

Rules & Regulations of FINHACKS Hackathon

The *FINHACKS Hackathon* (the “**Hackathon**”) is administered by Hackworks Inc. on behalf of Cisco Systems, Inc. & TD Bank Group (Hackworks, Cisco Systems, Inc., and TD Bank Group collectively the “**Organizer(s)**”) and its Hackathon partners and Hackathon sponsors (as listed on FINHACKS.io) and any other unnamed, publicly identified sponsors, collectively the “**Sponsor(s)**”). The Hackathon is governed by the rules set out below. By entering the Hackathon, you agree to abide by the rules and decisions of the Organizers and the Hackathon judges, as further defined below. You also agree to comply with all applicable laws. The Hackathon is void to the extent prohibited or restricted by law. No purchase necessary.

1. PURPOSE:

The Hackathon is an opportunity for individuals to submit a Submission (hereinafter defined) that leverages Fintech and the Internet of Things to solve the challenges presented.

2. ELIGIBILITY:

The Hackathon is open to all full-time post-secondary students that are legal residents of Ontario, and age 18 years of age or older at the time of entry. The Hackathon is not open to Organizers’ or Sponsors’: (1) employees or internally contracted vendors of Organizer or Sponsor or their parent/subsidiaries, agents and affiliates; (2) the immediate family members (i.e. spouses, siblings, children, parents, spouses’ parents or the spouse of any of those individuals) or members of the same household of any such employee or vendor; (3) anyone professionally involved in the development or administration of this Contest; (4) employees or internally contracted vendors of governments and government-affiliated companies or organizations; or (5) any employee whose employer’s guidelines or regulations do not allow entry in the Contest or acceptance of the prize(s).

Any individual who is eligible to enter the Hackathon (whether as an individual or as part of a team – see below) in accordance with these Official Hackathon Rules and Regulations (the “**Rules**”), as determined by Hackworks Inc. in their sole and absolute discretion, will hereinafter be referred to as an “**Eligible Entrant(s)**”.

Eligible Entrants are subject to verification in the sole and absolute discretion of Hackworks Inc. Hackworks Inc. reserves the right, in its sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to Hackworks Inc. – including, without limitation, government issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of Hackworks Inc. in a timely manner may result in disqualification. Eligible Entrants hereby consent to such verification efforts and shall reasonably cooperate fully and in good faith with Hackworks Inc. and/or Organizers throughout the duration of the Hackathon. Hackworks Inc. and/or Organizers, in their sole and absolute discretion, may suspend, remove or otherwise eject any Eligible Entrants suspected of providing false, misleading or other information that may fail to comply with these Rules, any applicable Site Acceptable Use Policy or any other Hackathon Rules.

By participating, entrants hereby: (a) agree to be bound by these Rules, and the decisions of the Organizers, which shall be final and binding; and (b) waive any right to claim ambiguity in the Hackathon or these official Rules, except where prohibited by law. Once submitted, a Submission cannot be deleted or cancelled.

3. THE ENTRY PERIOD, HACKATHON DATES AND PARTICIPATION OPTIONS:

Registration to participate in the Hackathon begins on October 19th, 2016 at 10:00 a.m. EST and ends on either: (i) November 18th, 2016 at 5:00 p.m. EST; or (ii) when all spaces available at the Cisco Innovation Centre become full.

The Hackathon begins on November 18th, 2016 at 6:00 p.m. EST and ends on November 20th, 2016 at 3:00 p.m. EST or at the conclusion of the judging period, whichever is later (the “**Hackathon Period**”). Participants can enter the Hackathon by signing up at FINHACKS.io (the “**Website**”). All entries will receive a confirmation email, participants must respond and confirm their attendance in order to secure a spot for the Hackathon.

4. HOW TO PARTICIPATE:

An Eligible Entrant must register for the Hackathon during the Entry Period, at FINHACKS.io. Once registered, Organizers will send a confirmation email including surveys that must be submitted in order for participants to secure their spot for the Hackathon.

