

Blueprint “Save the Day, Code for Good” Hackathon Official Rules
Berkeley: March 8-9, 2014

Description and Rules:

The “Save the Day, Code for Good” Hackathon (“the Hackathon”) is for participants to build new, innovative applications that have the potential to have a positive impact on the community and the world. The Hackathon will be held on March 8-9 in Berkeley, CA. Participants are encouraged to register prior to the Hackathon, and they can do so online through [Eventbrite](#); but walk-ins are welcome.

The Hackathon is open to participants who are physically attending the event and who submit their app demos. They may work alone or in a team, but the first, second, and third place winners will only receive one prize. It is up to the winning team to decide how the prize should be evenly distributed among its members. To be eligible for prizes, the team must consist entirely of UC Berkeley students.

All code must be written in the 18-hour period of the Hackathon, or explicitly flagged as written beforehand. Significant use of pre-written code will be taken into consideration by the judges when evaluating the project. Project brainstorming, design, or other non-coding preparations are acceptable. All demos must be submitted by March 9, 2014 at 11 a.m. and must be presented by the participant, otherwise the submission will not be reviewed by the judges and participant will not be eligible for prizes.

Judging Criteria:

Applications will be judged by a panel of judges on the following criteria:

- **Presentation:** The participant effectively communicates the purpose of the app and how it will function.
- **Innovation:** The app shows originality and provides a new solution to a social problem in question.
- **Scalability:** The app is equipped to scale if its user base grows quickly.
- **Impact:** The app has a high magnitude of potential social change.

All decisions of the judges are made at the judges’ sole discretion and are final in all matters relating to the Hackathon.

Blueprint, Technology for Non-profits ("Blueprint") reserves the right to cancel, suspend, and/or modify the Hackathon or any part of it for any time and for any reason, in its sole discretion.

Participant grants Blueprint the license to use, reproduce, distribute, modify, and publicly perform and display submissions, for promotional or marketing purposes of Blueprint and its services, as long as it does not infringe upon any third party's intellectual property rights. Participants grant permission to Blueprint the right to use the participant's name, picture, likeness, voice, biographical information, and statements as part of or related to the submission, for advertising, trade, publicity, and promotional purposes without additional compensation, in all media including but not limited to Internet and World Wide Web, without additional notice to, review, or approval by participant.

Acceptance of any prize signifies each winner's acknowledgement and agreement that Blueprint or any nonprofit shall not be obligated to use the submission. Blueprint is not liable for any disputes between participants that arise before, during or after the Hackathon.

By registering for, participating in, or submitting a submission for the Hackathon, participants agree to these terms and conditions which are final and binding in all respects.