

## Terms & Conditions

### Version

Google Girl Hackathon (the "Hackathon") is a programming competition run by Google Information Technology (China) Company Limited, whose principal place of business is at ("Google").

In order to enter this Hackathon, any participant ("Participant(s)") must read and agree to these terms and conditions ("Terms"). Participants agree that submission of a registration into the Hackathon constitutes agreement to these Terms. Participants must not enter the Hackathon and are not eligible to receive the prizes awarded in connection with this Hackathon (as further described below, the "Prizes") unless they agree to these Terms.

#### 1. Participation eligibility

1.1. To participate in the Hackathon and be eligible for entry, the following conditions must be satisfied throughout the duration of the Hackathon:

- a. Participants must be university level students (eg. Bachelor, Master, PhD, or Engineering Cycle).
- b. Participants compete in teams of one to six members ("Team"). A team can consist of student participant only. Team composition cannot be changed after the team distribution session has finished. A Participant has to be part of exactly one Team during the Hackathon and may not change its Team.
- c. Participants must be over 18 years of age at the date of the beginning of Hackathon.
- d. Participants must not be fulltime or temporary employees, officers, directors, contractors or vendors of Google, its subsidiaries and affiliated companies from the opening date for registration until the hackathon finish. However employees, officers, or directors of Google, its subsidiaries and affiliated companies may participate in the organization committee of the Hackathon.

1.2. All Participants agree to comply with all laws applicable to their entry into this Hackathon, including anti bribery laws.

1.3. All determinations of eligibility will be made at Google's sole and absolute discretion. Google reserves the right to verify eligibility and to adjudicate on any related dispute at any time. No correspondence will be entered into.

1.4. Participants agree to bear their own expenses for participating to the Hackathon (such as computer equipment, software licenses, transportation and accommodation costs)

#### 2. How to Register

2.1. Each Participant must register through a form through and include all the required information.

2.2. In the registration form, each Participant must notably provide the mail and phone number that he/she will use to connect by Google.

2.3. All the data provided through the registration process must be complete and correct.

#### 3. Key Dates

3.1. The opening and closing dates for registration are published on the Google Weibo, Wechat and Google Newsletter ("Google Social Media Platform"). Google can modify the opening and closing dates for registration by an information notice on the Google Social Media Platform. If the registration form is duly completed, the Participant will receive a formal confirmation of registration by email.

3.. The Competition is composed of three days code on Ma , 201 from 14:00pm GMT+8 until

March , 201 17:00pm GMT+8

This date can be postponed by Google (at its sole discretion) by an information notice on the Google Social Media Platform.

#### 4. Competition rules and Prizes

4.1. Jury. A jury composed of Google engineers ("Jury") is in charge of enforcing Hackathon rules described in this Paragraph 4. The Jury will review the submissions of the Teams, generate the scoring and award the Prizes.

4.2. Task. A theme will be published when Hackathon begin. This statement will specify the problem to be solved and the scoring rules for submissions. Technical details of the submission process will be further described at the beginning of Hackathon.

4.3. Submissions. Teams will submit their tasks to jury before March 12, 2017 16:00 pm GMT+8 for Beijing event, and before March 19, 2017 16:00 pm GMT+8 for Shanghai event. Each Teams may submit only one.

4.4. Scoring. Each team of entrants will present their submissions to the Judging Panel, other participants and guests on the evening of the day in a presentation of no longer than five (5) minutes long followed by a Question and Answer Session of no longer than two (2) minutes long. The Jury evaluates each submission by means manual inspection.

4.5. The selection of the winner team for Hackathon shall be carried out by Judging Panel. Winners will be announced in the evening on the 3rd day, when Hackathon closed. The Judging Panel's decision is final and no correspondence will be entered into. Details of the judging criteria will be announced in the preparing section on the first day. Google reserve the right to make any necessary changes or substitutions to the Judging Panel prior to the Hackathon.

4.6 On the evening of , the Jury will award the best scoring teams, as well as a number of special Jury mentions or Prizes.

