

SCOTIABANK HACKATHON

Official Hackathon Rules and Regulations

The Scotiabank Hack It: Debt Challenge (the “**Hackathon**”) is administered by Hackworks Inc. on behalf of The Bank of Nova Scotia (the “**Bank**”) (Hackworks Inc. and The Bank of Nova Scotia collectively the “**Organizer(s)**”) and its Hackathon partners and Hackathon sponsors (IBM) collectively the “**Sponsor(s)**”). By entering the Hackathon, participants agree to abide by these 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 has the potential to help Canadians be better off financially.

2. ELIGIBILITY:

The Hackathon is open to all legal residents of Canada (excluding Quebec) of the legal age of majority or older in their province or territory of residence. Organizers’ 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 Hackathon.

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) (“**Related Persons**”) are not eligible to participate.

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)**”.

Participants 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.

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

Registration to participate in the Hackathon begins on January 6th, 2016 at 9am EST and ends on the earlier of: (i) February 5th, 2016 at 5pm EST; or (ii) when two hundred (200) individuals have registered. The Hackathon venue is The Scotiabank Centre.

The Hackathon begins on February 5th, 2016, at 6:00 p.m. EST and ends on February 7th, 2016 at 2:30 p.m. EST or at the conclusion of the judging period, 2 whichever is later (the “**Hackathon Period**”). Participants can enter the Hackathon by signing up at (ScotiabankHackIT.com) (the “**Website**”) All entries will receive a confirmation email.

4. HOW TO PARTICIPATE:

An Eligible Entrant must register for the Hackathon during the Entry Period, at (ScotiabankHackIT.com). Once registered, Organizers will send a confirmation email to the participants.

5. TEAMS:

Participants must work on a team of one (1) to eight (8) 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 a participant is found to have acted contrary to this rule, then (in the sole and absolute discretion of the Organizers) he/she and his/her team(s) (if applicable) 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 Teams are invited to create and demonstrate a submission (“**Submission**”).

Eligible Teams may work on their Submissions at any time throughout the Hackathon Period.

All Eligible Teams will be required to provide their own computer and any other equipment required to develop a Submission. All participants will be responsible for their own transportation to the Hackathon venue, food, drink and all other costs/expenses for the duration of the Hackathon Period.

7. SUBMISSION REQUIREMENTS:

BY SUBMITTING A SUBMISSION, EACH PARTICIPANT AGREES THAT THE SUBMISSION (AND EACH INDIVIDUAL COMPONENT THEREOF) COMPLIES WITH ALL CONDITIONS STATED IN THESE RULES. NEITHER THE ORGANIZERS NOR SPONSORS WILL BEAR ANY LEGAL LIABILITY ARISING FROM THE USE OF ANY SUBMISSION BY THE SPONSORS (OR ANY

OTHER ENTITY). THE ORGANIZERS AND SPONSORS SHALL BE HELD HARMLESS BY EACH PARTICIPANT IN THE EVENT IT IS SUBSEQUENTLY DISCOVERED THAT HE/SHE HAS DEPARTED FROM OR NOT FULLY COMPLIED WITH ANY OF THESE RULES.

Submitted 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 submitted 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: .ipa or .apk, or source files to a locally hosted website/web app, or hosted website/web apps.
- Use a code repository (Github or Bitbucket) to share application with Scotiabank

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 entering the Hackathon each participant grants to the Bank, effective during the Review Period (defined below), (i) an exclusive right of first refusal to an exclusive, worldwide license for the use by the Bank and/or its subsidiaries of the Submission, and any intellectual property associated therewith; and (ii) an exclusive right of first refusal to purchase such Submission, and any intellectual property associated therewith, in whole or in part in connection with the development of concepts, tools, applications, services, and/or products to be marketed, offered, manufactured, distributed, and/or sold by the Bank, its affiliates, distributors, and licensees. The term “intellectual property” includes individually and collectively all inventions, improvements and/or discoveries, patentable or unpatentable, copyrightable or uncopyrightable, including but not limited to mask works, computer software, both object and source code, data, data bases and works of authorship.

