

## Amazon Teckathon Official Terms and Conditions of Participation – (the “T&Cs”)

Updated on 1 June, 2022. To see prior version please click [here](#).

NO PURCHASE OR PAYMENT NECESSARY. A PURCHASE OR PAYMENT OF ANY KIND WILL NOT INCREASE YOUR CHANCES OF WINNING.

- Hackathon Name: Amazon Teckathon (the “**Teckathon**”)
- Teckathon Website: <https://amazonteckathon.com/> (the “**Teckathon Website**”)

### 1. HOST & SPONSOR

- (i) Host (the “**Host**”): Nuqtat Al Taknolojia Lil Barmajiat LLC, registered address at: Sweifieh, Nouh Roumi Street, Building No. 8, Amman, Jordan.
- (ii) The Host is the sponsor and administrator of the Teckathon. In addition, the Host is responsible for the rules, administration, and operation of the Teckathon. The Teckathon is a virtual event and all information relating to the Teckathon is provided on the Teckathon Website.

### 2. DATES AND TIMING

- (i) Teckathon Submission Period: 5 June 2022 at 8:00 am EEST to 27 June 2022 at 8:00 pm EEST (the “**Teckathon Submission Period**”)
- (ii) Teckathon Selection Date: 7 July 2022 (the “**Teckathon Selection Date**”)
- (iii) Teckathon Development Period: 26 July 2022 9:00 am EEST – 28 July 2022 8:00 pm EEST (the “**Teckathon Development Period**”)
- (iv) Judging Period: 29 July 2022 to 18 August 2022 (the “**Judging Period**”)
- (v) Winners Announced: On or around 25 August 2022

### 3. ELIGIBILITY

A. The Teckathon is open to:

- (i) Individuals who are, as at the start of the Teckathon Submission Period through to the end of the Judging Period (i) at least aged 18; (ii) are enrolled in any major at under-graduate or post-graduate level in any university in Jordan; (iii) are not working as a professional on a part-time or full-time basis; and (iv) have the skills to convert the Project Idea into a working application (“**Eligible Individuals**”).
- (ii) Up to three (3) Eligible Individuals may join together to form a team (“**Team**”). Students from different universities can be part of the same Team.
- (iii) An Eligible Individual may not join more than one Team and an Eligible Individual who is part of a Team may not enter the Teckathon on an individual basis. Every Eligible Individual or Team are only allowed to submit one Submission. Multiple Submissions are not allowed.
- (iv) If a Team is entering the Teckathon, they must appoint and authorize one individual (the “**Team Leader**”) to represent, act, and enter an Initial Submission, on their behalf. The Team Leader and each Team member who participates in the Teckathon must meet the eligibility requirements above. By entering an Initial Submission on the Teckathon Website

on behalf of a Team you represent and warrant that you are the Team Leader authorized to act on behalf of your Team.

- (v) Eligible Individuals and Teams that provide a Submission to the Teckathon by the end of the Teckathon Submission Period are hereafter referred to as "**Entrants**".

**B. The Teckathon IS NOT open to:**

- (i) Individuals who are residents of, or domiciled in any country, state, province or territory where the local law prohibits participating or receiving a prize in the Teckathon.
- (ii) Individuals who are not currently enrolled in any major at under-graduate or post-graduate level in any university in Jordan.
- (iii) Organizations (including but not limited to the Host and any of its affiliates) involved with the design, production, paid promotion, execution, or distribution of the Teckathon.
- (iv) Employees, representatives of such organizations, and all members of their immediate family or household\*.
- (v) Any other individual involved with the design, production, promotion, execution, or distribution of the Teckathon, and each member of their immediate family or household\*.
- (vi) Any Judge (defined below), or company or individual that employs a Judge.
- (vii) Any other individual or organization whose participation in the Teckathon would create, in the sole discretion of the Host, a real or apparent conflict of interest.

\*The members of an individual's immediate family include the individual's spouse, children and stepchildren, parents and stepparents, and siblings and stepsiblings. The members of an individual's household include any other person that shares the same residence as the individual for at least three (3) months out of the year.