5. TEAMS:

Participants must work on a team of four (4) to six (6) people, with each participant meeting the requirements of an Eligible Entrant and being registered to participate in the event. For greater certainty, individuals may not work on multiple teams.

If it is discovered that an Eligible Entrant is found to have participated more than once, then (in the sole and absolute discretion of the Organizers) he/she, the team(s) and all the Eligible Entrants participated with may be disqualified from the Hackathon and corresponding Submissions (as set out below) may be subject to disqualification.

6. HACKATHON DETAILS:

During the Hackathon Period, all Eligible Entrants participating will be required to create and demonstrate a Submission (Submission Requirements listed below).

Participants may begin working on their Submissions at 8:00 p.m. EST on November 18th, 2016 or after they have formed and registered their team, whichever is later. They may continue working on their Submissions until 10:00am EST on November 20th, 2016, the end of the Hackathon Period.

All Eligible Entrants will be required to provide their own computer and any other equipment required to develop a Submission.

7. SUBMISSION REQUIREMENTS:

BY COMPLETING AND DEMONSTRATING A SUBMISSION, EACH ELIGIBLE ENTRANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES AND REGULATIONS. THE ORGANIZERS, SPONSORS, OR ANY OF THEIR RESPECTIVE OFFICERS, DIRECTORS, EMPLOYEES OR AGENTS (COLLECTIVELY THE "**RELEASED PARTIES**") WILL BEAR NO LEGAL LIABILITY REGARDING THE USE OF ANY SUBMISSION BY THE ORGANIZERS (OR ANY OTHER ENTITY). THE RELEASED PARTIES SHALL BE HELD HARMLESS BY EACH ELIGIBLE ENTRANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE OR THE TEAM HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES AND REGULATIONS.

Submissions must never have been previously published, exhibited publically, or selected as a winner in any other contest. All proprietary code used in the Submissions must be developed during the Hackathon Period. To be eligible for entry in this Hackathon, a Submission must meet the following specific requirements:

- Submitted via [The Website](#)
- Acceptable submission types: Functioning Prototype in the form of a .zip file
- Use a code repository ([Github](#) or [Bitbucket](#))

By participating in the Hackathon, each participant agrees to be legally bound by these Rules and by the interpretation of these Rules by the Organizers, and further warrants and represents that his/her team's Submission:

- is original to at least one of the team members and at least one of the team members has obtained all necessary rights in and to the Submission (and all components thereof) to enter the Hackathon;
- does not violate any law, statute, ordinance or regulation;
- does not contain any reference to or likeness of any identifiable third parties, unless consent has been obtained from all such individuals and their parent/legal guardian if they are under the age of majority in their jurisdiction of residence (note: if consent cannot be obtained for an individual

- appearing in the Submission, then his/her face must be blurred out and voice (if applicable) must be altered so as to be unrecognizable);
- will not give rise to any claims of intellectual property infringement, invasion of privacy or publicity, or infringe on any rights and/or interests of any third party, or give rise to any claims for payment whatsoever; and
- is not defamatory, trade libellous, pornographic or obscene, and does not violate any laws relating to hate speech, and further that it will not contain, depict, include or involve, without limitation, any of the following: nudity; alcohol/drug consumption or smoking; explicit or graphic sexual activity, or sexual innuendo; crude, vulgar or offensive language and/or symbols; derogatory characterizations of any ethnic, racial, sexual or religious groups; content that endorses, condones and/or discusses any illegal, inappropriate or risky behaviour or conduct; personal information of individuals, including, without limitation, names, telephone numbers and addresses (physical or electronic); commercial messages, comparisons or solicitations for products or services; any identifiable third party products, trademarks, brands and/or logos (note: if the necessary consents cannot be obtained, then all identifiable third party products, trade-marks, brands and/or logos must be blurred out so as to be unrecognizable); conduct or other activities in violation of these Rules; and/or any other content that is or could be considered inappropriate, unsuitable or offensive, all as determined by the Organizers in their sole and absolute discretion.

Submissions must be submitted in English.

8. INTELLECTUAL PROPERTY:

By providing the Submission to the Organizers in connection with the Hackathon, each Eligible Entrant shall retain all right, title and interest (including copyright) in and to the Submission, and shall grant to the Organizers a worldwide, gratuitous, irrevocable, and non-exclusive license to copy, use, modify, reproduce, display, adapt and transmit the Submission for use in all media now known or hereafter devised in perpetuity beginning on the date of submission, in connection with the administration, promotion and exploitation of the Hackathon, and for the purposes of marketing, advertising or promoting any of the Organizers, their products or services. The Eligible Entrant hereby confirms that the Submission is an original work, solely created by the Eligible Entrant (or the team, if applicable), and that no third party participated as an author, co-author, photographer or otherwise in the creation of the Submission or any part thereof. Organizers assume no responsibility for any claims of infringement of rights to copyright, privacy and/or personality, and all such liability shall remain with the Eligible Entrant and/or team. Organizers reserve the right to exclude any Submission on the basis of concerns relating to the rights of third parties, including but not limited to privacy, copyright, defamation, rights of personality, obscenity or hate speech, as determined by Organizers in their sole discretion.

9. SUBMISSIONS PREVIEWED ON WEBSITE:

Organizers may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the FINHACKS Website (finhacks.io), the Cisco website (cisco.com), the TD Bank website (td.com), or the Hackworks Inc. website (hackworks.com) once submitted. For greater certainty, the fact that a Submission has (or has not) been displayed on these or other websites will NOT impact the winner selection process (selection process set out below).

10. PRIZES:

First Prize: One (1) First Prize consisting of \$7,500 CAD (payable in the form of a cheque to either the First Prize winning Eligible Entrant or divided equally among each team member if a team wins the First Prize.)

Second Prize: One (1) Second Prize consisting of \$2,000 CAD (payable in the form of a cheque to either the Second Prize winning Eligible Entrant or divided equally among each team member if a team wins the Second Prize.)

Third Prize: One (1) Third Prize consisting of \$500 CAD (payable in the form of a cheque to either the Third Prize winning Eligible Entrant or divided equally among each team member if a team wins the Third Prize.)

Limit one (1) prize per Eligible Entrant or team. The approximate retail values are subject to change based on current market conditions at the time of prize fulfillment. Winners are not entitled to any surplus

between actual retail value (ARV) of prize and stated ARV and any difference between stated ARV and actual value of the prize will not be awarded. No substitution, assignment, transfer, or cash redemption of any prize is allowed by Winner. Organizer reserves the right to substitute a prize with another prize of equal or greater value should the advertised prize become unavailable for any reason. If applicable, prizes may be awarded in the form of voucher(s), coupon(s) and/or gift card(s) in Organizer's sole discretion. If a potential winner is unable to participate in or accept the prize or any portion of the prize for any reason, Organizer shall have no further obligation to such potential winner. Neither Organizer nor any of its prize suppliers will replace any lost or stolen prizes, cards or certificates after being awarded to winners. In no event will Organizer be responsible for awarding more than the stated number of prizes.

Winners will be notified by phone, mail and/or email, at Organizer's discretion. Organizer's decision will be final in all matters.

11. WINNER SELECTION PROCESS:

PHASE 1 – Judgment and Selection Process

- A panel of judges appointed by the Organizers (the "**Judges**") will be in charge of reviewing all Submissions deemed eligible based on the Hackathon theme and challenges.
- Each Submission will be judged by at least 3 judges.
- The top 10 Submissions, based on judging criteria under Section 12, will be chosen.

PHASE 2

- A panel of selected judges (the "**Finale Judges**") will re-evaluate the top 10 Submissions using judging criteria under Section 12. The top 3 Submissions will be chosen based on the 3 highest scores.

12. JUDGING CRITERIA:

Section	Description	Scoring		
Functionality	The particular use or set of uses for which something is designed.	0-10		
		0-3	4-7	8-10
		Application crashes on some functionality.	Application works, but not fully functional.	Application is fully functional.
User Experience	The overall experience of a person using a product in terms of how easy or pleasing it is to use.	0-10		
		0-3	4-7	8-10
		Look needs improvement. User needs help to navigate through app.	Looks good. Main features were easy to find, some features were too buried.	Looks great. Navigation is easy, and intuitive.
User Impact	The product creates value for the user and ultimately enhances client relationships (directly or indirectly)	0-10		
		0-3	4-7	8-10
		Application has little to no relevance to our client's needs.	Application is relevant and satisfies client's needs	Great application that exceeds client needs and creates additional value.
Innovation	The process through which economic and social value is extracted from knowledge through the generation, development, and implementation of ideas to produce a new product.	0-10		
		0-3	4-7	8-10
		Concept of application is not unique.	A new approach to an existing application.	The application is a unique idea that has value.
Technical Implementation	How effective is the technical approach and implementation of the product or solution?	0-10		
		0-3	4-7	8-10
		Application showed poor implementation of the desired solution.	Average implementation of the app.	Superior implementation of the app demonstrating an effective solution to the purported need.
Alignment with Challenge(s)	How well does it meet the need set out in one of the hackathon challenges?	0-10		
		0-3	4-7	8-10
		Application showed poor alignment with the challenge.	Average alignment with challenge.	Exceptional alignment with challenge.

13. CONDUCT

By registering and participating in the Hackathon, you agree to comply with the Hackathon Code of Conduct, as well as any other rules, restrictions, or instructions provided by the Hackathon staff. You acknowledge that failure to comply with any of the above may result in your immediate disqualification from the Hackathon and removal from the Hackathon venue.

Use of any automated entry device or software is prohibited. Creation or use of multiple accounts for registration or participation in the Hackathon is prohibited. To the extent the Hackathon uses or requires functionality of any third party website (e.g., social media sites or platforms that enable broad communications, collaboration and/or posting of videos), you understand that the Hackathon is not sponsored by such third parties, and further agree to follow the policies on such website(s), as applicable. Organizers reserve the right to disqualify any entrant they find to be tampering with the entry process or the operation of the Hackathon or violating these rules and regulations, or otherwise acts in an uncooperative, unsportsmanlike, disruptive, abusive, or threatening manner; and Organizers reserve the right to cancel the Hackathon should it suspect fraud or for reasons out of the control of Organizers. Any attempt to deliberately damage the Website or any other website affiliated with the Hackathon, or the Organizers, to undermine the legitimate operation of this Hackathon, or to abuse, threaten or harass any Participants or Hackathon staff may constitute a violation of criminal and civil laws and should such an attempt be made, the Organizers may disqualify you, may ban you from participating in any future hackathons or similar events, and reserve the right to seek remedies and damages to the fullest extent permitted by law.

14. GENERAL CONDITIONS:

By entering the Hackathon, each Eligible Entrant agrees to the use of his/her Submission, along with his/her name, address, voice, statements about the Hackathon and/or photograph or other likeness without further notice or compensation, in any publicity or advertisement carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

In consideration of being selected to participate in the Hackathon, and agreeing to so participate, each Eligible Entrant further grants to the Organizers the right to record and/or photograph himself / herself during the Hackathon Period and the right to use any such recordings and photographs, without further notice or compensation in any publicity or advertisement carried out by the Organizers in any manner whatsoever, including print, broadcast or the internet.

Following the Hackathon Period, Organizers shall not be required to retain records of any Submissions.

The Released Parties will not be liable for: (i) any failure of the Website before, during or after the Hackathon Period; (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 an Eligible Entrant's or any other person's computer related to or resulting from participating or downloading any material in the Hackathon; (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 an Entrants entry or participation in this Hackathon; (vi) any combination of the above; and/or (vii) any direct, indirect, incidental, consequential or punitive damages to persons, including without limitation, disability or death. Without limiting the foregoing, everything on the Website and in connection with the Hackathon is provided "AS IS" without warranty of any kind, either express or implied, including but not limited to, the implied warranties of merchantability, fitness for a particular purpose and non-infringement. Some jurisdictions may not allow the limitations or exclusion of liability for incidental or consequential damages or exclusion of implied warranties, in which case such limitation or exclusion shall apply only to the extent permitted by the law in the relevant jurisdiction. All costs and expenses, including support services, not specifically listed above as part of the prize, are solely the winner's responsibility.