Commencing on the day following the end of the Hackathon Period, the Bank will have a period of one hundred and twenty (120) days to review the Submission (the “Review Period”) and exercise either of the options granted above in which case the participant and the Bank will negotiate in good faith for the terms of a mutually acceptable licensing or ownership agreement, as the case may be. If the Bank expressly and unequivocally declines the opportunity to exercise an option during the Review Period, or fails to notify the participant of its wish to exercise an option by the end of the Review Period, or the parties hereto are unable after negotiation in good faith to conclude a mutually acceptable agreement within one hundred and twenty (120) days after the end of the Review Period, the participant may enter into an agreement for use thereof with a third party on terms no more favorable to the third party than those offered to the Bank. The Bank shall have the full and unfettered right, upon reasonable notice and during all normal business hours, to audit the terms and conditions of any such third party license in order to confirm Participant’s compliance with the foregoing. You further agree to sign any necessary documentation that may be required for the Bank and its assignees to (i) confirm the Bank’s exercise of an option you granted above; and (ii) make use of the rights you granted above.

9. SUBMISSIONS PREVIEWED ON WEBSITE:

Organizers may, in their sole and absolute discretion, choose to display certain

Submissions or parts thereof on the Hackathon Website (ScotiabankHackIT.com), the Scotiabank website (Scotiabank.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:

- One (1) First Team Prize consisting of \$15,000 CAD
- Two (2) Runner Up Prizes consisting of \$5,000 CAD each

11. WINNER SELECTION PROCESS:

Judgment and Selection Process

A panel of judges appointed by the Organizers (the "**Judges**") will be in charge of reviewing all Submissions deemed eligible

- Each Submission will be judged by at least 3 Judges.
- The top 3 such Submissions, based on criteria under Section 12, will be chosen

12. JUDGING CRITERIA:

Judging Criteria:

Section	Description	Scoring		
Impact	Does the product create value for the user? Does it satisfy a need or fix an existing issue?	0-10		
		0-3	4-7	8-10
		Application has no relevance to fixing Canadian's debt or has very little relevance to fixing Canadian's debt.	Application is generally relevant and satisfies users needs in fixing Canadian's debt.	Great application that is highly relevant, exceeds users needs and creates additional value.
Innovation	Is the product unique? Is it building on an existing application?	0-10		
		0-3	4-7	8-10
		Concept of application is not unique or the application is slightly improved over existing applications.	A new approach to an existing application or adds new layers of creativity or data use to existing applications.	The application is a truly unique idea that has not been seen on the market before.

Functionality	Is the product functional as intended by design?	0-5		
		0-2	3	4-5
		Application is not complete or has limited functionality (either because of stability or completion).	Application generally works, but is not fully functional or completed.	Application is fully functional and complete.
User Experience	How good is the overall experience of a person using the product? Is it simple to use, intuitive, and visually pleasing?	0-5		
		0-2	3	4-5
		Difficult to navigate or lacking visual appeal.	Looks good. Main features were easy to find, some features were too hidden.	Looks great. Navigation is easy and intuitive.
Presentation	Can the team explain the submission clearly? Do they have a concise and easy to follow presentation?	0-5		
		0-2	3	4-5
		Presentation is confusing.	Presentation lacks some elements of style and clarity.	Presentation is clear, concise and pleasing.

13. GENERAL CONDITIONS:

By entering the Hackathon, each participant 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.

Each participant further grants to the Organizers the right to record and/or photograph the participant 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.

The Organizers 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 a participant'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 a participant's entry or participation in this Hackathon; and/or (vi) any combination of the above.

BY PARTICIPATING IN THE HACKATHON, EACH PARTICIPANT HEREBY RELEASES AND AGREES TO INDEMNIFY AND HOLD HARMLESS THE ORGANIZERS FROM ANY AND ALL DAMAGES, 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 PARTICIPANT TO COMPLY WITH ANY OF THESE RULES; (B) ANY MISREPRESENTATION MADE BY A PARTICIPANT UNDER THESE RULES OR OTHERWISE TO AN ORGANIZER IN REGARDS TO THE HACKATHON; (C) PARTICIPATION BY THE PARTICIPANT IN THE HACKATHON; (D) RECEIPT, USE OR REDEMPTION OF ANY PRIZE BY THE PARTICIPANT, 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 participants without right of appeal, including, without limitation, any decisions regarding the eligibility/disqualification of participants and/or Submissions. All issues and questions concerning the construction, validity, interpretation and enforceability of these Rules or the rights and obligations as between the participant 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 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 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.