



1ST 24-HOUR PUZZLE TOURNAMENT

BY THE PORTUGUESE PUZZLE ASSOCIATION - APPZ

- **Date:** August 30–31, 2025
- **Location:** Transboundary Business Center (CNT), Elvas
(Avenida da Europa nº 28, 7350-478 Elvas)

EVENT SCHEDULE

TIME		CATEGORY	PRICE
AUGUST 30, 2025 – SATURDAY			
10h00 - 11h30	Check-in and team competition area setup	Teams (max. 8 people)	€150 (€5 discount for APPZ members)
12h00	Start of the 24-Hour Puzzle Challenge		
AUGUST 31, 2025 – SUNDAY			
12h00	End of the 24-Hour Puzzle Challenge		
Award Ceremony			



Rules of the 1st 24-Hour Puzzle Tournament

1 – THE TOURNAMENT

The **1st 24-Hour Puzzle Tournament**, organized by **APPZ**, will take place **in person** at the **Transboundary Business Center (CNT)** in **Elvas**, on **August 30 and 31, 2025**.

The event is **sponsored by Educa** and **organized in partnership** with the **Municipality of Elvas** and the **World Jigsaw Puzzle Federation**.

The main objective is for teams to complete **as many jigsaw puzzles as possible** — each ranging from **1000 to 2000 pieces** — within a **continuous 24-hour period**.

Spectators are welcome to attend the event free of charge.

2 – PARTICIPATION

The competition is open to **teams of up to 8 members**, aged **8 years or older**.

Minors (aged 8 to 17) may participate in the event under the following conditions:

- They must be accompanied by and under the responsibility of an adult who is also registered on the same team;
- Their participation during nighttime hours (from 9:00 PM to 8:00 AM) is only allowed with written authorization from their legal guardian(s). *(A consent form will be available at the venue);*

For the purpose of determining age eligibility, the legal age is based on the calendar year. For example, if a child is 7 years old on the day of the event but turns 8 by December 31 of the same year, they are eligible to participate.



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3 – REGISTRATION

Teams: Registration must be completed online via the World Jigsaw Puzzle Federation website: <https://worldjigsawpuzzle.org/appz/24h/register>. Only one member per team should complete the registration, providing the details of all other team members in the designated fields.

The registration period runs from June 24 to August 3, and payment must be made within 3 days of submitting the registration.

Payment for registration can be made by one of the following methods:

- Bank transfer, which will be sent by email after submitting the registration;

The transaction description must include the name of the competition and the participating team's name.

Members of the association with up-to-date fees are entitled to a €5 discount.

At the time of payment, the member must deduct the €5 discount themselves, and it is mandatory to include their membership number in the transfer description.

Payment receipts for registrations will be made available on the event days, August 30 and 31, from the organization, and must be requested in advance via email.

The Association reserves the right to adjust the competition schedule if deemed necessary, based on the number of registrations received, always ensuring that the previously established start and end dates are maintained. The schedule may be adjusted up to 2 hours earlier or later than the times stated here.

Registrations are limited to a maximum of 40 teams.

Participants may cancel their registration up until the registration deadline and receive a full refund of the amount paid.

After the registration deadline and up to one week before the event, registration fees will only be refunded in cases of medical justification or other equivalent reasons.



In case of cancellation or postponement of the tournament due to reasons beyond the control of the organizers, APPZ will not be responsible for any expenses incurred by participants, except for the registration fees paid, which will be refunded.

3 – COMPETITION PREPARATION

At least one member of each team must be present on **Saturday, August 30**, between **10:00 AM and 11:30 AM** to complete team check-in.

Each team will be assigned a space, which will include a table and four chairs. This space may be decorated as desired, provided that the materials used do not compromise the visibility or safety of competitors, volunteers, and visitors, and do not exceed the boundaries of the assigned area.

Teams must complete the decoration and organization of their space by **11:30 AM**.

4 – COMPETITION

A maximum of **4 team members** may work on assembling the puzzle simultaneously. However, throughout the 24-hour competition, team members may **rotate at any time, without limit**, as they wish.

Each team may bring any materials they consider necessary for completing their puzzles (such as poster boards, trays, sorting mats, or box holders).

Teams are encouraged to bring clothing and decorations to help the public and volunteers visually identify them.

Only properly registered players may participate in the competition. Teams must not receive any assistance from other people or visitors.



All teams will have identical puzzles to assemble, presented in the same order.

All puzzles placed on the table for assembly belong to the team.

Upon completing each puzzle, the team must notify a judge, who will verify the correct completion, record the number of pieces assembled, and then provide the next puzzle.

For scoring purposes, the total number of pieces assembled throughout the 24-hour competition will be considered—that is, the sum of the pieces from all completed puzzles.

At the end of the 24-hour period, if a team has not finished the puzzle they are working on, all assembled pieces will be counted, including minimum groups of 3 pieces.

5 – PRIZES

The teams finishing in the top three positions in the final classification will be awarded a prize.

A **“Creativity Award”** will be given to a team that stands out for their clothing, table decoration, good humor, and fair play during the tournament. This award will be granted by the organizers based on a vote by the participating teams.

The description of the prizes will be announced up to one week before the championship begins and may be subject to change until the date of the event.

6 – GENERAL CONDITIONS

All tables will be properly numbered and identified with the respective team name, as well as the city or country of origin. The table numbering will be displayed at the event venue



and can also be consulted on the website <https://www.worldjigsawpuzzle.org/appz>.

Until the official announcement of the start of the competition by the host and the timer is activated, participants are not allowed to handle, open, or start the first puzzle placed on the table.

To open the plastic wrap around the puzzle box, only letter openers, keys, or other non-cutting tools are permitted. For safety reasons, scissors, X-Acto knives, or any sharp instruments are not allowed.

During the competition, duly identified judges will monitor the puzzle assembly progress and will be nearby whenever a team is about to complete a puzzle. If no organizer notices this, the team should raise their hand to request the presence of a judge.

Only judges and duly accredited members of the organization are authorized to record the number of puzzles completed.

If, due to a manufacturing defect, a puzzle does not contain the correct number of pieces and this causes a disadvantage to the participant, the Organization may take appropriate measures to remedy the situation, always safeguarding the rights and fairness among all participants.

Access to the competition area is restricted exclusively to participants and personnel authorized by the Organization.

The use of supports or any objects that alter the height or arrangement of the tables is not permitted.

Supports designed to hold the puzzle box lid upright, facilitating its visibility during assembly, are allowed.

The use of headphones is permitted as long as they do not disturb other participants.



Singing or vocalizing is not allowed. The Organization may disqualify participants who are repeatedly warned for behavior that disturbs others.

The use of a support and flashlight from a mobile phone is permitted.

The Organization will record photographic and video images, which may be publicly shared to promote the event and the organizing entities. By registering, all participants and their legal guardians expressly consent to this public disclosure.

The Organization is not responsible for any lost items during the championship.

The Organization reserves the right to make any necessary changes to these rules and commits to informing participants as soon as possible.

Any questions or doubts arising during the competition will be decided by the Event Organization on the spot.

Decisions made during the competition are final.

For any matters not covered by the above conditions, participants are requested to send an email to geral@appz.pt, including their name, contact details (email or phone number), and the question.



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