

2ND 24-HOUR PUZZLE TOURNAMENT

By the Portuguese Puzzle Association (APPZ)

- **Date:** June 27–28, 2026
- **Venue:** Paredes Multiuse Pavilion

EVENT SCHEDULE

TIME		CATEGORY	PRICE
JUNE 27, 2026 (SATURDAY)			
10h00 - 11h30	Check-in and preparation of the teams' competition area	Teams (4 to 8 people)	€180 (€5 discount per member) All puzzles, whether started or not, will remain with the team.
12h00	Start of the 24h Puzzle Tournament		
JUNE 28, 2026 (SUNDAY)			
12h00	End of the 24h Puzzle Tournament		
Ceremony			

Rules and Regulations of the 2nd 24-Hour Puzzle Tournament

1 – THE TOURNAMENT

The 2nd 24-Hour Puzzle Tournament, organized by APPZ, will take place in person at the Paredes Multiuse Pavilion, in the city of Paredes, Porto district, on June 27 and 28, 2026. The event is sponsored by Mundo do Puzzle and organized in partnership with the Municipality of Paredes and the World Jigsaw Puzzle Federation.

Teams will be composed of 4 to 8 members. Participants may rotate among themselves throughout the entire competition, provided that at least 4 members are always actively competing. The objective is to complete as many puzzles as possible during a continuous 24-hour period.

Puzzles will be delivered one at a time, in a surprise format. Each time a puzzle is completed, a new one will be immediately provided. For the first time in a tournament of this scale, puzzles by a portuguese brand will be used, including some exclusive, unpublished designs.

All puzzles provided to a team, including those not started, will remain in the possession of that team.

Spectator attendance is free and open to the public.

2 – PARTICIPATION

The competition is open to teams composed of a minimum of 4 and a maximum of 8 members, aged 8 years or older.

Participants under the age of 18 (between 8 and 17 years old) may take part in the event, provided that the following conditions are met:

- They must be accompanied and supervised by an adult who is duly registered in the same team;
- Participation during the night period, between 21:00 and 08:00, is permitted only with written authorization from the child's legal guardian(s). (A form will be provided on-site);

For eligibility purposes, age is considered according to the calendar year in progress. For example, if a child is 7 years old on the date of the competition but turns 8 by December 31 of the same year, they are eligible to participate in the event.

3 – REGISTRATION

Teams: Registration must be completed online through the World Jigsaw Puzzle Federation website:

<https://worldjigsawpuzzle.org/appz/24h/register>

Registration must be made by only one member of the team, who must provide the details of all other team members in the designated fields.

Registrations run from May 9 to June 7 and must be paid within 3 days after registration.

Payment can be made by bank transfer or alternatively via MB WAY to +351 917 501 620.

The competition name and team name must be included in the payment reference.

APPZ members with up-to-date membership fees are entitled to a €5 discount. When making the payment, the member must deduct the €5 discount themselves and must include their membership number in the payment description.

Payment receipts will be made available on-site during the event (June 27–28) and should be requested in advance via email.

The Association reserves the right, if necessary, to adjust the competition schedule depending on the number of registrations received, while ensuring that the established start

and end dates remain unchanged. Start and end times may be adjusted by up to 2 hours earlier or later than originally scheduled.

Registrations are limited to a maximum of 30 teams.

Before the registration deadline, teams may cancel their registration and receive a full refund of the amount paid.

After the registration deadline, refunds will no longer be possible. However, puzzles may be shipped to a single address (with shipping costs borne by the team) or collected on-site by one team member on June 28 from 09:00 onwards.

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

3 – COMPETITION SET-UP

At least one member of each team must be present on Saturday, June 27, between 10:00 and 11:30, in order to complete team check-in.

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

Teams will have until 11:30 to complete the decoration and organization of their space.

4 – COMPETITION

A maximum of 4 team members may assemble a puzzle simultaneously. However, throughout the 24-hour competition, all team members may rotate at any time, with no limit on the number of substitutions, according to their strategy.

A rest area will be available at the venue for participants. Teams may bring sleeping bags, pillows, or similar items. Although no maximum dimensions are defined for these items, participants are asked to use the space responsibly and with common sense.

Each team may bring any materials they consider necessary for puzzle assembly (such as cardboard sheets, boards, k-lines, sorting trays, box supports, and other similar tools).

Teams are encouraged to wear distinctive clothing and decorations to help the public and volunteers easily identify them.

Only officially registered players may take part in the competition. Teams must not receive any form of assistance from external individuals or visitors.

All teams will receive identical puzzles, which must be completed in the same order.

All puzzles delivered to the table for assembly belong to the team, including any puzzles not yet started but allocated for the competition.

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

For ranking purposes, the total number of pieces assembled during the 24 hours will be considered, i.e., the sum of all completed puzzles. If, at the end of the 24-hour period, a team has not finished the puzzle in progress, all assembled pieces will still be counted, including minimum clusters of 3 connected pieces.

5 – PRIZES

The teams that achieve the top three positions in the final ranking will be awarded a prize.

The **“Creativity Award”** will be granted to a team that stands out for its costumes, table decoration, good humor, and fair play throughout the tournament. This prize will be awarded by the organizers based on a vote from the participating teams.

The description of the prizes will be announced up to one week before the championship begins and may be subject to changes 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. Table numbering will be displayed at the event venue and may also be consulted on the website: <https://worldjigsawpuzzle.org/appz/24h/register>
- Until the presenter officially announces the start of the competition and the timer is activated, participants are not allowed to handle, open, or begin the first puzzle placed on the table.
- To open the plastic wrapping of puzzle boxes, only letter openers, keys, or other non-cutting objects are allowed. For safety reasons, scissors, box cutters, or any sharp instruments are not permitted.
- During the competition, duly identified judges will monitor puzzle progress and will be present nearby whenever a team is close to completing a puzzle. If no organization member notices this situation, the team must raise their hand to request a judge.
- Only judges and duly accredited members of the organization may record the number of completed puzzles.
- In the event that, due to a manufacturing defect, a puzzle does not contain the correct number of pieces and this causes disadvantage to a participant, the

Organization may take appropriate measures to correct the issue, ensuring fairness and equal conditions for all participants.

- Access to the competition area is strictly limited to participants and authorized personnel from the Organization.
- The use of supports or any objects that alter the height or layout of the tables is not permitted.
- Supports designed to hold the puzzle box lid upright are allowed, in order to facilitate viewing during assembly.
- The use of headphones is permitted, provided they do not disturb other participants.
- The Organization may disqualify participants who are repeatedly warned for behavior that disturbs other competitors.
- The use of any type of external lighting is allowed, provided it does not require connection to a power outlet.
- The Organization will record photographic and video material, which may be publicly shared for the purpose of promoting the event and its organizers. By registering, all participants, as well as their legal guardians, expressly authorize this public dissemination.
- The Organization is not responsible for any lost items during the championship.
- The Organization reserves the right to make any necessary changes to these regulations and undertakes to inform participants as quickly as possible.
- Any issue or doubt arising during the competition will be decided by the Event Organization during the event itself.
- Decisions made during the competition are final.

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

Organized in partnership with:



With the support of:

