

*Last Updated: **December 12, 2023***

2024 MICROSOFT IMAGINE CUP JUNIOR CONTEST

OFFICIAL RULES

These Official Rules (together with any Local Prize Addenda hereto, the "Rules") govern the operation of the 2024 Microsoft Imagine Cup Junior Contest (the "Contest"). Microsoft Corporation ("Sponsor"), located at One Microsoft Way, Redmond, WA, 98052, USA, is the Contest sponsor. BY REGISTERING A TEAM (AS DEFINED BELOW) FOR THE CONTEST, YOU AGREE TO BE BOUND BY THESE RULES. IF YOU DO NOT AGREE TO THESE RULES, DO NOT REGISTER ANY TEAMS FOR THE CONTEST.

In these Rules, "Microsoft," "we," "our," and "us" refer to Sponsor and "you" and "your" refers to a Contest participant, or the parent/legal guardian of any Contest participant who has not reached the age of majority to contractually obligate themselves in their legal place of residence.

BY REGISTERING A TEAM FOR THE CONTEST, YOU AFFIRM THAT YOU ARE OF LEGAL AGE TO ENTER INTO AN AGREEMENT WITH SPONSOR.

You are fully responsible for (i) the conduct of your Team Members; and (ii) the consequences of any misconduct by your Team Members. By registering a Team for the Contest, you represent and warrant that you have obtained the written consent of each Team Member (as defined below) or, for any Team Member who has not reached the age of majority in their legal place of residence, their parent or guardian, to participate in the Contest.

1. CONTEST DESCRIPTION

The Contest is a skill-based contest. The Contest is divided up into two (2) distinct categories: **Artificial Intelligence (AI) for Good** and **Technology for Good** (each a "Category"). The goal of the Contest is to create excitement and energy among students and educators by giving them the opportunity to use technology, including Artificial Intelligence (AI) to solve real-world problems. During the Contest, educators, instructors, parents, guardians and/or other leaders will provide student teams (as further described below, "Teams") with access to educational materials about the concepts of "AI for Good" and "Technology for Good". Based on what they learn from such materials, each Team will create an "AI for Good" or "Technology for Good" related concept (a "Concept"), choose and conduct research on a real-world problem related to such Concept (a "Problem") and formulate a solution to that Problem that showcases their understanding of AI (a "Solution"), for the AI For Good category and the Technology for Good category. Finally, each Team will prepare a submission to the Contest to showcase their findings (as further described below, an "Entry"). All Entries that are eligible (as determined in Microsoft's sole discretion and in accordance with these Rules) and received by us will be judged according to the criteria described below to determine the winners of the Contest. The Contest will run in parallel across three (3) regions, Asia, the Americas, and Europe, the Middle East and Africa (EMEA), with ten (10) winning Teams in total across the three regions for the AI for Good category and six (6) winning Teams in total across the three (3) regions for the Technology for Good category.

2. ENTRY PERIOD

The Contest submission period starts at 12:00 A.M. Greenwich Mean Time (GMT) on January 10, 2024, and ends at 11:59 P.M. Greenwich Mean Time (GMT) on May 8, 2024 (the "Entry Period"). Any Entries that we do not receive during the Entry Period (regardless of reason or fault) are ineligible for and will not be judged in the Contest.

3. ELIGIBILITY

The Contest is a closed promotion open only to Teams that meet the following criteria:

- **Teams:**
 - **AI for Good:** Each Team must be comprised of one (1) Team Leader (as defined below) and a minimum of two (2) and a maximum of six (6) Team Members. Only one (1) Entry per Team may be submitted for judging in the Contest; we will accept no more than one (1) Entry per Team.
 - **Technology for Good:** Each Team must be comprised of one (1) Team Leader (as defined below) and a minimum of two (2) and a maximum of forty (40) Team Members. Only one (1) Entry per Team may be submitted for judging in the Contest; we will accept no more than one (1) Entry per Team.
- **Team Leaders:** Each Team leader (the "Team Leader") must be, as of January 1, 2024, eighteen (18) years of age or older and a legal resident of a country, region or state listed in Appendix 1. One (1) Team Leader may lead multiple Teams.
- **Team Members:**
 - **AI for Good:** Each student member of a Team ("Team Member") must be, as of January 1, 2024, between thirteen (13) and eighteen (18) years of age and a legal resident of a country, region, or state listed in Appendix 1. Each Team Member may only be a member of one (1) Team.
 - **Technology for Good:** Each student member of a Team ("Team Member") must be, as of January 1, 2024, between five (5) and twelve (12) years of age and a legal resident of a country, region, or state listed in Appendix 1. Each Team Member may only be a member of one (1) Team.