4.7. Requests for Clarification. Participants may request the Jury to clarify some points from the problem statements by sending a message to the Jury. The Jury reserves the right in its reasonable discretion to decide whether the points should be clarified or not, and how. Clarifications will be posted through mails and will be available to all Teams.

4.8. Resources. Participants may use any documentation they would like, in paper form or on the Internet. Participants may also use any computer they have access to to run their code. Participants are not allowed to, and may be excluded from the Hackathon, in case they solicit or receive support of a third party.

4.9. Source Code. Participants must develop original code to generate their solution. They may use publicly released libraries. Participants must submit the source code of the program they use to generate their solution so that the Jury can review it.

4.10. Intellectual Property. The Participant retains ownership of any intellectual property rights that its holds in the source code created and/or used by the Participant during the Competition ("Source Code"). The Participant authorizes Google to read and to otherwise use the Source Code for the limited purpose of operating and promoting the Competition. This authorization will stop at the end of the Hackathon. Participants must make sure they have the necessary rights to grant Google this authorization for any content that they submit to the Hackathon Contest.

4.1. Fair play. Google expects all Participants to be respectful for the rules of the Competition and towards other Participants. In particular, Participants should not take any action that would prevent other Participants from taking part in the Competition in good conditions.

4.1. Prizes. The Hackathon includes the following Prizes:

a. The top 1 teams will win 3000 RMB cash reward.

b. Jury may award other Prizes consisting of a basket of Googlebranded objects and Googlerelated products, of a value between 50 RMB.and 300 RMB.

4.1. Prize Winners. The Jury reserves the right in its reasonable discretion to designate the Prize winners. All decisions by the Jury regarding Prize winners are final and binding and no correspondence will be entered into.

4.1. Export Laws. Google will organize the Competition in compliance with all applicable export laws, rules, regulations and sanctions programs. Participants acknowledge and agree

that the Hackathon (including the award of Prizes) may be subject to certain export laws and regulations.

## 5. Notification of Winners and Winners' Obligations

- 5.1. Google will notify each Team and Participant about whether they have qualified for any Prizes. Notification will be made during the closing ceremony of the Hackathon.
- 5.2. Where applicable, Prizes will be distributed in person.
- 5.3. Google reserves the right in its reasonable discretion to substitute equivalent Prizes of equal or greater value. No cash equivalent of Prizes can be claimed.
- 5.4. By accepting a Prize, a Participant agrees to Google's and its agencies use of his or her name and/or likeness, business name, and website for advertising and promotional purposes without additional compensation, unless prohibited by law.
- 5.5. Google will not be liable for unsuccessful efforts to notify a winner. If a winning Participant declines the Prize, does not respond to the Prize notification or fails to claim the Prize in the manner specified, is unavailable for Prize fulfillment, fails to abide by these Terms, or is ineligible, Google may, in consistency with these Terms, select an alternate winner from all remaining Participants.
- 5.6. The Prize may be subject to restrictions and/or licenses and may require additional hardware, software, service, or maintenance to use. The winner shall bear all responsibility for use of the Prize in compliance with any conditions imposed by such manufacturer, and any additional costs associated with its use, service, or maintenance.
- 5.7. Recipients of Prizes are responsible for ensuring that they comply with any applicable tax laws and filing requirements.
- 5.8. Prizes are nontransferrable. Participants may not sell or giveaway Prizes to their customers or other persons.
- 5.9. Names of the winning teams will be published on the Google Social Media Platform.

