

Terms and Conditions for participation at the “P&G European IT Hackathon”

P&G European IT Hackathon

COMMON TERMS USED IN THESE RULES

These are the Official Rules and Regulations (“Official Rules”) that govern how the **P&G European IT Hackathon** operates (the “Hackathon”). In these Official Rules, “we”, “our”, and “us” refer to P&G (following “P&G”), the sponsor of this Hackathon. “You” and “Yourself” refer to an eligible entrant. “Deliverables”, “Prototypes” and “Submissions” refer to the work and intellectual property created as part of the Hackathon.

OVERVIEW

- The Hackathon is open students, freelancers, start-ups or anyone with a technical background to join the team of P&G innovators for 24 in one of the 10 locations: Newcastle, Madrid, Paris, Geneva, Warsaw, Bucharest, Moscow, Istanbul, Kronberg and Tel-Aviv.
- The Hackathon is scheduled for the weekend starting 24th of November (23rd for Tel-Aviv). You will be confronted with a real business challenge, provided with all necessary data and tools and expected to work out a tangible solution with the support of our experts.
- Eligible individuals and team participants (each, a “Participant”) may register for the Hackathon starting at 6:00 PM Central European Time (CET) on 9th of October 2017.
- Registration for the Hackathon will close at 7:00 pm Central European Time (CET) 20th of November 2017.
- Participants must be registered using the link to our Taleo page.

You are eligible to participate and enter the Hackathon provided you meet the following requirements:

- You are at least 18 years old and the age of majority in your jurisdiction of residence.
- You are not an employee of P&G or its related companies as of September 1, 2013 or during the Hackathon; nor an immediate family member (parent, sibling, spouse, children) of or household member to an employee.
- You are not involved in any part of the creation, promotion, execution or administration of this Hackathon.
- Participants confirm not being employed by companies being in competition with P&G, including but not restricted to businesses dealing with home care (e.g., dish care, hard surface cleaning, etc.), laundry (e.g., fabric conditioners, laundry detergents, etc.), beauty care (e.g., cosmetics, skin care, etc.), hair care (shampoos, conditioners, colorants, etc.), grooming (e.g., shaving preparations, and other hair removal products), oral care, , and paper products (e.g., diapers, feminine protection, tissue towels, etc.).
- Participants confirm not participating as journalists and/or government employees, and/or members/employees of a media and/or government agency, and/or participating for reasons others than the genuine interest of winning the Hackathon.

If a Participant is an employee of a corporation, government or an academic institution, enrolled as a student, it is his or her sole responsibility to review, understand and abide by his or her employer’s, government’s, or academic institution’s policies regarding eligibility to participate in the Hackathon. If a Participant is found to be in violation of his or her school’s, government’s or employer’s policies, then he or she will be disqualified from participating in the Hackathon and being awarded or retaining any prize. P&G disclaims any and all liability or responsibility for disputes arising between a student or employee and his or her school, government or employer related to the Hackathon.

Registration

Registration may close early, when the maximum participants are reached.

You may register for the Hackathon as an individual or as a team. Individual participants will create their own team of 2-5 during the first workshop.

- Once you have successfully registered you will be contacted by your local Hackathon leader and will receive information and documentation.
- Each participant will receive an email confirmation that they have been registered for the Hackathon and may be required to confirm their participation.
- Once formed, each team is solely responsible for its own cooperation and teamwork. In no event will P&G officiate in any dispute between or among any team(s) or its/their members regarding their conduct, participation, cooperation or contribution.

By participating each team member agrees to abide by these Official Rules.

Participants may be photographed and/or videotaped while working in the Hackathon locations. Participants agree that P&G may use any photographs or videos obtained in this manner for promotional purposes, during or after the Hackathon in any media and without any geographic limitation.

THERE ARE NO PARTICIPATION FEES REQUIRED FROM YOUSELF FOR THIS EVENT. YOU ARE VOLUNTARILY TAKING PART IN THE HACKATHON ACTIVITIES.

GENERAL STANDARDS FOR HACKATHON DELIVERABLES

The intent and spirit of the Hackathon is to encourage Participants to

- generate an innovative prototype using voice recognition technology
- generate a presentation for the prototype

To be eligible for judging, all deliverables must meet the following general standards:

- Must be made and presented in English.
- Must be acceptable for all viewing audiences.

By taking part in this Hackathon, you confirm that all deliverables:

- Comply with these Official Rules;
- Are your/your team's original work;
- That you/your team have obtained any and all consents, approvals, or licenses required for you to submit them, and that they will not violate anyone else's rights or the law.

JUDGING AND WINNERS

Each team will present their deliverables to their local experts. Judging will be based on these presentations and the prototype demo.

