



**24 HEURES
DE BELGIQUE
DE PUZZLE 2026**

October 24th & 25th 2026

39th Edition

Rules



1. ORGANIZATION

- A. “Les 24 Heures de Belgique de Puzzle » is an event organized by the non-profit association A.P.I.C. in support of “La Passerelle.” Asbl
- B. The 2026 edition will take place from **Saturday, October 24, 2026, at 4:00 PM (summertime)** to **Sunday, October 25, 2026, at 3:00 PM (wintertime)** at the “**Marché Couvret de Hannut**” (Rue des Combattants 1, 4280 Hannut, Belgium).

2. REGISTRATION

- A. Team registration for the competition will begin on **Saturday, April 18, 2026, at 11:00 AM** (Brussels time, UTC +2).
- B. Registration will only be possible via the form available on the website (www.24hpuzzle.be) from May 3 at 11:00 AM. The completed form must be submitted **no later than Saturday, May 9, 2026, at 11:59 PM**.
- C. The registration fee is **€195 per team**, payable to the following account:
BELFIUS BE34 0882 1910 3490 BIC: GKCCBEBB
Mention your team’s name in the payment communication.
- D. Registration will only be confirmed **after** the completed form has been submitted and **the payment has been received** within the deadline.
- E. If payment is made within **15 calendar days** of the form submission, the registration date will be that of the form submission. Beyond this period, the date of payment will be used instead.
- F. Only payments **recorded on the account with a value date on or before June 15, 2025**, will be accepted. After this date, no payment will be accepted.

3. ENTRY

- A. Each team registration includes **10 entry passes** for team members (+2 compare to last year). Additional players must pay an entry fee equivalent to the spectator ticket (€3).

4. PARTICIPATION

- A. The **164 participating teams** will be selected from valid registrations as follows:
 - 10 spots reserved for the **top 10 teams of 2025**, provided they register by **May 9, 2026, at 11:59 PM**
 - 10 spots reserved for **invited teams**
 - 20 spots for “**2025 Repechage**” teams, as detailed in Article 4-B
 - The remaining **124 spots** will go to teams in valid registration order, based on **timestamp**

The final list of 164 selected teams will be published on the website and by email on **Monday, June 1st, 2026**.

- B. On **May 16**, a list will be created of teams that were not selected in 2025 but have registered under the **same name** in 2026. A **draw** from this list will determine the 20 “2025 Repechage” teams.

To identify these teams, the 2026 registration form will include an option to indicate the team's 2025 registration reference. This 2025 list will be available on the web site **before registration opens**, so teams are not disadvantaged.

- C. A **waiting list** will be created from remaining teams in registration order.
- D. If a selected team withdraws, the **first team** on the waiting list will be contacted to take their place.
- E. If a team withdraws **before July 31, 2026**, and notifies organizers by email, the registration fee will be **refunded** within 15 business days.
- F. For withdrawals **between August 1 and October 1, 2026**, the registration fee will only be refunded **if a replacement team** from the waiting list accepts the spot. After October 1, **no refunds** will be given.
- G. If **no team member** is present at the competition start, their spot will be given to a present reserve team from the waiting list. (No refund.)
- H. Qualified teams will receive an email in early October with **practical information** about the competition.

5. TEAM SPOT

- A. Each team will be provided with **two tables and two benches**. Teams may decorate their space, provided it **does not hinder visibility or safety**. Aisles must be kept clear.
- B. Organizers provide lighting for each team space. **Additional connected electric lighting is not allowed.**

6. TEAM COMPETITION

- A. Teams must assemble as many puzzle pieces as possible from the puzzles provided. Team members may take turns at any time, but no more than **4 people may be present at the table** simultaneously.
- B. All puzzles that have been started become the **property of the team** after the event.
- C. Participants must arrive on **Saturday, October 24, by 3:00 PM** (one hour before the competition starts). Venue access from 2:00 PM.
- D. The competition will begin at **4:00 PM**.
- E. The first puzzle will be given to teams in exchange for the **entry coupon** received at the entrance.
- F. For each completed puzzle, teams must:
 - Notify a competition official
 - Give the official barcode corresponding to the finished puzzle/team
 - Go to the control desk with the **card given by the official** and exchange it for the next puzzle
- G. Each team will receive one **JOKER** at the start of the competition, allowing them to **skip a puzzle** and move on to the next. Skipped puzzles will not count toward the total.
 - The JOKER can be used **only once** and must be handed to the official during the exchange
 - It can only be used for puzzles **#2, #3 or #4**
 - It **cannot be used during the final 3 hours** of the event

- Before skipping, the box must be **opened** and pieces **removed from the bag**
- Use of the JOKER is **optional** – teams who don't use it will receive a **500-piece bonus**

7. SCORING

- A **live scoreboard** will be displayed in the venue throughout the event, showing completed puzzles (without including the JOKER bonus).
- The **final ranking** will be established at the end of the event, after final piece counting.
- The final score will be based on the **total number of pieces assembled in 24 hours**:
 - Completed puzzles
 - Largest section of the current puzzle
 - +500-piece bonus if the JOKER was unused

8. PRIZE CEREMONY

- The **best teams** will receive prizes.
- A **special prize** will be awarded for the most **original team (energy, decoration) and for the first Belgian team**.

9. MISCELLANEOUS

- The organizers reserve the right to **modify the regulations** and will notify participants as soon as possible.
- Any issues not covered by these rules will be **settled by the organizers**.
- Personal data collected during registration will only be used within the scope of the event. It will not be shared with third parties and can be **viewed, edited, or deleted** upon request.
- An **individual competition** will also be organized during the 24 hours, with its own rules announced on-site. No prior registration is required.
- Final count:** One participant from each team will be asked at the end of the competition to count the pieces in the largest assembled section of the puzzle currently being worked on by the neighboring team. More information about this process will be provided a few days before the competition. You will therefore know in advance which team number your team will be required to check. The 10 highest-ranked teams in the provisional standings established 30 minutes before the end of the competition will be assisted by a member of the organizing team for this final count.