



2019 AQUAHACKING CHALLENGE - BRITISH COLUMBIA

RULES AND REGULATIONS FOR PARTICIPANTS

1. ELIGIBILITY

- Participants must be 18 or older.
- The organizers' and sponsors' employees and their immediate families (i.e. their spouses, siblings, children, parents, spouses' parents and the spouses of any of those individuals) and their household members (related or not) are not eligible to participate in the AquaHacking Challenge.
- Participants must register to the AquaHacking Challenge on the website www.aquahacking.com and be part of a team.
- All participants must supply their full name, an address and an email address to register. If any of this data is incomplete or incorrect, the entry is deemed to be invalid and the participant loses all rights to claiming a prize.
- All participants must provide their own computer.
- The AquaHacking Challenge begins on October 1st, 2019 and ends June 30th, 2020 (for 5 finalists' teams). The challenge ends on March 2020 (exact date to be confirmed) for teams taking part to the semi-final but not moving to the final.
- Participants can take part in any concurrent editions of the AquaHacking Challenge, on the condition that they submit a unique solution to each Challenge. Submitted solutions must be separate and distinct between editions of the AquaHacking Challenge.
- Solutions cannot have been submitted to other events/hackathon.
- Anyone residing in Canada is welcome to take part in the Challenge. Participants enrolled in a post-secondary institution, working or residing in the province of British Columbia are strongly encouraged to take part in the challenge.

2. INTELLECTUAL PROPERTY

- Hacking teams own the results of their work in relation to the solution developed during the 2019 AquaHacking Challenge – British Columbia.

3. PARTICIPATION AND LIMITATIONS

- To be eligible for both the semi-final and final all teams must abide by the directions provided to them in advance of each stage.
- Incorporated companies/organizations cannot participate in the AquaHacking Challenge.
- Solutions cannot be previously developed products that have received funding to be developed, including but not limited to start-ups with less than 3 products.
- All proprietary code used in the proposed solutions must be developed during the Challenge period, though we allow teams who have previously started work on design, wireframes, or mock-ups.
- Teams must address **one of the issues/problem statements** available on the website after October 21st 2019 www.aquahacking.com/en/BC-2020/ to be eligible.

- Teams can work on their solutions whenever and for as long as they want between October 1st, 2019 and March, 2020. However, the five finalists' teams will have until the date of the final in June 2020 to finish their solutions.
- Teams are limited to presenting a single project.
- To be eligible for the final, the teams **must** participate in the semi-final on March 2020 for a chance to qualify.
- Teams must deliver all documentation supporting their project and all presentations (pitch) in **English only**.
- Two sets of evaluation criteria will be used the judges: one for the semi-final, one for the final. (The criteria for each is slightly different. See website for details.)
- During the semi-final and final pitch to the judges, the developed solution must be functional (or considerably advanced toward being so).

The semi-final March 2020 (pitch and judging)

- All teams must submit a 3-pages max document describing their project at the latest a week before the semi-final (date to be confirmed) at midnight.
- Teams **must have at least one representative pitching their project in person or via approved telepresence link** at the semi-final in March 2020 (see website for details)
- The semi-final will be held on March 2020. For this event, each team must prepare a presentation of their project to the judges. The format of this "pitch" is at the team's discretion. Each team will have 5 minutes to present.
- The 5 top solutions will be selected to go on to the final, to be held on June 2020, in Kelowna, British Columbia. See website for details.

The Okanagan Valley watershed expedition and retreat for finalists teams May 1-3, 2020

- The expedition is **mandatory** for all the finalists' teams. To accommodate finalists' participants, at least 2 representatives per team have to attend the expedition.
- The expedition will take place from May 1-3 in the Silver Lake Resort in Summerland, BC

The final June 2020(pitch, judging and prizes)

- Each of the teams selected to compete in the final must submit a document describing their project a week before the Final (date TBC) midnight at the latest.
- The final will be held on June 2020 in Kelowna, British Columbia. See website for details.
- Teams **must have at least one representative pitching their project in person** at the Final on June 2020 during the AquaHacking 2020 Final in Kelowna, BC, Canada. See website for details.
- For the final, each team must prepare a presentation of their project to the judges. The format of this "pitch" is at the team's discretion. Each team will have 7 minutes to present.
- The jury deliberation and the announcement of the winning teams will take place on June 2020 during the AquaHacking 2020 Final in Kelowna, BC, Canada. See website for details.
- Finalist prizes are awarded to the winning teams and divided equally among the team members.

