**Terms and Conditions**

By participating in the Hackathon you agree to the following terms and conditions which are inclusive of the rules the Hackathon is governed by:

1. Hackathon Purpose

The Hackathon is an opportunity for you to create a coding project. There will be various categories in which your project may win prizes.

2. Venue and Date

def hacks() will take place from 12:00 pm on Saturday,April 16, 2016 until 12:00 pm on Sunday, April 17, 2016 at Thoughtworks NYC (99 Madison Ave, New York, NY 10016).

3. How to Register

You may register to participate in the Hackathon as a hacker by filling out the registration at http://www.defhacks.xyz. You must enter the required information accurately, and accept the terms and conditions as part of the confirmation process (emails will be sent out after registration ends).

It is solely your responsibility to make sure that you are properly registered. While we are happy to try and solve any problems you may have with your registration, def hacks() takes no responsibility for lost, delayed, misdirected registrations or for registrations that have failed to transmit or process and/or have not been received by us.

4. Eligibility

The Hackathon is open to all hackers who have registered and are currently enrolled in high school or a high school-equivalent program (some middle-schoolers may be allowed under special circumstances). The event will be capped at 100 participants. def hacks() may use its discretion to choose those who are accepted, those who are waitlisted, and those who are rejected.

Hackers will check in and present ID in order to sign-in at the Hackathon. After completing the sign-in process, def hacks() may at any time, at its sole discretion, disqualify any hacker who fails to comply with the terms and conditions set out herein. These include, but are not limited to, attempting to participate in the Hackathon without having gone through the registration process and attempting to disrupt the Hackathon. def hacks() may also use its discretion to permit hackers who have not gone through the registration process to participate.

5. Your Participation

You, as a hacker, have the option to participate as part of a team or as an individual. A hacker may not participate as both part of a team and as an individual. Teams are capped at four people. We ask you to note that def hacks() and/or sponsors of the event are not responsible for any of your travel and accommodation arrangements and all associated costs and expenses.

6. Your Project

Participating teams and/or individuals are required to create and develop a project to be entered in one of the various categories and/or challenges to be judged. All participating hackers agree to abide by the rules of the category and/or challenge as set. Participating teams and/or individuals are limited to submitting one project for entry on Sunday, April 17, 2016 by 10:30 am. Projects must not be pre-existing in any form, partial or complete, before the hackathon begins.

7. Your Additional Representations and Warranties

By submitting a project to be judged in one of the various categories and/or challenges at the Hackathon, you represent and warrant the following:

(a) your project is and will be your own original work and/or that of your team;

(b) your project 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; and

(c) the project meets the applicable terms and conditions set out herein.

8. Judging Process

The judges will select the various winners in each category and/or of each challenge in their sole discretion on Sunday, April 17, 2016. Decisions of the judges are final and binding.

9. Prizes and Awards

There are various prizes to be won, including sponsor swag and retail items. These prizes will be awarded to the top finalists, as chosen by the judges. All prizes must be accepted as awarded with no substitutions. Prizes may not be sold, transferred or converted into cash. The winner(s) will solely be responsible for all travel, accommodation and other costs associated with obtaining or redeeming the prize(s).

10. Cancellation

If for any reason def hacks() cannot run the Hackathon as planned, including bugs, tampering, unauthorized intervention, fraud, technical failures, infection by computer virus or any other cause that corrupts, impairs or affects the administration, security, fairness, integrity, or proper conduct of this Hackathon, def hacks() may cancel, modify, extend or suspend the Hackathon. In that event, def hacks() may award prizes at random from among the eligible projects received up to the time of the impairment, or award no prizes. def hacks() may also disqualify any individual who tampers with or in any way corrupts the registration or judging process, or who attempts to undermine the legitimate operation of the Hackathon by engaging in cheating, hacking, deception, or other unfair practices, or by attempting to annoy, abuse, threaten or harass any other attendees, including other hackers, mentors, judges and spectators.

11. Your Intellectual Property Rights

All projects developed at the Hackathon remain the intellectual property of the individuals and/or teams that developed them.

12. Disclaimers and Liability

def hacks() and/or its sponsors do not accept liability for any loss or damage of any project or for any other loss or damage resulting directly or indirectly from your participation in the hackathon or your receipt, use or redemption of any prize(s), or your inability to receive, use or redeem and prize(s).

def hacks() and/or its sponsors are not responsible for:

(1) Technical failures of any kind, including the malfunctioning of any telephone, computer, network, hardware, or software;

(2) The unavailability or inaccessibility of any service;

(3) Unauthorized human intervention in any part of the registration process or the hackathon;

(4) Electronic or human error which may occur in the administration of the hackathon and/or the processing of registrations; or

(5) Any injury, damage, or loss of persons or property, including your computer and/or devices, which may be caused, directly or indirectly, in whole or in part, from your participation in the hackathon, or from downloading or using any material provided by def hacks() or its sponsors. def hacks() and/or its sponsors will not be liable to you for any indirect, special, consequential, or punitive damages in connection with the hackathon or these terms and conditions. You hereby release and agree to indemnify and hold harmless def hacks(), its sponsors, the organizers, the judges, and the mentors 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) Your failure to comply with any of these terms and conditions;

(B) Any misrepresentation you make under these terms and conditions;

(C) Your participation in the hackathon; or

(D) Your receipt, use, or redemption of any prize, or your inability to receive, use, or redeem any prize.

13. Law

These terms and conditions are governed by and construed in accordance with the law of the State of New York, the City of New York, and the federal laws of the United States applicable in New York.

14. Disputes

All disputes, claims and causes of action arising out of or connected with the Hackathon, prizes or these rules will be resolved individually, without resort to any form of class action, and exclusively by the appropriate court of the State of New York.

15. Further Information

For more information, please contact us at d3fhacks@gmail.com.