



TEEN HACKS

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Scoring of APPLICATIONS:

An assigned Judge from TeenHacks will be responsible for judging Applications (the “Judge”).

The Applications will be judged according to the following criteria:

1. ###Presentation Does the project, demo or presentation suggest that the project has reached a stage of completion? Is the problem and attempted solution clearly defined?
2. ###Idea Creativity Is the project built on an initial idea or concept that is compelling and/or does the final product suggest some ingenuity or particularly thoughtful process?
3. ###Sustainability Do you expect this project to have extended influence by way of a likely champion or stakeholder and/or is it aware of, built in conjunction or partnership with past projects, related ideas or concepts to reduce redundancy?
4. ###Impact Will this project enact an immediate or near-term change and/or will it play a large or important role to fill a defined need for a clear user?
5. ###Technical quality or difficulty Are there significant technological or other related project advancements during this hackathon, excluding previous work and is it of high quality embracing open web standards?
6. ###Tie breaker Which project is more likely to more completely fulfill its mission?

The Application that earns the highest overall score at each Event will win. The decisions of the Judge will be final. In the event of a tie, Judge will determine the winner at Judge’s sole and final discretion. Each Participant or team must be available during the Event’s judging period to demonstrate the Participant’s or team’s Application. Judges may inspect Applications at any time during the judging period. The judging period may be extended by Sponsor for any length of time, in Sponsor’ discretion. If a judge or Participant identifies to Sponsor a conflict of interest, that Judge will be recused from judging the Application with the conflict and an alternate Judge will be identified as a substitution for the recused Judge. Applications may be subject to a due diligence review at any time for eligibility and compliance with these Terms.

Ownership of Applications: Participant represents and warrants that the Application is and will be Participant’s own original work and does not and will not infringe the intellectual property or proprietary rights of any third party, including, without limitation, any third party patents,

copyrights or trademarks. Participant hereby agrees not to instigate, support, maintain or authorize any action, claim or lawsuit against the Sponsor, or any other person, on the grounds that any use of a Participant's Application infringes any of Participant's rights as creator of the Application, including, without limitation, trademark rights, copyrights and moral rights or "droit moral." Each Participant acknowledges and agree that Sponsor or other Participants or third parties may have developed or commissioned works which are similar to the Application of Participant or Participant's team, or may develop something similar in the future, and each Participant waives any claims that Participant may have resulting from any similarities to the Application of Participant or Participant's team.

Prizes and Awards: The prizes and awards to be awarded are as follows:

The Participant, or team of Participants whose Application is awarded the highest score by the Judge in each Category will each receive the following (prizes may vary by location):

1. Best Civic Hack - I Approximate value of the prize per team per team: One Thousand dollars (\$1000).
2. Best Civic Hack - II Approximate value of the prize per team: One Thousand dollars (\$1000).
3. Best Civic Hack - III Approximate value of the prize per team: One Thousand dollars (\$1000).
4. Craziest Pitch from InternetDonkey. Approximate value of the prize per team: one hundred dollars (\$100).
5. Best Civic Hack on .tech site from Domain.com Approximate value of the prize per team: one hundred dollars (\$100).
6. Best Civic Hack using Unity from Unity3d Approximate value of the prize per team: one hundred dollars (\$1500).
7. Best Civic app built using the Hasura GraphQL Engine. Approximate value of the prize per team: one hundred dollars (\$100).

The odds of winning depend on the total number of eligible Entries received. No cash or other substitution of prizes is permitted, except at the sole option of Sponsor for a prize of equal or greater value. Sponsor will not replace any lost or stolen prizes. Winners are solely responsible for any and all federal, state, provincial and local taxes, if any, that apply to prizes.