

Rules for SpeedPuzzling.com's In-Person Events

By attending this event, competitors acknowledge and agree to the following rules:

General Rules - All Divisions

Before Start

- **Judges:**
 - **Competition access:** Only accredited judges are allowed to access the competition floor to monitor the progress of puzzle assembly.
 - **Recording times:** Only accredited judges record the finishing times of the completed puzzles from the official event timer.
 - **Note:** The official event timer must be started by SpeedPuzzling.com hosts, but judges may synchronize a personal timer with the official timer to aid in capturing completion time in the event of an obstruction that prevents them from observing the official event timer.
 - **Decisions** made by SpeedPuzzling.com hosts are final.
- **Arrival time frame:** Competitors must be at their seat before competition announcements start, otherwise SpeedPuzzling.com hosts reserve the right to replace the competitor with competitors from the waitlist, without providing compensation or refund to the participant.

Competition Start

- **Puzzles will be obscured** in a bag before the competition begins. Once the timer begins, the bag containing the puzzle may be opened. The bag may not be altered or opened before this point or the competitor will be disqualified.
- **Puzzle seals will be pre-cut** before the competition begins so competitors will not have to use any cutting tools.
 - **Protocol:** If your puzzle is sealed when it should not be, do not attempt to open it but instead quickly notify a judge and they will assist you to open the box and mark down the delay of your starting time to ensure your finish time is not affected.
- **Bag removal:** Once puzzle boxes and piece bags have been opened, piece bags should be kept by the competitors in case a piece(s) was accidentally left inside.

Puzzle Completion

- **Upon completion:** A judge will be waiting next to your table as you near puzzle completion; if a judge is not nearby as you near completion, the competitor(s) should raise a hand to alert the judges.

- **Hands off:** Once completed, all competitor hands must not be touching the puzzle pieces, a judge will verify assembly, and they will record the finishing time.
 - **Lost pieces:** There is a maximum 10 second penalty for missing pieces, even if the piece(s) is/are found later. Penalty is not per piece.
 - **Protocol:** If a piece is missing, judges should note the time of the last assembled piece and the puzzler may look for the missing piece.
 - **If it's found within 10 seconds:** The completion time should reflect when the final piece is put in.
 - **If not found within 10 seconds:** The competitor can stop looking and their completion time will be noted as the last assembled piece time plus 10 seconds. Even if there are multiple missing pieces, only 10 seconds should be added, unless there are 10+ missing pieces or they are missing due to a manufacturing error as explained below.
 - **Adjacent missing pieces:** If there are 2 or more adjacent missing pieces, no penalty will be applied as it is considered a manufacturing error.
 - **10+ missing pieces:** Unless determined to be a manufacturing error, if there are more than 10 pieces lost, the participant will be disqualified for lack of intent to complete their puzzle.
 - **Excessive manufacturing error:** If it is deemed by SpeedPuzzling.com hosts that a manufacturing error causes excessive damage to the competitor's attempt, SpeedPuzzling.com hosts may take the necessary measures to correct the damage caused without undermining the rights of other participants.
 - **Courtesy policy:** After finishing their puzzle, all competitors must quietly collect the puzzle and their belongings and leave the competition area to avoid distracting the puzzlers still competing.
-

Competition End

- **Unfinished puzzles:** Once the maximum time has elapsed, the competitors must take their hands off the puzzle to indicate they have stopped puzzling. They are then encouraged to assist judges in counting their unassembled puzzle pieces which will determine their placement among other competitors with incomplete puzzles.
 - **Groups of 2+:** Any number of pieces that are assembled together (2+) count toward total assembled pieces.
 - **Piles of 10:** Any other remaining pieces should be piled into groups of 10 pieces to assist judges in counting your unassembled pieces.
- **Time limit:** If no one finishes before the event time runs out, the winner will be whichever competitor has correctly placed the largest number of pieces.

Tools

- **Box-top holders** are allowed.
 - **Sorting trays:**
 - **For 500 piece puzzles**, competitors can use up to 2 trays of a maximum size of 16.5" x 11.7" (A3 size).
 - **For 1000 piece puzzles**, competitors can use up to 4 trays of a maximum size of 16.5" x 23.4" (A2 size).
 - **Competition puzzle box top and bottom** may also be used as sorting trays, in addition to the above allowed trays.
 - **Headphones** are allowed as long as they are quiet enough to avoid disturbing your puzzle neighbors, otherwise you'll be asked to turn them down or remove them.
 - **Cell phone calls** are NOT allowed during the competition. If we suspect that you have received help via headphones, we may ask to review your call log and if we find you were on a call during the competition, you will be disqualified.
 - **Printouts of the puzzle:** It is not permitted to assemble the puzzle on top of the paper template if it is included with the product.
 - **All other tools** such as extra lighting, puzzle scoops, magnifying glasses, cutting tools, table risers, cell phone photos, extra printouts of any sort (not included with the competition puzzle), etc. are not allowed.
-

Other Rules

- **Distractions:** Loud conversation/headphone music, singing, moving/standing in another competitor's space, or anything else that may impede another competitor's progress or the ability of judges and competition organizers to fulfill their role is NOT allowed.
- **Shared tables:** When pairs and individuals are competing on shared tables, it is NOT allowed to invade the area of the adjacent participant or hinder their construction. If no one is present on the second half of a shared table, it is NOT allowed to utilize that space; it must remain completely empty as though there were another puzzler(s) utilizing it.
- **Safety requirements:** Keeping aisles clear and minimizing crowding in the event space are of the highest priority. Competitors must always abide by a judge's request to preserve safety at the event.
- **Undefined incidents:** Any incident that arises that is not reflected in these rules will be resolved by SpeedPuzzling.com hosts.