4. MITACS AND AQUAHACKING: Mitacs Accelerate funding for winning teams

Mitacs is working with the AquaHacking program to offer funding for the competition's winning teams through the Accelerate Entrepreneur program. This program is a special case within Accelerate where the student intern is also

the owner or co-owner of a start-up company housed in a university- or college-based business incubator. These notes will help guide student teams registering for the AquaHacking challenge to ensure that, should they win an AquaHacking prize, some or all of the prize funds can be leveraged by Mitacs, in order to increase the amount of money available both for stipends for the participating students and for expenditures made in furtherance of the research that the team is undertaking to develop the company's prize-winning initiative or idea.

Note that applying for Mitacs funding by a winning team is not mandatory, but if the team wishes to take advantage of the opportunity, the following tips will help when registering your team and developing your ideas and budget:

- The team must have a faculty member who will act as the project's academic supervisor.
- Prize funds used for matching become part (normally 50%) of the Mitacs award, which is then administered through your university or college; stipend recipients must therefore be enrolled as full-time students at their institution(s). Team members who have graduated from the academic institution prior to the start date of the award can remain with the company, but may not receive stipends from the award funds.
- Approximately two-thirds of the award is used as student stipends – so you can earn money while doing the research. The Accelerate Entrepreneur program - unlike "regular" Accelerate - allows the student(s) receiving stipends to be owners or part-owners of the company.
- Teams can include students from more than one academic institution.
- You can supplement the prize money from other sources and use that additional money to apply for additional matching funds from Mitacs – but remember that the matched and matching funds are dedicated to research stipends and support activities, and cannot be used for capital expenditures.

Mitacs will be supplying the following assistance to your team:

- Following registration, we will look at the structure of the team and advise if there are any changes that could be made to increase the potential funding that could be applied for, should the team win.
- We will work with the prize winners to help them decide how best to structure their application in order to optimize the value and use of their prize funds and the potential Mitacs award. This will include helping figure out how to support as many members of the team as possible, if that is the team's wish.

5. GENERAL CONDITIONS AND PRIVACY

- The Organizers reserve the right to disqualify any participant if there exists reasonable doubt that the entrant has attempted to undermine the legitimate operation of the challenge by cheating, deception, or other unfair practices. The same applies for all threats or harassment of other participants, staff members or jury members.
- Participants represent and warrant that they are the sole authors and copyright owners of the developed solution and that the solution is an original work of the participants, or if the solution is a work based on an existing application, that the participants have acquired sufficient rights to use; and that the solution does not infringe upon any copyright or upon any other third party rights of which the Participants are aware, and that the solution is free of malware.
- Participants agree that personal data entered during the registration, including name, address, phone number and email address may be processed, stored and used as part of the AquaHacking Hacking Challenge.
- The Organizers are committed to maintaining the participants' privacy and never sell or share their information.
- Participants agree to be photographed and filmed, and that their images may be used for promotional purposes by the Organizers.
- The Organizers are not responsible for lost or stolen items. Participants are encouraged to check with their insurance company or employer for coverage in case of theft.

- The Organizers will not be liable for: (i) any failure of the website before, during or after the AquaHacking Challenge; (ii) for any technical malfunction or other problems relating to the telephone network or lines, computer on-line systems, servers, access providers, computer equipment or software; (iii) the failure of any entry to be received for any reason, including, but not limited to, technical problems or traffic congestion on the internet or at any website or for any entry to be deemed inadmissible during Phase 1; (iv) any injury or damage to a participant's or any other person's computer related to or resulting from participating or downloading any material in the AquaHacking Challenge; (v) any illness, injury, sleep deprivation, stress related illness/injury or any other illness/injury of any kind claimed to be caused by or related to a participant's entry or participation in this AquaHacking Challenge; and/or (vi) any combination of the above.
- The Organizers reserve the right, in their sole and absolute discretion, and without prior notice, to adjust any of the dates and/or timeframes stipulated in these Rules, to the extent necessary, for purposes of verifying compliance by any participant or Submission with these Rules, or as a result of technical problems, or in light of any other circumstances which, in the opinion of the Organizers, in their sole and absolute discretion, affect the proper administration of the Challenge as contemplated in these Rules.