#### **4. INITIAL SUBMISSION REQUIREMENTS**

Entrants must do the following to enter an Initial Submission for the chance to participate in the Teckathon:

- (i) Register for the Teckathon on the Teckathon Website by completing the [online registration form](#). The online registration form must include all mandatory information marked in the online registration form.
- (ii) Upload a document (max. 2,000 words) or a video (max. 5 minutes), or combination of both summarising their project for submission and how they intend to productionize the idea into a working product ("**Project Idea**").
- (iii) Provide details of all Team members, as requested by the Host.
- (iv) Enter the Project Idea submission by the end of the Teckathon Submission Period.
- (v) Complete and enter all of the required fields and questions on the "Enter a Submission" page of the Teckathon Website.
- (vi) Follow the additional requirements outlined below.

(each an "**Initial Submission**").

- (vii) All materials submitted in connection with the Initial Submission must be in English or, if not in English, the Entrant must provide an English translation of the demonstration video, text description, and testing instructions as well as all other materials submitted.

- (viii) The Teckathon has an open theme and Entrants are permitted to tackle any problem space provided that the Project Idea has real life application and is designed to improve various aspects of community life.
- (ix) Project Ideas are encouraged (but not required) to be along the following themes:
- Features to improve shopping and delivery experience for Amazon customers in MENA region.
  - Innovations which make use of AI/IOT/Alexa Voice Service to improve everyday lives.
  - Innovations along identifying/pinning addresses/locations in MENA region.

## **5. SELECTION OF PARTICIPANTS FOR THE TECKATHON**

- (i) On the Teckathon Selection Date, the Host will select up to 100 Entrants (the precise number to be determined at the Host's sole discretion) to proceed to participate in the Teckathon during the Teckathon Development Period (each a "**Participant**").
- (ii) All Participants will be selected on the basis of originality; the real-world impact; feasibility to be an actual product; and, the presentation of the Project Idea.

## **6. REQUIREMENTS FOR PARTICIPATION IN THE TECKATHON**

### **A. Participant Requirements**

- (i) Participants are permitted to have the design of the Final Submission (defined below) completed before the start of the Teckathon Development Period but all code is to be written during the Teckathon Development Period.
- (ii) All Participants are required to have their own hardware for development of the Final Submission and are permitted to use software development tools, IDE and/or programming language.
- (iii) Participants are only permitted to use publicly developed and openly licensed software, provided that Participants clearly attribute the work to the author.

### **B. Language Requirements**

All materials submitted in connection with the Teckathon must be in English or, if not in English, the Entrant must provide an English translation of the demonstration video, text description, and testing instructions as well as all other materials submitted.

## **7. FINAL SUBMISSION REQUIREMENTS**

- A.** At the end of the Teckathon Development Period, all Participants will be required to submit two elements:
- (i) A five minute video presentation describing the Project Idea and the technology that supports it; and
  - (ii) Deliver up project artefacts that consist of the source code; supporting documentation; and
  - (iii) the final deployed project that can be accessed by the Judges
- the ("**Final Submission**").

- B.** The Initial Submission and Final Submission (together the "**Submissions**" each referred to as a "**Submission**") and all components thereof must: (a) be your (or your Teams) original work product; (b) be solely owned by you, your Team with no other person or entity having any right or interest in it; and (c) not violate the intellectual property rights or other rights, including but not limited to copyright, trademark, patent, contract, and/or privacy rights, of any other person or entity. An Entrant may submit a Submission that includes the use of open source software or hardware, provided the Entrant complies with applicable open source licenses and, as part of the Submissions, creates software that enhances and builds upon the features and functionality included in the underlying open source product. By entering the Teckathon you represent, warrant, and agree that your Submissions meet these requirements.
- C.** Modifications after the Teckathon Development Period: The Host may permit you to modify part of your Submission after the Teckathon Development Period for the purpose of removing material that potentially infringes a third party mark or right, discloses personally identifiable information, or is otherwise inappropriate. The modified Submission must remain substantively the same as the original Submission with the only modification being what the Host permits.
- D.** The following processes will be used to ensure all Participants are abiding by the rules of the Teckathon:
- (i) **Code Based Growth** – Participants will be required to install a tool to publish code size metrics periodically, as directed by Host.
  - (ii) **Auto Commit Code** - Participants will be required to install a tool that commits and pushes their code periodically.
  - (iii) **Checkpoints** - Participants will be required to submit their code periodically as directed by the Host.

