

**Safety & Dev Solutions**  
**Hackathon 2022**  
**Tbilisi**

Official Hackathon Rules and Regulations

The Safety & Dev Solutions Hackathon 2022 (the “**Hackathon**”) is administered by SD Solutions\* (“**Organizer**”) and its Hackathon partners and Hackathon sponsors 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.

**1. PURPOSE**

The Hackathon is an opportunity for individuals to submit a Submission (hereinafter defined) to make the world a safer place to live by developing software solutions that is the theme of the Hackathon. The aim is to let IT teams and individuals meet, solve the problems, share skills and experience, build better products together.

**2. ELIGIBILITY**

The Hackathon is open to everyone who:

- is a legal resident of Georgia or resident of all other states, which are not under global sanctions;
- is at least 18 years of age at the time when Hackathon starts;
- complies with these terms and conditions about collecting and processing of personal data of applicants to The Safety & Dev Solutions Hackathon 2022;
- submitted an application.

Participation in the Safety & Dev Solutions Hackathon 2022 is free of charge.

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 the Organizers 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 the Organizers. The Organizers reserve the right, in their sole and absolute discretion, to require proof of identity and/or eligibility (in a form acceptable to the Organizers – including, without limitation, government issued photo identification) to participate in this Hackathon. Failure to provide such proof to the satisfaction of the Organizers 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 July 28th, 2022 at 9am Georgian Standard Time and ends on August 18th, 2022 at 9am Georgian Standard Time ; or (ii) when fifty (50) individuals have registered. The Hackathon venue address is: Otar Taktakishvili Street, 7 in Tbilisi, Georgia.

The Hackathon begins on August 19, 2022 at 6pm Georgian Standard Time and ends on August 20th, 2022 at 9pm Georgian Standard Time or at the conclusion of the judging period, whichever is later (the “**Hackathon Period**”). Participants can enter the Hackathon by signing up at (<https://sdsolutions.tech/hackathon>)(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 (<https://sdsolutions.tech/hackathon>). Once registered, Organizers will send a confirmation email to the participants.

### 5. TEAMS

Participants must work on a team of one (1) to four (4) 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.

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:

- Submit the idea of a project via the Registration Form.

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;
- does not include any viruses, trojans, backdoors or malicious code;
- does not include any restrictions, timers, counters, time-bombs or other similar restrictions;
- is not defamatory, trade libelous, 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 behavior 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**

1. All intellectual property rights in the entries shall remain with the participant(s) who created them unless otherwise agreed with the Hackathon. Participants agree to share their ideas with all others at the Hackathon. The Hackathon does not accept any responsibility to protect participant's ideas, works and results disclosed or generated during the Hackathon if not agreed otherwise with the Hackathon.
2. Participant acknowledges and agrees that the Hackathon or other participants or third parties may have developed or commissioned ideas, works or results that are similar to the entry of participant's team, or may develop something similar in the future.
3. All data sets, hardware and other equipment made available by the Hackathon to participants during or in connection with the Hackathon shall remain the sole and exclusive property of the Hackathon and may not leave the event premises.

## **9. LICENSE OF DATA**

The Organizers hereby grant to each Eligible Entrant a non-exclusive, non-assignable license to copy, modify, translate, adapt or otherwise use any data provided by the Organizers to the Eligible Entrants during the Hackathon, excluding:

- personal information;
- data the Organizers are not authorized to license;
- the names, crests, logos, trade-marks or other official marks of the Organizers;

(collectively, the **"Data"**) solely for the purpose of participating in the Hackathon (the **"Purpose"**) and only for the period of July 28, 2022 to August 20, 2022 (the **"License Period"**).

Upon the expiry of the License Period, Eligible Entrants shall either return all copies of the Data or destroy all copies thereof in its possession or under its control.

The Organizers make no representations or warranties of any kind concerning the Data or its use or functionality, and will not be liable in any manner for any representation or warranty of any kind, including without limitation, any warranty of fitness for a particular purpose.

The Eligible Entrant hereby releases the Organizers and their respective officials, officers, employees and agents from any and all claims, demands, losses and damages arising from the use or accuracy of the Data.

The Eligible Entrant will indemnify and hold harmless the Organizers and their respective officials, officers, employees and agents from and against all losses, damages, injuries, claims, demands and expenses, including legal expenses, arising out of the use, condition or accuracy of the Data.

## **10. SUBMISSIONS PREVIEWED ON WEBSITE**

Organizers may, in their sole and absolute discretion, choose to display certain Submissions or parts thereof on the Hackathon Website (<https://sdsolutions.tech/hackathon>) 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).

## 11. WINNER SELECTION PROCESS Judgment and Selection Process

A panel of judges appointed by the Organizers (the "Judges") will be responsible for reviewing all Submissions that comply with these Rules.

Phase 1: Expo

- Each Submission will be judged by 3 Judges.

Phase 2: Development Process

- The project development will be held at the location of Hackathon and will be judged.

Phase 2: Pitches

- Each Team will present the judges.
- The winner (best Submission) , based on the below criteria, will be chosen.

### Judging Criteria

The following five criteria will be evaluated by the judges to determine the winners, with each criteria having equal weight:

Criteria	Description	Score		
		0-3	4-7	8-10
Alignment with a topic	How well does the solution line up with a topic.	Application showed poor alignment with a topic.	Average alignment with a topic.	Exceptional alignment with a topic.
Development Process	How well does the team work together under the development of their idea.	The team worked together poorly.	The team worked together averagely.	The team worked together exceptionally.
Challenges	Did the presenters clearly identify the problem they are attempting to solve? Is the solution relevant to the identified challenge?	The problem isn't clearly articulated and the solution is not relevant.	The problem was clearly identified but the solution is only moderately relevant.	The problem was clearly identified and the solution is very relevant.
Innovation	How unique is the concept of the solution?	Concept of solution is not unique.	A new approach to an existing solution.	The solution is a unique idea that has value.

User Experience	What is the overall experience of a person using the product in terms of logical flow and functionality?	Product needs improvement. It is unclear how a user would interact with the solution.	Looks good. Main features are easy to navigate but solution needs more work before being put in front of a user.	Solution is well-designed: it is easy to navigate and the user-flow is intuitive.
Strategic Thinking	Is the solution scalable? Will it continue to be relevant for the foreseeable future?	The solution has a limited shelf life and would likely be irrelevant in 1-2 years.	The solution has potential to scale, and remain relevant for 1-2 years.	The solution is scalable, and is very likely to be relevant for 2-5 years.
Feasibility	How easily can the solution be implemented?	The solution is not realistic or implementable.	The solution can be implemented to varying degrees, may face obstacles.	The solution can easily be implemented.

## 12. 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) the lost properties of Eligible Entrant(s); (ii) 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; (iii) 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, SPONSORS AND THEIR RESPECTIVE OFFICERS, DIRECTORS, ELECTED OFFICIALS, CONTRACTORS, EMPLOYEES AND AGENTS 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 laws. Georgian in accordance with sitting place, other laws - related to IPR (when relevant)

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 the laws of Georgia 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 Safety & Dev Solutions Hackathon 2022 does not have an obligation to share reasons of cancelation or change of conditions of the event. In such case no one has right to ask for damage or reimbursement of costs.