Notwithstanding anything to the contrary in these Rules, employees and directors of Microsoft Corporation and its subsidiaries, affiliates, advertising agencies, and Contest parties are not eligible, nor are people involved in the execution or administration of the Contest or the family members of each above (parents, children, siblings, spouses/domestic partners or individuals residing in the same household). The Contest is void in and for the permanent residents of Cuba, Iran, North Korea, Russia, Sudan, Syria, Region of Crimea and other countries or jurisdictions where prohibited by law.

4. HOW TO ENTER THE CONTEST

In order for a Team to participate in the Contest, it must comply with the requirements set forth in these Rules (including Section 5 (Entry Components)) and its Team Leader must:

- Register the Team for the Contest at www.imaginecup.com/junior. For clarity, registration for a previous year's Imagine Cup Junior contest(s) does not constitute registration for the Contest;
- Guide and instruct the Team Members;
- Submit the Team's Entry during the Entry Period;
- Follow the instructions at www.imaginecup.com/junior to access Contest materials (including lesson resources and challenge kits);
- Submit the Team's Entry in accordance with Section 5 (Entry Components) below; and
- Only provide individual Team Member's personal data to Microsoft in accordance with Section 7 (Personal Data) below.

5. ENTRY COMPONENTS

To be eligible, an entry must meet the following content and technical requirements:

- **PowerPoint Presentation:** Each Entry must include a PowerPoint presentation of no more than ten (10) slides that use the template provided to each Team Leader and includes:
 - A title page/title slide and table of contents;
 - A link to the Team's Video (defined below);
 - A short description of the character and magnitude of the Problem;

- A description of the Team's research process including, without limitation, details of any interviews or other research conducted by the Team;
- A list of resources used by the Team to aid the Team Members in their understanding of the Problem and development of the Solution;
- A description of the ethics of the Team's Solution that takes the following principles into consideration:
 - Fairness;
 - Reliability and safety;
 - Privacy and security;
 - Inclusiveness;
 - Transparency;
 - Accountability
- A description of the Solution, including how the Team developed it, how it engages with and addresses the Problem, why it is needed; and how it uses AI (i.e., what form the Solution takes and how it effectively leverages AI to engage the Problem) for the AI for Good category, and how it uses technology for the Technology for Good category.
- **Concept:**
 - For the AI for Good category, each Entry must include a Concept that falls into at least one (1) of the following "AI for Good" categories as further described on the [AI for Good program website](#):
 - AI for Earth;
 - AI for Humanitarian Action;
 - AI for Accessibility;
 - AI for Cultural Heritage; or
 - AI for Health.
 - For the Technology for Good category, each Entry must include a Concept that falls into at least one of the following focus areas:
 - Sustainability;
 - Humanitarian Action;
 - Accessibility;
 - Cultural Heritage; or
 - Health
- **Solution:** Each Entry must include a Solution that addresses the applicable "AI for Good" or "Technology for Good" Concept. By way of example, Solutions that (a) constitute a new solution or service that might lead to solving or addressing the Problem, (b) improve an existing solution or service in a way that might lead to solving or addressing the Problem or (c) communicate a message to an authentic audience responsible for addressing the Problem or its consequences, are deemed to address the applicable Concept for purposes of the foregoing requirement.
- **Video:** Each Entry must include a video (the "Video") of no longer than two (2) minutes in duration that pitches the Team's Entry and:
 - Includes the Team's name and country, region, or state;
 - Includes the "AI for Good" category chosen by the Team (AI for: earth, humanitarian action, accessibility, cultural heritage, or health) or "Technology for Good" category chosen by the Team;
 - Includes the Problem the Team intended to solve;
 - Includes the Team's Concept; and
 - Includes the takeaways that the Team Members learned from their involvement in the Contest;
 - Except for image or audio and video recordings, does not include any additional personally identifying information about any individuals appearing in the Video (e.g. no nametags or mention of "Hi, my name is Rosa.").
- **Other Requirements:**

