



# DES MOINES CORPORATE *GAMES*

## SPEED PUZZLE RULES

### Eligibility

All players must be regular employees (full or part-time), interns or retirees of companies registered for the Des Moines Corporate Games.

### General Rules

Team & Eligibility:

- Each company may enter one team.
- Each team will consist of five players.

Objective:

- The goal is to complete a 300 -piece puzzle in the shortest time possible.

Time Limit:

- Each team will have 45 minutes to complete the puzzle.
- The puzzle is considered complete when all pieces are connected correctly.
- Once 6 teams have completed the puzzle, the competition is over and all remaining teams will receive participation points.

Puzzle Details:

- The puzzle will be a standard 300-piece jigsaw puzzle.
- Each team has been given the same puzzle.

Puzzle Area:

- A designated workspace will be provided for each team.

Breaks:

- Teams may take breaks during the competition, but the clock continues to run.

Disqualification:

- Teams are disqualified if any team members are caught tampering with another team's puzzle pieces or workspace.
- The puzzle must be solved solely using the pieces provided; no external tools or assistance are allowed.

### CCG Point System

- Medals will be awarded to the top three finishers in each division. Points will be awarded to the top six teams within each division, as follows:

Place	Points
1 <sup>st</sup>	800
2 <sup>nd</sup>	600
3 <sup>rd</sup>	400
4 <sup>th</sup>	300
5 <sup>th</sup>	150
6 <sup>th</sup>	150

- Participation points will be awarded for all individuals or teams in the CCG. To receive participation points, individuals or teams must complete the event as designed. Points for participation are as follows:

Event	Participation Points
Speed Puzzle	150/Team