## **8. SUBMISSION RIGHTS**

**A. Entrant Rights:** Subject to the licenses described below, any applicable intellectual property rights to a Submission will remain with the specific Entrants.

**B. Host Rights:** By entering the Teckathon, you grant to the Host, each of their parent companies, subsidiaries and affiliates, and any other third parties acting on behalf of any of the foregoing, and the successors, licensees and assigns of each of the foregoing (all of the foregoing, collectively, the "**Contest Entities**"), a royalty-free, non-exclusive, worldwide perpetual license to display publicly and use for promotional purposes the Submissions, in perpetuity. This license includes, but is not limited to, posting or linking to the Submissions on Host's and partners' websites, social media accounts and applications, including the Teckathon Website, and display and promotion of the Submissions in any other media, worldwide.

**C. Submission Display:** Without limitation of any of the Contest Entities' rights pursuant to these T&Cs, the following Submission components may be displayed to the public: name, description, images, video URL, website URL, team members, the Submission category and platform, and submitter type. Other Submission materials may be viewed by the Host and Judges for screening and evaluation.

**D.** Entrants represent and warrant that the Contest Entities are free to use Entrants' Submissions for as long as they want in the manner described above, as provided or as modified by the Host,

without obtaining permission or license from any third party and without any compensation to Entrants.

## 9. JUDGES

**A. Judges:** Final Submissions will be evaluated by a panel of judges selected by the Host (the “Judges”). Judges will be employees of the Host or employees of its parent companies, subsidiaries and affiliates, may or may not be listed individually on the Teckathon Website, and may change before or during the Judging Period. Judging panel may also include a representative from the Ministry of Industry, Trade and Supply in Jordan to monitor the evaluation and decisions made. Judging may take place in one or more rounds with one or more panels of Judges, at the discretion of the Host. Judges will review the Final Submissions and spend time using the final product in a live environment.

**B. Criteria:** The Judges will score eligible Submissions using the following equally weighted criteria (the “Judging Criteria”):

- (i) User Experience (UX)
- (ii) Uniqueness / innovation of the submission
- (iii) Practicality (includes the extent to which the solution can be widely useful)
- (iv) Presentation

The Judging Criteria above may not apply to every prize. The Entrant(s) that are eligible for a prize, and whose Submissions earn the highest overall scores based on the applicable Judging Criteria, will become potential winners of that prize.

**C. Submission Review:** Judges are not required to test the Final Submission and may choose to judge based solely on the text description, images and video provided in the Submissions.

## 10. PRIZES

Winner	Prize
First Prize	Ten thousand US dollars (US\$10,000) to be used for educational expenses.*  Prize money to be split equally between all Team members.
Second Prize	Seven thousand US dollars (US\$7,000) per Team to be used for educational expenses.*  Prize money to be split equally between all Team members.
Third Prize	Five thousand US dollars (US\$5,000) per Team to be used for educational expenses.*  Prize money to be split equally between all Team members.

Special Prize: Best Customer-Centric Solution	Amazon Kindle Devices with the value of USD160 (Each team member will receive their own personal Amazon Kindle Device.)
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*\*The Prize money is to be used exclusively for educational purposes and requires each winner to provide evidence to Amazon of invoice for educational fees.*

All prize details that are not expressly specified in these T&Cs will be determined by Host, as applicable, in their discretion. The prize will be awarded if properly claimed. No cash redemption or transfer of the right to receive the prize is permitted, except in the discretion of Host. The prize consists only of the item(s) expressly specified in these T&Cs and does not include any travel arrangements or expenses. All expenses or costs associated with the acceptance or use of the prize or any component of the prize are the responsibility of the winner. The prize is awarded “as is” and without any warranty, except as required by law. In no event will more than the number of prizes stated in these T&Cs be awarded.

## 11. VERIFICATION OF POTENTIAL WINNERS

**A. Verification Requirement:** THE AWARD OF A PRIZE TO A POTENTIAL WINNER IS SUBJECT TO VERIFICATION OF THE IDENTITY, QUALIFICATIONS AND ROLE OF THE POTENTIAL WINNER IN THE CREATION OF THE SUBMISSION. The final decision to designate a winner shall be made by the Host in its sole discretion.

**B. Required Forms:** Potential winners will be notified during a live stream event (further details to be provided on the Teckathon Website). In order to receive a prize, the potential winner (including all participating team members in the case of a Team) will be required to sign and return to the Host, a verification document and liability/publicity release(s), provide evidence of educational invoice against which the prize will be claimed and, any other forms or documents requested by the Host (“**Required Forms**”).

Deadline for Returning Required Forms: ten (10) business days after the Required Forms are sent.

**C. Disqualification:** The Host may deem a potential winner (or participating team members) ineligible to win if:

- i. the potential winner’s Team Leader or any participating member does not respond to multiple emails or fails to sign and return the Required Forms by the deadline listed above, or responds and rejects the prize;
- ii. the prize or prize notification is returned as undeliverable; or
- iii. any Submission or the potential winner, or any member of a potential winner’s Team, is disqualified for any other reason.

In the event of a disqualification, the Host may award the applicable prize to an alternate potential winner.

## 12. PRIZE DISTRIBUTION

**A. Substitutions & Changes:** The Host has the right to make a prize substitution of equivalent or greater value. The Host will not award a prize if there are no eligible Submissions entered in the Teckathon, or if there are no eligible Entrants or Submissions for a specific prize.

**B. Prize Delivery:** Prizes will be payable (directly to the Entrant or the university, at the discretion of the Host) on receipt of evidence of educational invoice, if an individual, and the proportion of the prize to each Team member (directly to the Entrant or the university, at the discretion of the Host) on receipt of evidence of educational invoice for each Team member. Failure to provide correct information on the Required Forms, or other correct information required for the delivery of a prize, may result in delayed prize delivery, disqualification of the Entrant(s), or forfeiture of a prize.

**C. Prize Delivery Timeframe:** within 30 business days of receipt of a valid invoice for educational expenses against which the prize is being claimed.

**D. Fees & Taxes:** Winners (and in the case of Team, all participating members) are responsible for any fees associated with receiving or using a prize. Winners (and in the case of Team, all participating members) are responsible for reporting and paying all applicable taxes in their jurisdiction of residence (federal, state/provincial/territorial and local). Winners may be required to provide certain information to facilitate receipt of the award, including completing and submitting any tax or other forms necessary for compliance with applicable withholding and reporting requirements. The Host reserves the right to withhold a portion of the prize amount to comply with the tax laws of a winner's jurisdiction.

### **13. ENTRY CONDITIONS AND RELEASE**

**A.** By entering the Teckathon, you (and, if you are entering on behalf of a Team each participating members) agree(s) to the following:

- (i) The relationship between you, the other Entrant(s), and the Host, is not a confidential, fiduciary, or other special relationship.
- (ii) You will be bound by and comply with these T&Cs and the decisions of the Host and/or the Teckathon Judges which are binding and final in all matters relating to the Teckathon.
- (iii) You release, indemnify, defend and hold harmless each of the Contest Entities, the prize suppliers and any other organizations responsible for sponsoring, fulfilling, administering, advertising or promoting the Teckathon, and all of their respective past and present officers, directors, employees, agents and representatives (hereafter the "**Released Parties**") from and against any and all claims, expenses, and liabilities (including reasonable attorneys' fees), including but not limited to negligence and damages of any kind to persons and property, defamation, slander, libel, violation of right of publicity, infringement of trademark, copyright or other intellectual property rights, property damage, or death or personal injury, arising out of or relating to the Teckathon, an Entrant's entry, creation of Submission or entry of a Submission, participation in the Teckathon, acceptance or use or misuse of the prize (including any travel or activity related thereto) and/or the broadcast, transmission, performance, exploitation or use of the Submission as authorized or licensed by these T&Cs.
- (iv) The Entrants acknowledge that many Submissions shall be developed during this Teckathon and that such applications may be similar or identical in theme, idea, format or other respects to others developed in the Teckathon. The Entrants acknowledge and agree that the Host and Contest Entities do not have now, nor shall they have in the future, any duty or liability, direct or indirect, vicarious, contributory, or otherwise, with respect to the infringement or protection of any copyright or other intellectual property right in or to the Entrants Submissions.

