well as a coupon to be exchanged for the first puzzle.
- H. The area available to each team will include **two tables** and **two benches**.
This area can be decorated by the team as long as it doesn't affect the visibility and safety of competitors and visitors. Moreover it is requested not to clutter up the aisles with any material.
- I. **Lighting** will be installed in each team area by the organizers. No additional lighting is authorized.

5. TEAM COMPETITION

- A. Competitors, by teams of 4 people, will have to assemble a maximum of pieces among the puzzles that will be proposed to them. Competitors may take turns and be replaced

at any time. However, the number of competitors inside the team area can never exceed 4 people.

- B. All started puzzles will remain the property of the teams at the end of the competition.
- C. The order and size of the puzzles will be published on the website a few days before the start of the competition.
- D. Competitors are required to be present on Saturday October 26, 2024 at 3PM CEST, one hour before the start of the competition. Access to the competition area will be possible from 2PM.
- E. The **start** of the competition will be given at **4PM**.
- F. The **first puzzle** will be given to the teams **in exchange for the coupon** sent by mail.
- G. At each completed puzzle the team must :
 - Report to a controller.
 - Give the sticker corresponding to the completed puzzle to the controller.
 - Go to the checkpoint with the card given by the controller and exchange it for the next puzzle.
- H. Each team will have a **JOKER** at the start of the competition. It allows the team to abandon a puzzle in progress and go to the next one. The assembled pieces of the abandoned puzzle will not be counted.
 - The JOKER can only be **used once**. It will be given to the controller when the puzzle is exchanged.
 - It can only be used on puzzle number 2, 3, 4, 5 or 6.
 - It cannot be used during the last 3 hours of the competition.
 - Before giving up a puzzle, its box must have been opened and the pieces taken out of the bag.
 - There is no obligation to use the JOKER: teams that do not use it will have their final result increased by 500 pieces.

6. RANKING

- A. A live ranking will be displayed in the « Marché Couvert » during the competition. It will be based upon the completed puzzles regardless of the JOKER bonus.
- B. The final ranking will be established at the end of the competition after the final count.
- C. The final ranking will be based on the total number of pieces assembled throughout the 24 hours: addition of completed puzzles and the largest set of pieces assembled in the current puzzle at the end of the competition.

7. AWARDS

- A. The first 10 teams of the final ranking of the team competition will be rewarded by a prize.
- B. A special prize will be awarded to the team that has been the most original in its presentation and decoration of its area.

8. VARIOUS

- A. The organizers reserve the right to modify any section of these rules, in which case they will inform the participating teams as soon as possible.
- B. Issues not covered by these rules that occur during the competition will be settled and resolved by the organizers.
- C. The personal data collected during registration of competitors will only be used within the strict scope of the « 24 hours of Belgium's Jigsaw Puzzle ». They will not be transmitted to third parties and they can be consulted, modified or deleted at the request of the concerned party.
- D. An individual competition will be organized during the 24 hours and will be subject to specific regulations and no prior registration is required.
- E. This translation of the "Règlement des 24 heures de Belgique de Puzzle" is for information only and in case of misalignment, the reference is the original French version of the rules.