BY ENTERING THE HACKATHON, EACH ELIGIBLE ENTRANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE RELEASED PARTIES FROM ANY AND ALL DAMAGES (INCLUDING DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL OR PUNITIVE DAMAGES TO PERSONS, INCLUDING WITHOUT LIMITATION DISABILITY OR DEATH), INJURIES, CLAIMS, CAUSES OF ACTIONS, LIABILITY OR LOSSES OF ANY KIND (INCLUDING ACTUAL LEGAL FEES AND EXPENSES), KNOWN OR UNKNOWN, ABSOLUTE OR CONTINGENT, NOW OR IN THE

FUTURE ARISING FROM OR RELATED TO: (A) FAILURE BY THE ELIGIBLE ENTRANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY AN ELIGIBLE ENTRANT UNDER THESE RULES OR OTHERWISE TO ANY OF THE RELEASED PARTIES IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE ELIGIBLE ENTRANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE ELIGIBLE ENTRANT, OR HIS/HER INABILITY TO RECEIVE, USE OR REDEEM ANY PRIZE; (E) ANY CLAIMS BASED ON PUBLICITY RIGHTS, DEFAMATION, INVASION OF PRIVACY, COPYRIGHT INFRINGEMENT, TRADEMARK INFRINGEMENT OR ANY OTHER INTELLECTUAL PROPERTY RELATED CAUSE OF ACTION.

The Organizers reserve the right to withdraw, suspend or amend this Hackathon in any way, in the event of any error, technical problem, computer virus, bugs, tampering, unauthorized intervention, fraud, technical failure or any other cause beyond the reasonable control of the Organizers that interferes with the proper conduct of this Hackathon as contemplated by these Rules. Any attempt to deliberately damage the Website or any website or to undermine the legitimate operation of this Hackathon is a violation of criminal and civil laws and should such an attempt be made, the Organizers reserve the right to seek remedies and damages to the fullest extent permitted by law. The Organizers reserve the right to cancel, amend or suspend this Hackathon, or to amend these Rules, without prior notice or obligation, in the event of any accident, printing, administrative, or other error of any kind, or for any other reason.

This Hackathon is subject to all applicable federal, provincial and municipal laws. The decisions of the Organizers with respect to all aspects of this Hackathon are final and binding on all entrants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of Eligible Entrants and/or Submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of the Hackathon Rules or the rights and obligations as between the Eligible Entrant and the Organizers in connection with the Hackathon shall be governed by and construed in accordance with the laws of the province of Ontario including procedural provisions without giving effect to any choice of law or conflict of law rules or provisions that would cause the Submission of any other jurisdiction's laws.

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 Eligible Entrant 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 Hackathon as contemplated in these Rules. The Organizers further reserve the right, in their sole and absolute discretion, and without prior notice, to terminate or cancel the Hackathon or any part thereof.

In the event of a dispute as to the source of any Submission, the authorized account holder of the email address used to enter will be deemed to be the person making the Submission. The authorized "account holder" is the natural person assigned an email address by an Internet access provider, online service provider or other organization responsible for assigning email addresses for the domain associated with the submitted address.

All entrants are solely responsible for compliance with any applicable laws, rules and regulations, contractual limitations and/or office or company policies, if any, regarding entrant's participation in trade promotions or acceptance of promotional prizes; and by entering the Hackathon, entrant confirms that he or she is not in violation of any of the foregoing and has obtained the consent of his or her employer to participate, if applicable. If an entrant is not permitted to accept any received prize, then the entrant may return such prize to Organizers; and Organizers will refund the cost of shipment, as appropriate.