**B.** Without limiting the foregoing, the Released Parties shall have no liability in connection with:

- (i) any incorrect or inaccurate information, whether caused by the Host's electronic or printing error, or by any of the equipment or programming associated with or utilized in the Teckathon;
- (ii) technical failures of any kind, including, but not limited to malfunctions, interruptions, or disconnections in phone lines, internet connectivity or electronic transmission errors, or network hardware or software or failure of the Teckathon Website;
- (iii) unauthorized human intervention in any part of the entry process or the Teckathon;
- (iv) technical or human error which may occur in the administration of the Teckathon or the processing of Submissions; or
- (v) any injury or damage to persons or property which may be caused, directly or indirectly, in whole or in part, from the Entrant's participation in the Teckathon or receipt or use or misuse of any prize.

The Released Parties are not responsible for incomplete, late, misdirected, damaged, lost, illegible, or incomprehensible Submissions or for address or email address changes of the Entrants. Proof of sending or submitting will not be deemed to be proof of receipt by the Host.

If for any reason any Entrant's Submission is determined to have not been received or been erroneously deleted, lost, or otherwise destroyed or corrupted, the Entrant's sole remedy is to request the opportunity to resubmit its Submission. Such request must be made promptly after the Entrant knows or should have known there was a problem, and will be determined at the sole discretion of the Entrant.

Each Entrant acknowledges that each of the Contest Entities engages and has engaged and will in the future engage in the development, preparation, production, acquisition and dissemination of software, technology and other material (collectively, "**Materials**"), including without limitation Materials that may be similar or identical to an Entrant's Submission, and that other people may previously have submitted to one or more of the Contest Entities Materials that are similar or identical to a Submission. Each Entrant agrees that it will not be entitled to any compensation or credit in connection with, and will not have any other legal, equitable or other rights of any nature with respect to, the use by any of the Contest Entities of any Material that is similar or identical to any Submission or any component thereof. As an inducement to Host to accept the Entrant's entry, each Entrant hereby waives any claim or right of action against any of the Contest Entities in connection with the Contest Entities' use of any Materials (or any portions thereof), whether or not such Materials are similar or identical to an Entrant's Submission or contain any features, ideas, material and/or elements that are similar or identical to those contained in an Entrant's Submission. Without limitation of the foregoing, the Contest Entities will have the right to use, without any payment or other obligation whatsoever to any Entrant, any part of any Submission, and any idea or concept contained therein, that (a) is similar or identical to, or contains elements encompassed in, any material or concept that has been developed, produced or disseminated or is under consideration or in development by or for any of the Contest Entities before or at the time of the Entrant's submission of the Submission, (b) is not unique, novel, original and concrete so as to be entitled to protection under applicable laws, (c) has been made public by anyone at the time of its submission in the Teckathon or otherwise is in the public domain, (d) would be freely usable by a third party if it had not been submitted as a Submission or the subject of any agreement, or (e) is similar or identical to, or contains elements encompassed in, an idea, concept or material that is independently created by any Contest Entity or any third party. Acceptance of a Submission is not an admission by any Contest Entity of the novelty or originality of the Submission.