The judging period will begin the week after the Hackathon. The results will be announced at the end of that week.

All submissions must include fully functional prototypes (Minimum Viable Product). We need to be able to use your application in order to judge it.

WHAT ARE THE PRIZES?

Local prizes will be awarded by each participating Hackathon location. They reserve the right to decide the nature of the prize (e.g. monetary, conference tickets, other products). In addition to this, one or more regional prizes will be awarded to the local winning teams.

PRIZE CONDITIONS:

Your odds of winning a prize will depend on the number of eligible deliverables received, the quality of the deliverables, and the level of skill of the Participants.

If you or your team is confirmed as a winner:

- You may not designate someone else or another team as the winner;
- You agree to provide P&G with the legal name, address of each Participant;
- If you/your team accepts a prize, you and each team member agrees to self-report to applicable taxing authorities, as may be required by applicable laws, and will be solely responsible for all applicable taxes and costs related to accepting and using the prize.

Prize money should be retained by individuals only in conformity with any applicable policies of his or her employers, academic institutions, or government regarding participation in and receipt of promotional consideration relating to the Hackathon and receipt and retention of prize. If a government, employer's or school's policies are applicable, it is the Participant's sole and ultimate responsibility, in consultation with his or her government, employer or school, to determine how and if prize will be retained and/or distributed and accounted for and P&G assumes no responsibility for the decisions made by such government, employers or schools regarding this issue.

NOTIFICATION:

All notifications P&G attempts to make to you/your team are subject to the following conditions:

- If you/your team is selected as a local prize winner you will be asked to present your prototype to other P&G leaders and experts.
- If you/your team is selected as a regional prize winner, P&G will notify you by sending a message to the email address and/or attempting to contact you at the telephone number provided at registration.
- If the notification that P&G sends is returned undeliverable, or you are otherwise unreachable, P&G may disqualify your team and extend an invitation to the next highest-scoring entrant.
- If there is a dispute as to the identity of a particular entrant, P&G will consider the entrant to be the authorized account holder of the e-mail provided at time of sign up. If a dispute as to the identity of a particular entrant continues, P&G reserves the right to make a final determination in its sole discretion as to the identity of an entrant.

In no event P&G will be liable to you for any direct, special, incidental, exemplary, punitive or consequential damages (including loss of use, data, business or profits) arising of or in connection with your participation in the Hackathon, whether such liability arises from any claim based upon contract, warranty, tort, strict liability or otherwise and whether or not P&G has been advised of the possibility of such loss or damage.

OTHER TERMS AND CONDITIONS YOU ARE AGREEING TO

By entering this Hackathon you agree:

- To abide by the Official Rules;
- To respect the other participants
 - To release and hold harmless P&G , and its respective parents, subsidiaries, affiliates, employees and agents from any and all liability or any injury, loss or damage of any kind arising from or in connection with this Hackathon and its promotion, or any prize won;
 - That P&G's decisions will be final and binding on all matters related to this Hackathon;
 - That P&G reserves the right to modify these Official Rules at its sole discretion.
 - That, by accepting a prize, P&G may use your proper name and state, country, and/or region of residence, image, employment information, and team information, online and in print, or in any other media, in connection with this Hackathon, without payment or compensation to you, except where prohibited by law;
 - To contact us prior to promoting or publicizing your participation in and, if applicable, your winning the Hackathon;
 - To not use or display any of the P&G trademark (including any logo or brand) without P&G prior-written permission;
 - to not use expressions that incite violence or forms of discrimination, obscenity, or defamation;
 - to avoid content that is offensive, vulgar, defamatory, or that violates privacy or is otherwise against applicable law, as well as advertising content or content that concerns political or religious views or other such ideologies;
 - to avoid developing applications that are clearly off topic compared to the assigned challenge;
 - not to violate copyrights, trademarks, or other such rights;
 - to observe data-protection legislation;
 - to use any data that is obtained with consent or on lawful basis
 - not to share any confidential information
- The datasets shared with participants are P&G proprietary. Participants shall not send them over to parties that are not registered as participants of the hackathon, and will need to erase all content within 2 weeks after the reward ceremony.
- The deliverables from the Participant must not contain material that violates or infringes another's rights, including but not limited to privacy, publicity, copyright, trademark, patent, or intellectual property related rights.

