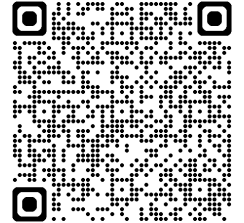


Rules for
Library Puzzle Competition

March 30 - April 12, 2026



- Registration:
 - Entry Fee – Free
 - Register using the QR code or this [link](#).
 - Teams will consist of up to but no more than four people
 - One captain will register their pre-made team
- Prizes: A fun prize package will be awarded to the winning team.

- Teams:
 - Participants should enter teams of one to four people. **One team member must be affiliated with Olivet Nazarene University (student, staff, or faculty)**. That person should be the captain and register the entire team.
 - All teams will be doing the same puzzle. If any pieces are missing or damaged, the team must immediately report them to the organizers.

- Time:
 - All team members must be present at start of time slot. Those not present will not be allowed to join late.
 - The competition will last for 1:45, and teams will have to complete the puzzle within that time frame.
 - Teams will be assigned a table near the Info desk and will not be allowed to change tables
 - Library Staff monitors will give time warnings throughout the competition.
 - When time is up all team members must stop immediately and wait for the monitor to record the puzzle and any remaining pieces.



- Scoring:
 - The team who completes the entire puzzle in the quickest time will be declared the winner.
 - If no team finishes the puzzle, the team with the least amount of pieces remaining at the end of the contest will be declared the winner.

- Assistance:
 - No outside assistance is allowed during the competition. Participants cannot use any electronic devices, books, or other resources to aid them in solving the puzzle. Cell phones must be put away. If you need to take a call or text someone, you must step away to the Phone Zone.
 - Only participating members are allowed at or around the table. Non-participating guests will be asked to leave the area.

- Etiquette:
 - Teams are expected to behave in a courteous and respectful manner as to not disturb other patrons in the library. They must respect the library staff monitors' guidance.

- Disqualification:
 - Any team caught cheating, in any form, or behaving in a manner that disrupts other library patrons will be disqualified.

- Cleanup:
 - Teams are required to clean up their workspace of all trash and leave the table ready for the next team. Library staff monitors will reset the puzzle.