#### **14. PUBLICITY**

- (i) By participating in the Teckathon you consent to the use of personal information about you, if you are a winner, by the Host and third parties acting on their behalf. Personal information about winners may be shared with the Ministry of Industry and Trade in Jordan as required under applicable laws. Such personal information includes, but is not limited to, your name, likeness, photograph, voice, opinions, comments and hometown and country of residence. It may be used in any existing or newly created media, worldwide without further payment or consideration or right of review, unless prohibited by law. Authorized use includes advertising and promotional purposes.
- (ii) The duration of your consent is for a period of three years following the conclusion of the Teckathon. This consent applies, as applicable, to an individual Entrant and all members a Team that participated in the winning Submission.
- (iii) Each Entrant consents to Host documenting, recording, and publishing each entry in order to promote the Teckathon, its results, and participation. Without limiting any other grant contemplated in the T&Cs, each Entrant consents to his or her name and/or likeness and a description and/or photo of such Entrant's Submission being posted on: (a) any website (including, but not limited to, a blog) owned and/or operated by Host or any of its affiliates, Host pages on any social media websites (including, but not limited to, Facebook, Instagram, Twitter, TikTok, SnapChat, LinkedIn); and (b) any other website or other online point of presence through which any Host products or services are described, syndicated, offered, merchandised, or advertised (the websites described in (a) and (b), collectively the "**Host Sites**"). Host's decision to post information regarding an Entrant or Submission on any Host Site does not mean that such Entrant(s) or Submission has been selected as a winning Entrant(s) or Submission.

## **15. GENERAL CONDITIONS**

- (i) Teckathon event has been approved by the Ministry of Industry, Trade and Supply under approval number 332212-1-2022.
- (ii) Host reserves the right, in its sole discretion, to change the T&Cs or to cancel, suspend and/or modify the Teckathon at any time.
- (iii) Host reserves the right in its sole discretion to disqualify any individual or Entrant it finds to be actually or presenting the appearance of tampering with the entry process or the operation of the Teckathon or to be acting in violation of these T&Cs or in a manner that is inappropriate, unsportsmanlike, not in the best interests of this Teckathon, or a violation of any applicable law or regulation.
- (iv) Any attempt by any person to undermine the proper conduct of the Teckathon may be a violation of criminal and civil law. Should the Host suspect that such an attempt has been made or is threatened, they reserve the right to take appropriate action including but not limited to requiring an Entrant(s) to cooperate with an investigation and referral to criminal and civil law enforcement authorities.
- (v) If there is any discrepancy or inconsistency between the terms and conditions of the T&Cs and disclosures or other statements contained in any Teckathon materials, including but not limited to the Teckathon registration form, Teckathon Website, advertising (including but not limited to television, print, radio or online ads), the terms and conditions of these T&Cs shall prevail.
- (vi) The terms and conditions of the T&Cs are subject to change at any time, including the rights or obligations of the Entrant(s) and the Host. The Host will post the terms and conditions of the amended T&Cs on the Teckathon Website. To the fullest extent permitted by law, any amendment will become effective at the time specified in the posting of the amended T&Cs or, if no time is specified, the time of posting.

- (vii) If at any time up to the end of the Judging Period, an Entrant or prospective Entrant believes that any of these T&Cs may be unclear or ambiguous, they must submit a written request by email for clarification.
- (viii) The Host's failure to enforce any term of these T&Cs shall not constitute a waiver of that provision. Should any provision of these T&Cs be or become illegal or unenforceable in any jurisdiction whose laws or regulations may apply to an Entrant(s), such illegality or unenforceability shall leave the remainder of these T&Cs, including the term or condition affected, to the fullest extent permitted by law, unaffected and valid. The illegal or unenforceable provision shall be replaced by a valid and enforceable provision that comes closest and best reflects the Host's intention in a legal and enforceable manner with respect to the invalid or unenforceable provision.
- (ix) Excluding Submissions, all intellectual property related to this Teckathon, including but not limited to copyrighted material, trademarks, trade-names, logos, designs, promotional materials, web pages, source codes, drawings, illustrations, slogans and representations are owned or used under license by the Host, its parent companies, its subsidiaries or affiliates. All rights are reserved. Unauthorized copying or use of any copyrighted material or intellectual property without the express written consent of its owners is strictly prohibited. Any use in a Submission of Host intellectual property shall be solely to the extent provided for in these T&Cs.

## **16. LIMITATIONS OF LIABILITY**

By entering, all Entrants (including, in the case of a Team, all participating members) agree to be bound by the T&Cs and hereby release the Released Parties from any and all liability in connection with the prizes or Entrant's participation in the Teckathon. Provided, however, that any liability limitation regarding gross negligence or intentional acts, or events of death or body injury shall not be applicable in jurisdictions where such limitation is not legal.