By entering, each Participant represents and warrants that (a) the Participant's deliverables and all components thereof, including all ideas, creative elements and any other materials and information contained in the deliverables are wholly original with the Participant, (b) no person or entity has collaborated with Participant in creating the deliverables, provided any material or information for inclusion in the deliverables, or has any ownership rights in and to the deliverables or any component thereof (note: a Participant that is a Team warrants and represents that no person who is not a Team member collaborated with the Participant, provided any material or information, or has any ownership rights in and to the deliverables), (c) Participant has the exclusive, unconditional right and authority to submit the deliverables and to grant the rights set forth herein, and (d) the Participant's deliverables comply with these Terms and Conditions in full.

- By entering, each Participant grants to The Procter & Gamble Company and their affiliates a non-exclusive, irrevocable, royalty-free license to reproduce, exploit, adapt, use and display, in perpetuity, throughout the world, the deliverables in whole or in part, with the right to sub-license, without further notice or compensation.

Each team is responsible for determining the disposition of any intellectual property developed during the course of the Hackathon. P&G shall not be responsible for mediating disputes that arise relating to intellectual property ownership. If a dispute arises concerning intellectual property ownership, P&G may at its sole discretion disqualify any Participants.

By entering, each Participant grants to The Procter & Gamble Company and their designees the exclusive and irrevocable right (the “Right of First Offer”) to invest in, develop, take to market, exclusively license and/or otherwise exploit the Submissions, including any intellectual property therein, subject to the terms of this paragraph. As used herein, the Right of First Offer means that if Participant determines to offer the Submissions or underlying intellectual property for exploitation of any kind, Participant shall notify P&G of such desire in writing and immediately thereafter negotiate with P&G with respect to any exploitation in the Submissions or underlying intellectual property. Notice shall only be satisfied under this paragraph if acknowledged or confirmed by a P&G representative. If P&G fails to respond to the initial acknowledged notification from Participant within thirty (30) business days or if, after the expiration of ninety (90) business days following P&G receipt of such notice, no agreement has been reached, then Participant shall be free to negotiate with any third party with respect to the exploitation of the Submissions or any interest therein. This Right of Offer shall expire within two (2) years of the date of the Hackathon and thereafter, Participant will have the right to negotiate with any third party with respect to the exploitation of the Submissions or any interest therein. The Procter & Gamble Company’s Right of First Offer shall bind Participant and his or her heirs, successors and assigns.

Participant agrees that it will not, during any Option Periods under this agreement, disclose any Submissions, intellectual property rights therein, or any other confidential information to any third party or enter into or negotiate with any third party any agreement or contract relating to such Submissions or underlying intellectual property.

By submitting their deliverables, each Team (including its Participants) releases The Procter & Gamble Company and Affiliates from and against the full amount of all claims, liabilities, actions, suits, proceedings, assessments, judgments, decrees, losses, fees, damages, settlement funds, and associated costs and expenses including attorney’s fees arising from or in connection with the Participant’s participation in this Hackathon, any use by The Procter & Gamble Company and Affiliates of the Participant’s Submission and/or the exercise by The Procter & Gamble Company and Affiliates of any rights granted to it herein, including without limitation claims based on copyright, patent and/or trademark infringement relating to the Participant’s submission resulting from the Participant’s participation in this Hackathon.

LAWS THAT GOVERN HOW THE HACKATHON IS EXECUTED AND ADMINISTERED

This Hackathon will take place in 10 different locations across Europe. Organisers and Participants are governed by the laws of the country they are participating in.

WHAT IF SOMETHING UNEXPECTED HAPPENS AND THE HACKATHON CAN'T RUN AS IT WAS PLANNED?

If someone cheats, or a virus, bug, bot, catastrophic event, or any other unforeseen or unexpected event affects the fairness and/or integrity of this Hackathon, P&G reserves the right to cancel, change, or suspend this Hackathon.

This right is reserved whether the event is due to human or technical error. If a solution cannot be found to restore the integrity of the Hackathon, P&G reserves the right, but is not required, to select winners from among all eligible prototypes received before P&G had to cancel, change or suspend the Hackathon.

If you or your team attempts to compromise the integrity or the legitimate operation of this Hackathon, or if P&G has reason to believe that you or your team have compromised the integrity or the legitimate operation of this Hackathon by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, P&G may seek damages from you to the fullest extent permitted by law. Further, P&G may disqualify you, and ban you from participating in any of our future Hackathons.

LOCATIONS AND ADDRESSES OF THE HACKATHON

Available on the hackathon website.

WHO IS SPONSORING THIS HACKATHON?

Procter & Gamble Europe

WHO IS P&G:

Procter & Gamble is a multi-national company specialized in producing a wide variety of products ranging from Household care, Personal Care, Baby Care, Feminine Care, Oral Care, and many more. Some of our well known Brands are Ariel, Pampers, Pantene, Oral B etc.

I confirm hereby acceptance of these terms & conditions

Full Name:

.....
(Signature)

(Date)