

EVENT RULES AND REGULATIONS

§ 1. GENERAL PROVISIONS

The 'Hack4Culture' event (hereinafter the '**Event**') is organized by UNIT4 Polska sp. z o.o. with its registered office at ul. Strzegomska 140a in Wrocław, entered into the register of entrepreneurs of the National Court Register under the KRS number 0000431476, NIP (Tax Identification Number): 899-273-77-41 (hereinafter the '**Organiser**').

§ 2. DATE AND LOCATION

1. The Event shall take place on 15-16 April 2016, from 5:00 PM until noon, at the Centennial Hall in Wrocław, at 1 Wystawowa Street, Congress Centre, Room C & D.
2. Remote participation is not allowed.

§ 3. CONDITIONS OF PARTICIPATION AND THE COURSE OF THE EVENT

1. The Participants of the Event need to be individuals of age, having full legal capacity.
2. A condition for participation in the Event is also the registration of the Participant via the registration form available on the www.hack4culture.pl website.

The Organiser may disable the option of registration or declaration of participation in the Event, should maximum space capacity at the location of the Event be reached, resulting in inability to accommodate all potential Participants in the Event.

3. At the time and in the place of the Event, a coding contest shall be carried out (hereinafter the '**Contest**'). The object of the Contest is for the Participants to create an application relating to culture in the context of activities for the benefit of local communities, described in more detail on the www.hack4culture.pl website (hereinafter the '**Application**').

§ 4. RULES OF THE CONTEST

1. The Participants taking part in the Contest shall create Applications from scratch within the duration of the Event at the time specified in the schedule. **No prior preparation or use of pieces of code prepared prior to the Event is allowed in the process of creating the Application, regardless of who the author of the given code piece is (with the exception of ready-to-use, commonly available, legal libraries – hereinafter the 'Libraries').**
2. Participants in the Contest declare that:

- a. during the Event, they shall comply with generally applicable provisions of law, as well as these Rules and Regulations.
 - b. They shall develop their Applications by themselves and be their exclusive authors with full copyright ownership, without prejudice to the possibility of team participation in the Contest and the possibility to use available Libraries.
 - c. The Applications shall meet the requirements of generally accepted ethics; they shall not contain content intended only for persons of over 18 years of age, including racist, sexually explicit or violent content, and shall not in any other way breach the generally applicable provisions of law or infringe upon personal rights, copyright ownership or moral rights, as well as any other intellectual property rights of third parties.
3. If a Participant or Team use Libraries to develop their Application, and such Libraries require obtaining relevant licences or payment of any fees to use them, such Participant or Team shall satisfy the abovementioned requirements by themselves and inform the Organiser about the use of the Libraries, indicating licensor's information.
 4. The code of the Application shall be stored using publicly available version control system such as <http://github.com>, <http://bitbucket.org> or similar. The Organiser allows for Participants' discretion regarding the choice of version control system.
 5. The Participants are entitled to take part in the Contest in development teams whose number cannot exceed 4 members (the '**Team**'). Each Team member must meet the requirements set for the Participant, as defined in these Rules and Regulations. Each Participant may be a member of one Team only.
 6. The final composition of the Team must be presented to the Organiser of the Event by 6:00 PM on 15 April 2016.
 7. The Contest includes the following stages:
 - a) Application development – during this stage, the Participants in the Contest, as well as the Teams, independently develop Applications in accordance with the provisions of these Rules and Regulations and at the time specified in the schedule.
 - b) Application presentation – during this stage, the Participants in the Contest, as well as the Teams, present Applications they developed as part of the Contest. The presentation is conducted using laptops, emulators, phones or tablets. The Organiser provides the option to use an overhead projector and is able to provide presentation devices referred to in the previous sentence. The condition for admission of the Application for presentation and assessment by the Judging panel is for the Participants to develop, within the time specified in the schedule, at least a portion of a working prototype of the Application, which would represent the way the Application is supposed to operate, along with its basic functionality. The maximum of 5 minutes is admitted for the presentation of the Application to the Judging panel (10:00 AM, Saturday).
 9. The Organiser shall provide each Team and each Participant taking part in the Contest individually with a working space with electrical outlets and WiFi internet access. Each Participant and each Team taking part in the Contest are required to secure their own necessary equipment and all other objects used during the development of the Application.
 10. The Organiser reserves the right to verify whether all code of the Application (excluding ready-to-use, commonly available and legal Libraries) was developed by the Participant or Team as part of the Contest, during the Event.
 11. In the case of a breach of provisions of these Rules and Regulations or generally applicable provisions of law by a Participant or a Team, the Organiser shall have the right to disqualify the given Participant or Team.