## 6. Privacy

- 6.1. Participants acknowledge and agree that Google may collect, store, share with Google's subsidiaries and affiliates for the purpose of this Hackathon and otherwise use personally identifiable information provided by Participants during registration to the Hackathon. Google will use this information in accordance with its Privacy Policy (<http://www.google.com/policies/privacy/>), including for administering the Hackathon.
- 6.2. If a Participant does not provide the mandatory data required on the form, Google reserves the right to disqualify the Participant.
- 6.3. Participant has the right to request access, review, rectification or deletion of any personally identifiable information held by Google in connection with the Hackathon by writing to Google at the following email address: china-up@google.com.
- 6.4. Participant may
  - (i) appear in a video, and/or a photograph taken during the Hackathon; and
  - (ii) share or publish content in the Google social media platform such as Weibo, Wechat and Newsletter. Participant hereby grants Google a permission to copy, host, index, display, route, reformat, distribute, store, transmit its Promotion Content through the internal or external distribution mechanism, for the purpose of providing information and promoting the Competition and Google. Participant grants Google, for the statutory duration of the applicable intellectual property rights, a royaltyfree, worldwide license to any copyrights, rights of publicity, and any other legal rights necessary in order for Google to make this authorized use of the Promotion. Content. Participant warrants that it has the authority to grant this permission and to make the acknowledgments and consents set forth herein on behalf of its company, to the extent that its company's permission, acknowledgment or consent is required. Participant acknowledges that it will not be paid (nor will its company, if applicable) for use of the Promotion Content footage and/or transcript of its participation and hereby relinquish (and with respect to its company, if applicable) any past, present, or future monetary or other claims against Google for this use.

## 7. Right to Cancel, Modify or Disqualify

7.1. If for any reason the Hackathon is not capable of running as planned, including tampering, unauthorized intervention, fraud, technical failures, printing errors, or any other causes which corrupt or affect the administration, security, fairness, integrity, or proper conduct of the Hackathon, Google reserves the right at its sole discretion to cancel, terminate, modify or suspend the Hackathon. Google further reserves the right to cancel the Hackathon or any part of it at any stage in the event of circumstances beyond Google's reasonable control.

7.2. Google reserves the right in its reasonable discretion:

- (a) to disqualify any Participant who tampers with the submission process or any other part of the Hackathon or whose conduct is contrary to the spirit of the rules or the intention of the Hackathon and to declare as void any or all of their claims or entries based on such conduct;
- (b) to declare as void any claims or entries resulting from any errors materially affecting the result of the promotion or the number of claimants or the value of claims; and
- (c) to add to or to waive any of these Terms on reasonable notice.

7.3. The Hackathon is void where prohibited by law.

## 8. Limitation of Liability & Disclaimer of Warranties

8.1. Nothing in these Terms will exclude or limit the liability of Google or its affiliates for:

- a. for death or personal injury resulting from its negligence or the negligence of its employees or agents;
- b. fraud or fraudulent misrepresentation; or
- c. any other liability that may not be excluded or limited under applicable law.

8.2. Subject to clause 8.1, Google shall not be liable under or in connection with this Hackathon (whether in contract, tort (including negligence) or otherwise) for any:

- a. loss of profit;
- b. indirect or consequential losses; suffered or incurred by the Participant (whether or not any such losses were or were not foreseeable or within the contemplation of the parties); or
- c. down time
  - (i) caused by outages to any public Internet backbones, networks, mobile operator infrastructure or servers,
  - (ii) caused by any failures of Participant's equipment, systems or local access services,
  - (iii) for previously scheduled maintenance or
  - (iv) relating to events beyond Google's (or its subsidiaries and affiliated companies) control (a "Force Majeure Event") such as interruptions in Internet services on the premises of the Hackathon

8.3. Subject to clause 8.1(b), and to the extent permitted by law, all warranties, conditions or terms, express or implied, relating to the Prize, its use, value or enjoyment, including (without limitation) its satisfactory quality or fitness for purpose, are excluded, with the exception of any standard manufacturer's warranty that may apply to the Prizes.

8.4. Subject to clauses 8.1, 8.2 and 8.3 Google's total liability to Participant under or in connection with this Hackathon (whether in contract, tort (including negligence) or otherwise) is limited in aggregate to 25,000.

## 9. Governing Law and Jurisdiction

9.1. These Terms shall be governed by, subject to, and construed in accordance with Chinese law

## 10. Severability

10.1. If any provision(s) of these Terms are held to be invalid or unenforceable, all remaining provisions will remain in full force and effect.