IF A COMPETITOR FAILS TO FOLLOW ANY OF THE ABOVE RULES, IT MAY LEAD TO THEIR DISQUALIFICATION FROM THE EVENT.

Fine Print & Liability Disclaimer

By attending this event, you acknowledge and agree to the following terms:

- **Assumption of Risk:** Participation in this event involves inherent risks, including but not limited to, personal injury, property damage, or other losses. By attending, you voluntarily assume all risks associated with participation.
- **Liability Waiver:** The organizing body, its affiliates, employees, and volunteers shall not be held liable for any injury, loss, or damage sustained by participants, including but not limited to, accidents, illness, or theft occurring during or in connection with the event.
- **Medical Conditions:** Participants are responsible for their own health and safety. If you have any medical conditions that may affect your participation, you are encouraged to consult with a medical professional prior to the event.
- **Photography and Media:** By attending, you consent to the use of your image or likeness and full name in promotional materials or publications related to the event.
 - All images and videos posted by the SpeedPuzzling.com hosts are the intellectual property of SpeedPuzzling.com.
 - Visit our [Notice of Filming and Photography](#) for more information.
- **Changes to Event:** The organizing body reserves the right to make changes to the event schedule, format, or location as necessary.
 - **Refusal of registration or admission:** SpeedPuzzling.com leadership reserves the right to refuse registration or admission of anyone who may alter the public order or have shown an attitude contrary to the gracious professionalism expected of its members/participants.
 - **Cancellation or postponement:** In the event of cancellation or postponement of the event for reasons beyond the control of SpeedPuzzling.com, SpeedPuzzling.com is not responsible for indirect expenses incurred by participants, except for the paid registration fees.

SEE NEXT PAGES FOR DIVISION-SPECIFIC RULES.

Team Division

- **Team size:** Teams may be composed of a minimum of 3 people and a maximum of 4. No changes in team members are allowed during the competition. Everyone can only compete once in each division and cannot be part of more than one team, even if they are in different heats.

- **Age limit:** Participants under the age of 16 are allowed as long as they are competing with at least one teammate over 16. *Junior Division team members must all be under 16, and Senior Division team members must all be 60 or over.*
 - **Single round:**
 - **# of competitors per heat:** There will be at least 40 teams per heat.
 - **Puzzle size:** Each team will receive 1 x 1000-piece puzzle with a previously released image.
 - **Table size:** Table size will be equivalent for every team, dimensions measuring 72" x 30".
 - **Number:** There will be at least 40 tables and teams will NOT share the table with any other teams.
 - **Placement:** Teams will be placed at numbered tables according to their level of speed that has been previously observed at other competitions. This aids judges by ensuring that teams near each other are generally finishing at the same time.
 - **Time limit:** Teams will have 2 hours to complete their puzzle.
 - **Prizes:** The top 3 teams will win prizes in the form of gift cards or puzzles.
-

Pairs Division

- **Team size:** Teams may be composed of 2 people. No changes in team members are allowed during the competition. Everyone can only compete once in each division and cannot be part of more than one pair, even if they are in different heats.
- **Age limit:** Participants under the age of 16 are allowed as long as they are competing with at least one teammate over 16. *Junior Division team members must all be under 16, and Senior Division team members must all be 60 or over.*
- **Single round:**
 - **# of competitors per heat:** There will be at least 80 pairs per heat.
 - **Puzzle size:** Each pair will receive 1 x 500-piece puzzle with a previously released image.
 - **Table size:** Table size will be equivalent for every pair, dimensions measuring 72" x 30".
 - **Number:** There will be at least 40 tables and pairs WILL share the table with 1 other pair.
 - **Placement:** Pairs will be placed at numbered tables according to their level of speed that has been previously observed at other competitions. This aids judges by ensuring that pairs near each other are generally finishing at the same time.
 - **Time limit:** Pairs will have 1 hour and 30 minutes to complete their puzzle.
 - **Prizes:** The top 3 pairs will win prizes in the form of gift cards or puzzles.

Individual Division

- **Team size:** The Individual division will be composed of solo competitors. Everyone can only compete once in each division and cannot register for multiple heats.
- **Age limit:** *Junior Division participants must all be under 16, and Senior Division participants must all be 60 or over.*
- **Single round:**
 - **# of competitors per heat:** There will be at least 80 individuals per heat.
 - **Puzzle size:** Each individual will receive 1 x 500-piece puzzle with a previously released image.
 - **Table size:** Table size will be equivalent for every individual, dimensions measuring 72" x 30".
 - **Number:** There will be at least 40 tables and individuals WILL share the table with 1 other individual.
 - **Placement:** Individuals will be placed at numbered tables according to their level of speed that has been previously observed at other competitions. This aids judges by ensuring that individuals near each other are generally finishing at the same time.
 - **Time limit:** Individuals will have 1 hour and 45 minutes or 2 hours to complete their puzzle (depending on the location).
 - **Prizes:** The top 3 individuals will win prizes in the form of gift cards or puzzles.