§ 5. ASSESSMENT AND PRIZES

1. The Applications shall be assessed by a judging panel (the '**Judging panel**') consisting of judges (hereinafter the '**Judges**') invited to the Event by the Organiser. Mentors specialising in a specific aspect of application development, environments applications are developed in, project management, UX or other useful areas of the development process (hereinafter the '**Mentors**') shall also take part in the Event. The Mentors' tasks during the Event include supporting the Participants and Teams taking part in the Contest, advising and answering questions on Application development process. The Judges are people with expert-level general knowledge, responsible for assessment of the Applications.
2. The Organiser shall, as its sole option, select the Judges and Mentors.
3. Based on common settlements of the Judging panel, a decision is made regarding the winners and the number of prizes awarded to Participants and Teams taking part in the Contest. The decision regarding the winners and awarding the prizes depends entirely on the informal assessment of the Judging panel, taken by a majority vote according to the criteria described in item 4 below.
4. Applications will be assessed according to the following criteria: innovation, design, functionality, business potential/usability. The Judging panel shall sit five people. The highest rating a Judge can admit is 5. The Team which collects the highest number of points, from all the Judges, wins the main prize. The Organiser assumes identifying one winning team.
5. The Team prize goes to each member of the winning team.
6. The Organiser provides for an additional audience prize. After the presentations of the Applications at the end of the Event, each Participant, Mentor and Judge present at the Event, may vote for the best application. The developer (Participant) or the developers (Team) of the Application with the largest number of votes shall receive the audience prize. In the event of a tie between two or more Participants or Teams, the Judging panel shall decide who wins the audience prize. The audience prize shall be awarded to one Participant or Team only.
7. The Organiser provides for an additional prize from a partner, which shall be awarded to the Participant or Team who performed best according to the partner.
8. Prizes in the competition shall be of in-kind nature. The Organiser reserves the exclusive right to decide on the type and number of prizes, which shall depend on the number of Applications selected by the Judging panel and the number of Teams and Participants declaring their participation in the Contest, as well as on the final quality of presented Applications and Participants complying with the rules of Contest.
9. If, in connection with awarding a prize to a Participant (depending on its value), the provisions of the law shall provide for the emergence of tax liability, a cash prize in the amount representing 11.11% of the value of such prize shall be added to it. In such case, part of the award constituting the added amount shall not be paid to the winner, but collected by the Organiser before awarding the prize to the winner, as a 10% flat-rate income tax on the total value of the prize referred to in article 30 (1)(2) of the Personal Income Tax Act of 26 July 1991 (consolidated text, Journal of Laws, 2000, No. 14, item 176, as amended).
10. The prizes cannot be exchanged for cash equivalent, or any other in-kind prizes of the same value.
11. The prize reception shall take place during the Event, after the announcement of the results of the Contest, however the Organiser reserves the right to send the prizes to the winning Participants on a later date, not later, however, than 30 days after the Event is ended, as long as the Participants have provided correct service addresses.

§ 6. COPYRIGHT

1. By submitting the Application to the Contest, the Participants declare that they are the sole developers within the meaning of the Copyright and Neighbouring Rights Act, and that they are entitled to full copyright ownership of the Application developed during the Event.
2. Participants retain full rights, including copyright ownership and personal rights to the code of the Application developed during the Event.
3. Participants in the Contest – the winners of the Organiser's prize and the audience prize – grant to the Organiser a perpetual, royalty-free, worldwide consent (license) for the use of the screenshots of the Applications, graphics associated with the Applications, as well as descriptions of Applications functionality, effective as of the announcement of the Contest results. Participants referred to in the previous sentence shall with no delay submit the abovementioned materials at the Organiser's request, in a format indicated by the Organiser, provided that the request has been submitted within 12 months from the date of completion of the Event. Should the Participants submit the abovementioned materials on a physical medium, they shall transfer the ownership of the medium to the Organiser upon its handover.
4. The consent (license) referred to in paragraph 3 includes the use of the abovementioned materials to promote the Event, including its future editions, to promote the winning Applications and the Participants who developed the Applications, as well as to communicate information about the course of the Event and about the winning Applications. In connection with the consent (license) granted, the Organiser shall be entitled to use the abovementioned materials on the following fields of exploitation: (1) within the scope of recording and reproduction of pieces of work – production of copies of the work with the use of a specific technique, including printing, reprography, magnetic recording and digital recording, (2) within the scope of distribution of the work in a manner other than that specified above, including through public exhibition, screening, presentation, but also through broadcasting and re-broadcasting, as well as by making the work available to the public in a manner allowing the audience to have access to such work in a place and at a time of their own choice, including, in particular, on the Internet and in printed and digital press.
5. The Participants referred to in paragraph 3 hereby express their consent (license) for the Organiser to take decision on the first public release of the abovementioned materials and their dissemination, without the need of labelling or informing the public about the authorship of these materials; this provision shall not mean that the Organiser will not inform the public about the authorship of the Application.
6. For the avoidance of doubt, by entering the Contest, the Participant agrees that they are not entitled to any additional remuneration, apart from the prize in the Contest, for granting their consents (licenses) to the Organiser in all fields of exploitation.