## **17. DISPUTES**

A. Except where prohibited by law, as a condition of participating in this Teckathon, Entrant(s) agrees that these T&Cs and any non-contractual obligations arising out of or in connection with this Teckathon; all issues and questions concerning the construction, validity, interpretation and enforceability of these T&Cs; the rights and obligations of Entrant(s) and Host in connection with this Teckathon; or, the prizes awarded under it shall be governed by and construed in accordance with the laws of the Dubai International Financial Centre ("**DIFC**"). Any dispute, claim, difference or controversy arising out of, relating to or having any connection with these T&Cs and the Teckathon shall be referred to and finally resolved by arbitration under the London Court of International Arbitration ("**LCIA**") Arbitration Rules as amended by time to time. The number of arbitrators shall be one, to be appointed in accordance with the LCIA Arbitration Rules. The seat or legal place of arbitration shall be the DIFC and the language of the arbitration shall be English.

B. Under no circumstances will Entrant(s) be permitted to obtain awards for, and contestant hereby waives all rights to claim, punitive, incidental or consequential damages, or any other damages, including attorneys' fees, other than contestant's actual out-of-pocket expenses (i.e., costs associated with entering this Teckathon), and Entrant(s) further waives all rights to have damages multiplied or increased.

**SOME JURISDICTIONS DO NOT ALLOW THE LIMITATIONS OR EXCLUSION OF LIABILITY FOR INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE MAY NOT APPLY TO YOU.**

## 18. ADDITIONAL TERMS THAT ARE PART OF THE T&Cs

- (i) Participation in the Teckathon constitutes Entrant(s) full and unconditional agreement to these T&Cs. By entering, all Entrants agrees that all decisions related to the Teckathon are final and binding, and that all such decisions are at the sole discretion of the Host.
- (ii) The Host collects personal information from you when you enter the Teckathon. Registration requires that participants supply their name and contact information. This information will be disclosed to the judges for purposes of the Teckathon. Once registered, Participants and Entrants may receive periodic communications relating to future hackathons or otherwise from the Host. By registering for the Teckathon, Participants and Entrants agree and acknowledge that they may be contacted by the Host or any of its affiliates via email. Participants and Entrants further agree and acknowledge that such email communication shall not be considered to be unsolicited commercial email or spam. It is the sole responsibility of the participant to notify the Host in writing should participant's email address change. The information collected is subject to the privacy policy located here: <https://www.amazon.com/gp/help/customer/display.html?nodeId=201909010>
- (iii) By registering for the Teckathon and submitting an Initial Submission, all Entrants agree to conduct themselves at all times in relation to the Teckathon in accordance with Amazon's Code of Conduct and Ethics located here: <https://ir.aboutamazon.com/corporate-governance/documents-and-charters/code-of-business-conduct-and-ethics/default.aspx>

## 19. MISCELLANEOUS

Host may, in its sole discretion and at any time, disqualify any Entrant: (a) not complying with the T&Cs; (b) found to be tampering with the entry process, the outcome of the Teckathon, or the operation of the Teckathon Website; (c) acting contrary to Amazon's Code of Conduct and Ethics; or (d) acting in an unsportsmanlike or disruptive manner or with intent to annoy, abuse, threaten, or harass any other Entrant. ANY ATTEMPT BY ANY INDIVIDUAL TO DELIBERATELY DAMAGE ANY WEBSITE OR UNDERMINE THE LEGITIMATE OPERATION OF THE TECKATHON MAY BE A VIOLATION OF CRIMINAL AND CIVIL LAWS, AND SHOULD SUCH AN ATTEMPT BE MADE, HOST AND ITS AFFILIATES RESERVE THE RIGHT TO SEEK DAMAGES AND/OR OTHER RELIEF FROM ANY SUCH PERSON TO THE FULLEST EXTENT PERMITTED BY LAW.

By participating in the Teckathon, each Entrant unconditionally accepts and agrees to comply with and abide by the T&Cs and the decisions of Host, which will be final and binding, including Host's right to verify eligibility, to interpret the T&Cs, and to resolve any disputes relating to the Teckathon at any time.

## 20. CONTACT

If you have any questions or comment, or wish to send us any notice regarding this Teckathon, please email us at [teckathon@amazon.com](mailto:teckathon@amazon.com).