Organizers are not responsible for: (a) lost, late, misdirected, undeliverable, incomplete or indecipherable entries due to system errors or failures, or faulty transmissions or other telecommunications malfunctions and/or entries; (b) technical failures of any kind; (c) failures of any of the equipment or programming associated with or utilized in the Hackathon; (d) unauthorized human and/or mechanical intervention in any part of the submission process or the Hackathon administration; (e) technical or human error which may occur in the administration of the Hackathon or the processing of entries; or (f) other factors beyond Organizers' reasonable control. Organizers are not responsible for injury or damage to any entrant's or any other person's computer related to or resulting from participating in the Hackathon.

If for any reason the Hackathon is not capable of running as planned by Organizers, including infection by computer virus, bugs, tampering, unauthorized intervention, fraud, technical failures, or any other

causes which, in Organizers' sole determination, corrupts or affects the administration, security, fairness, integrity, or proper conduct of the Hackathon, Organizers reserve the right in their sole discretion to cancel, terminate, modify or suspend the Hackathon.

Organizers shall not be liable to any entrant or other person for failure to supply any prize or any part thereof, by reason of the prize becoming, for reasons beyond the reasonable control of Organizers, unavailable or impracticable to award, or for any force majeure event, technical or equipment failure, terrorist acts, labor dispute, or act/omission of any kind (whether legal or illegal), transportation interruption, civil disturbance, or any other cause similar or dissimilar beyond Organizers' control.

15. TAX CONSIDERATIONS:

Each winner will be solely responsible for any local, provincial, country or any other applicable taxes, and any other costs, expenses and fees in connection with the prize. If applicable, the winner(s) may be issued an IRS Form 1099 or other tax documentation for the approximate retail value of any awarded prize.

16. PRIVACY.

All personal information collected by Organizers will be used for the administration of the Hackathon and in accordance with each Organizer's respective privacy policy. For more information regarding the collection, use and disclosure of personal information by Organizers, please refer to each Organizer's privacy policy. Hackworks Inc.'s privacy policy is located at <https://www.hackworks.com/privacy>; Cisco Systems, Inc.'s privacy policy is located at <http://cisco.com/web/siteassets/legal/privacy.html>; and TD Bank Group's privacy policy is located at <https://www.tdbank.com/bank/privacy.html>.

17. OFFICIAL RULES AND WINNERS' LIST.

For a copy of these official rules or the names of winners, please send your request to finhacks@hackworks.com. Winners list to be available approximately 10 business days after the contest period.

CODE OF CONDUCT

Provided by: hackcodeofconduct.org

Harassment includes offensive verbal comments related to gender, gender identity and expression, age, sexual orientation, disability, physical appearance, body size, race, ethnicity, nationality, or religion, sexual images in public spaces, deliberate intimidation, stalking, following, photography or audio/video recording against reasonable consent, sustained disruption of talks or other events, inappropriate physical contact, and unwelcome sexual attention.

Photography is encouraged, but other participants must be given a reasonable chance to opt out from being photographed. If they object to the taking of their photograph, comply with their request. It is inappropriate to take photographs in contexts where people have a reasonable expectation of privacy (in bathrooms or where participants are sleeping).

Participants asked to stop any harassing behaviour are expected to comply immediately.

As this is a hackathon, we like to explicitly note that the hacks created at our hackathon are equally subject to the anti-harassment policy.

Sponsors and partners are also subject to the anti-harassment policy. In particular, sponsors should not use sexualised images, activities, or other material. Sponsor representatives (including volunteers) should not use sexualised clothing/uniforms/costumes, or otherwise create a sexualised environment.

If you are being harassed, notice that someone else is being harassed, or have any other concerns, please contact a member of hackathon staff immediately.

Hackathon staff will be happy to help participants contact any local security or local law enforcement, provide escorts, or otherwise assist those experiencing harassment to feel safe for the duration of the hackathon. We value your attendance.

If a participant engages in harassing behavior, the hackathon organisers may take any action they deem appropriate. This includes warning the offender, expulsion from the hackathon with no refund (if applicable), or reporting their behaviour to local law enforcement.

We expect participants to follow these rules at hackathon and workshop venues and hackathon-related social events.