

Hello everybody !
Here are the **rules** of
« **The 24 Hours of Belgium's Jigsaw Puzzle** »
October 28 and 29, 2017.

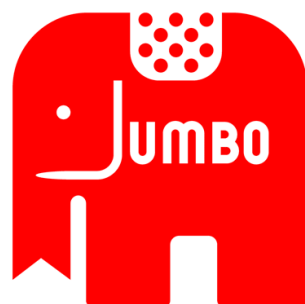
An event that combines competition and solidarity.
Put together a maximum of jigsaw puzzles in order to raise
as much money as possible to support the development
of housing and companionship to disabled people :
La Passerelle, residential services
and **Inter-Actions**, service of individuel, collective
and community accompaniment.

Please make sure to read the rules before registering.

32nd edition

With the support of...

puzzle



games

1. The **24 hours of Belgium's Jigsaw Puzzle** is organized by the association **A.P.I.C.** in favor of the associations **La Passerelle** and **Inter-Actions**.
2. The 2017 edition of the "**24 HOURS OF BELGIUM'S JIGSAW PUZZLE**" will take place from Saturday **October 28, 2017 at 4PM CEST** (Summer time) to Sunday **October 29, 2017 at 3PM CET** (Winter time) at the "Marché Couvert" in **HANNUT**.
3. Competitors are required to be present on Saturday the 28th at **3PM**, one hour before the start of the competition. The competition place will be open from **2PM**.
4. The **registration fee** is **140 €** per team.
5. The registration forms must be received by **Septembre 6, 2017 at midnight**
 - either by filling the online registration form on our website **www.24hpuzzle.be** (an acknowledgement of receipt is sent to you automatically)
 - or by postal mail to
A.P.I.C.
Rue de Wasseiges, 12
4280 Hannut
Belgium
 - or by email, sent to : **inscription@24hpuzzle.be**
 - or by fax : **+32 19 51 61 58**

6. The registration fee must be paid to the following **BELFIUS** bank account :
A.P.I.C. asbl
IBAN : BE34 0882 1910 3490
BIC: GKCCBEBB

The communication field must mention the name of the team.

The value date is the date of payment's receipt on the association's bank account.

*It must be received on or before **September 6, 2017**.*

Payments received beyond this date will not be taken into consideration.

7. To be valid a registration must meet the following **2 conditions** :
receipt of the registration form (as defined in article 5) **AND** payment receipt of payment on time (as defined in article 6).
8. **The participating teams** will be selected among those who meet the conditions laid down in article 7 and will take place according to the following procedure :
 - A maximum of **10** places will be reserved for the highest ranked teams of the 2016 edition of the « 24 Hours of Belgium's Jigsaw Puzzle » if their team's name and/or leader stay the same.
 - A maximum of **10** places will be reserved for teams invited by the organizers.
 - **One** place will be reserved for the team who won the eccentricity award during the 2016 edition.
 - The first **60** registered teams will be selected automatically (registration as

defined in article 7).

- If the number of teams registered by September 6 exceeds the hosting capacity, a **drawing** will determine the selected teams. The drawing will take place on September 8 at 10AM CEST. It will also determine the team's number and **location** during the competition.

9. A **waiting list** will be made up of the teams in order of registration who have not been drawn. The order of the teams in this list will be determined by the date of registration (registration form and payment).

If a place becomes available, the team at the top of the list will be contacted.

10. If a team does not take part in the competition or is out of time for its registration, the amount of the registration fee will be refunded by bank transfer in the month following the "24 hours of Belgium's Jigsaw Puzzle".

Only **withdrawals** submitted in written form before September 6, 2017 will be refunded. After the selection of teams, no refund will be made, unless a team on the waiting list can ensure the replacement.

11. If a team is not represented at the beginning of the competition, its place will be re-allocated to one of the reserve team in the order of the waiting list.

Article 10 shall also apply.

12. Each selected team will receive **8 entrance tickets** for its players. **Extra team players** will pay the standard entrance fee like any **other visitor**.

During registration, the team can order additional entrance tickets at the special price of **2 €**. During the competition, the entrance fee will be **3 €** for adults and **1 €** for people between 3 and 18 years old.

The team can also pre-order tickets for food and drinks at the special price of **4 € for 10 tickets**, instead of **5 €** during the competition.

Orders of additional entrance tickets and food and drinks tickets at the special price must be made before registration deadline. Beyond that date, no ticket order will be accepted.

13. The competitors, by teams of **4 people**, will have to assemble a maximum of pieces among the puzzles that will be proposed to them.

- The order and size of the puzzles will be published on the website before the start of the competition.

The first puzzle will be given at the start of the competition and the next ones are given once the previous one has been completed and validated by a controller.

14. The final ranking will be based on the total number of pieces assembled throughout the 24 hours, adding all completed puzzles and the largest set of assembled pieces of the puzzle in progress at the end of the competition.

Intermediate rankings will be displayed throughout the competition but they have no influence on the final ranking.

The final results will be announced on Sunday 29 after the final counting.

- 15.** A **special prize** will be awarded to **the most original/eccentric team**, in the way they dress and in the way they have decorated their team space. Each team and each spectator will have one vote. The team that receives the highest number of votes will win the award.
- 16.** Each team will have a **JOKER** which allows the team to abandon a started puzzle 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 presented to the controller when the puzzle is exchanged.
 - It can only be used on puzzle #2, 3, 4, 5 or 6.
 - It cannot be used during the last 3 hours of the competition.
 - Before abandoning a puzzle, its box must have been opened and the pieces taken out of the bag. This will be checked by a controller before giving out the voucher for the next puzzle.
 - There is no obligation to use the joker: the teams that do not use it will have their final result increased by 500 pieces.
- 17.** All started puzzles will remain the property of the team at the end of the competition.
- 18.** Competitors will be able to relay each other and can be replaced at any time during the competition. However, the number of players in the team space can never exceed **4 people**.
- 19.** **Lightning** will be installed in each team space by the organizers. No additional lightning is authorized.
- 20.** Each team can decorate its team space 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.
- 21.** 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.
- 22.** Issues not covered by these rules that occur during the competition will be settled and resolved by the organizers.
- 23.** 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.