

## **1. About Cookhouse Labs**

Cookhouse Labs is a space that fosters and encourages open collaboration and idea generation within the global life and property and casualty insurance industry with the goal of generating successful and proven new business models, products and services.

## **2. Goal of the Hackathon**

- 2.1. The goal of the Hackathon is to develop an innovative Minimum Viable Product (“MVP”) to the teams’ chosen challenge. During each teams’ final presentation, the judges will assess the MVPs created. Each team can choose their preferred presentation method including, but not limited to a concept, design, blueprint, prototype, product, application, software, hardware, etc.
- 2.2. When the hackathon kicks off, Cookhouse Labs will release the exact problem statements of the hackathon.
- 2.3. Definitions of the MVP and MVP content
  - 2.3.1. The MVP: This is the final product of the Hackathon that will be assessed by the judging panel. The MVP can come in any form including but not limited to a concept, design, blueprint, prototype, product, application, software, hardware, etc.
  - 2.3.2. The Product Content: This refers to any element or part of the MVP including its idea, concept, any content used in presenting the MVP, software, source code, structure, layouts, graphical images or video, presentation, data, programs, domain name, blueprints, designs, technical documentation or any relevant content.

## **3. Participation in the Hackathon**

- 3.1. The Hackathon is open to all participants (“Participants”) who are 18 years of age or older.
- 3.2. Each team must have at least 2 and a maximum of 6 members to compete in this Hackathon.
- 3.3. Individuals can register but must find teammates using the Hackworks platform. Teams must be minimum 3 people (1 mentor + 2 participants) and teams smaller than 3 will be merged.
- 3.4. Insurance subject matter experts (e.g. insurers and brokers) can attend by becoming Mentors, providing industry expertise to a team of hackers. In this case, our Events Team will assign a Mentor to a team of hackers. As a Mentor, you will be required to spare some time during the Hackathon to have touchpoint meetings with your assigned team.
- 3.5. All work on a project should be done during the hackathon.
- 3.6. Cookhouse Labs must be informed of any changes made to teams and their respective members. Failure to do so may result in disqualification from the Hackathon.

## **4. Registration to the Hackathon**

- 4.1. Registration to the event is free of charge
- 4.2. Participants wishing to sign up for the hackathon (as a hacker, team or mentor) must complete the online Registration Form. When submitting their registration all Participants accept the

event regulations and grant consent for the handling of their personal information by Cookhouse Labs and their partner Hackworks.

- 4.3. Participants guarantee that the personal information provided upon registration to Cookhouse Labs is true and accurate. Furthermore, inaccurate and/or falsified information can result in disqualification of the team from the event.
- 4.4. Each Participant undertakes to their best of their ability not to present ideas/MVPs/Solutions that have been previously presented at other Hackathons or submitted to other initiatives.

## **5. Winners**

- 5.1. Three winning teams shall be chosen according to the votes casted by the panel of judges and based on the criteria which shall be clearly communicated to the Participants.
- 5.2. The prizes for each of the winning teams are as follows:
  - 1st prize team: \$2,500 CAD
  - 2nd prize team: \$1,000 CAD
  - 3rd prize team: \$500 CAD
- 5.3. All prizes are to be shared between all team members. Mentors are excluded from receiving the team price.
- 5.4. The prize for the Mentor of the winning (1<sup>st</sup> winner) team is a \$2,000 CAD voucher for a customized virtual Design Thinking session for the Mentor's organization, hosted by the Cookhouse Labs Expert Team.
- 5.5. Participants acknowledge and agree that Cookhouse Labs shall have no liability whatsoever on how the prizes will be divided between team members.

## **6. Intellectual Property Rights**

- 6.1. Intellectual property rights, guarantees, release of responsibility and assignment of intellectual and moral rights, by participating in the Hackathon and accepting the Terms and Conditions, each Participant hereby declares and warrants that the Product and Product Content is an original work and in no way violates, in whole or in part, the Intellectual or Property Rights of others and releases Cookhouse Labs from any and all responsibility, liability, or request for compensation for damages that should be made by any third party.
- 6.2. Intellectual Property Rights shall include, without limitation, any ideas, concepts, know-how, data processing techniques, copyrights, patents, designs, inventions, trade secrets, software, source code and documentation, notes, memorandum and any other intellectual property rights attaching to MVP and MVP Content created, invented and/or developed by you and/or alongside other Participants pursuant to participation in Cookhouse Labs' Hackathon.
- 6.3. Moral rights mean any and all rights of authorship including accreditation and control relating to future use or dissemination of MVP and/or MVP Content.

## 7. **Miscellaneous**

- 7.1. Cookhouse Labs is an InsurTech co-innovation program of msg global solutions Canada Inc.
- 7.2. By participating in this event, all participants consent to the capture of photographs or video footage on Cookhouse Labs' social media and website.
- 7.3. Cookhouse Labs may contact any of the Participants at any point in time for more information and to discuss potential forms of collaboration.
- 7.4. Participants must treat all team members, competitors, judges, coaches, organizers, etc. with respect and courtesy
- 7.5. At any time, at the sole and absolute discretion of Cookhouse Labs, Cookhouse Labs shall be entitled to disqualify a Participant and/or Team in the event of failure to meet relevant eligibility criteria or any other violation or suspected violation of these Terms and Conditions.
- 7.6. The Participant understands and agrees that Cookhouse Labs (including their licensees, successors, and legal representatives, and assigns), or any of its associated or affiliated companies, agents, and any third party media agencies will process his/her personal information in connection with Cookhouse Labs' Hackathon.
- 7.7. These terms cannot be modified or changed except with the written agreement of Cookhouse Labs.
- 7.8. All terms and rules are subject to change at Cookhouse Labs' 'event coordinators' discretion. Participants will be informed of such changes if deemed necessary.