§ 7. RESPONSIBILITY

1. The Organiser of the Contest shall not be liable for any material or nominal damage suffered by the Participant as a result of taking part in the Event, including the Contest, or as a result of, and in connection with, awarding or not awarding the prize.
2. The Participant shall bear full and sole responsibility in the case when their Application or materials referred to in § 6(3) of these Rules and Regulations breach any rights of third parties or generally

applicable law. Participants agree to substitute the Organiser in a dispute or to plead jointly with the Organiser in court or settlement proceedings as an intervening party, in the case of a third party claim or request against the Organiser on account of a breach of its rights, in connection with registering the Application in the Contest or using materials specified in § 6(3) of these Rules and Regulations by the Organiser. The Participant undertakes to reimburse the Organiser with the expenses, including attorneys' fees incurred by the Organiser as a result of the claim or request referred to above, ruled by a legally-binding decision of the court, final administrative decision or by settlement in writing. The Organiser is obliged to immediately inform the Participant, should a third party issue a claim or request as described above against the Organiser.

3. Event Organiser shall not be liable for the inability to claim the prize by a Participant for reasons directly attributable to the Participant.

§ 9. PROCESSING OF PERSONAL DATA AND IMAGE

1. Participant's personal data shall be processed in accordance with the Personal Data Protection Act of August 29, 1997 (Journal of Laws, 2002, No. 101, item 926, as amended) by the Organiser as the administrator of such data, for the purposes of participation, conducting and settlement of the Contest, as well as of implementation of tax obligations, to which every Participant agrees by taking part in the Event.
2. The Organiser shall cease processing personal data of the Participants after completion of the abovementioned purposes.
3. The Organiser declares that the following categories of Participant's data shall be processed: first name, last name, email address, phone number, image.
4. Consent to the processing of Participant's personal data under the conditions set out in these Rules and Regulations is voluntary, but necessary to receive prizes and participate in the Contest.
5. Each Participant who submitted their personal data to the Organiser has the right to access and amend their data.
6. Withdrawal of such consent requires sending an email message to the following address: pytania@hack4culture.pl.

Withdrawal of consent to the processing of personal data may prevent the Participant from receiving a potential prize, or even from participating in the Contest.

7. By taking part in the Event, the Participants agree to the distribution of their image by the Organiser, or on its behalf, for the purposes of promoting the Event and the Contest, by means of uploading the photos and video footage to the Event's website, online media and channels (including YouTube, Facebook, G +, Eventbrite, Tweeter) and using such image in any printed promotional materials related to the Event.

§ 10. EVENT SCHEDULE

Friday:

4:00-5:00 PM – Registration of Participants and welcome.

5:00-5:15 PM – Opening remarks, explanation of rules and the scope of the Event

5:15-6:00 PM – Lecture by the representatives of cultural recognition.

6:00-6:15 PM – Assigning Team numbers.

6:15 pm – Start hacking.

7:00 PM – getting acquainted with the Teams, maximum of 5 minutes per Team, reporting issues by Teams, consulting Mentors.

9:00 PM – Pizza.

Saturday:

8:00-9:00 AM – Breakfast.

10:00-11:00 AM – Presentation of ideas.

11:00 AM – Prize ceremony.

11:30 AM – Hackathon end.

§ 11. FINAL PROVISIONS

1. The principles for conducting the Event are stipulated in these Rules and Regulations. All information about the Event in advertising materials is of informative nature only. Matters not regulated by these Rules and Regulations shall be governed by generally applicable legislation, including, in particular, the Civil Code and the Personal Data Protection Act (consolidated text, Journal of Laws, 2002, No. 101, item 926, as amended).
2. By taking part in the Event, the Participants confirm that they have read the provisions of these Rules and Regulations, and that they fully accept them.
3. The Organiser is entitled to amend the provisions of these Rules and Regulations, in so far as this does not deteriorate the conditions for participation in the Contest.
4. Breaching any of the provisions of these Rules and Regulations by the Participant shall entitle the Organiser to exclude such person from participation in the Contest, and shall deprive the Participant of the right to the prize.
5. These Rules and Regulations are available for the Participants on the www.hack4culture.pl website.