- Each Entry (and, for clarity, each PowerPoint, Concept, solution, and Video), must be the applicable Team Members' original work, and Videos (including but not limited to, their filming, editing, graphic design) must be solely the work of the Team Members.
- Each Entry must be in the English language.
- Each Entry cannot have been previously selected as a winner in any other contest provided by Microsoft or any other entity.
- The Team must have obtained any and all consents, approvals or licenses required for it to submit the Entry and any content contained therein.
- To the extent that your Team's Entry includes the submission of user-generated content such as software, photos, videos, music, artwork, or essays, you warrant that your Entry is your Team's original work, has not been copied from others without first obtaining the necessary permission or rights and does not violate or infringe upon the privacy, intellectual property or other rights of any person or entity. You may include Microsoft trademarks, logos, and designs in your Entry, and Microsoft hereby grants you a non-exclusive, revocable, royalty free, fully paid-up, limited license to use such trademarks, logos, and designs in your Entry during the Entry Period solely for the purposes of submitting your Entry to the Contest and subject to compliance with the restrictions and obligations set forth in the Microsoft Trademark Guidelines.
- Your Entry may NOT contain any content that is obscene, offensive, violent, defamatory, disparaging, inappropriate, objectionable or unlawful, that promotes alcohol, illegal drugs, tobacco, or a particular political agenda or that communicates messages that may reflect negatively on the goodwill of Microsoft.

By submitting an Entry, you agree that your Entry complies with these Rules, and acknowledge that Sponsor, in its sole discretion, may remove or reject your Entry, disqualify you and/or disqualify your Team from the Contest if it determines, in its sole and absolute discretion, that your Entry (a) fails to conform to these Rules or any applicable requirements, guidelines or restrictions, (b) is incomplete or illegible, (c) exceeds the Entry length specified above, (d) is not reasonably decipherable for any reason, (e) is not received by us during the Entry Period, or (f) is otherwise ineligible for judging in the Contest, regardless of reason or fault.

6. USE AND OWNERSHIP OF YOUR ENTRY

We claim no ownership rights in or to your Entry. By submitting an Entry, you grant us a non-exclusive, irrevocable, transferable, sub-licensable, royalty-free, perpetual, worldwide right, and license to: (a) use, review, assess, test, and otherwise analyze your Entry and all of the content therein in connection with the Contest and (b) use your Entry and all of the content therein in any and all media, now known or hereafter devised, for any non-commercial or commercial purpose including, without limitation, the marketing, sale or promotion of Microsoft products or services, in each case, without further permission from you. You will not receive any compensation or credit for use of your Entry by us or our designees, and you agree to, upon our (or our designee's) reasonable request and without any consideration, take all necessary actions including, without limitation, executing, acknowledging and recording specific assignments, oaths, declarations and other documents to assist us and our designees in documenting, obtaining, exercising and/or enforcing our rights as granted herein.

By submitting an Entry to the Contest, you consent to such Entry being made available to Contest judges and Microsoft employees, and to Microsoft employees' use of your Entry to recognize projects within their region (including through publicly available media) for additional marketing purposes.

By submitting an Entry to the Contest, you acknowledge that we may have developed or commissioned materials similar or identical to your Entry, and you waive any and all claims resulting from any similarities to your Entry. Further, you understand that we are not required to restrict work assignments of our employees or representatives who have had access to your Entry, and you agree that use of information in our employees' or

representatives' unaided memories in the development or deployment of our products or services does not create liability for us under these Rules or copyright or trade secret law.

Your Entry (or information about your Entry) may be posted on public websites. We are not responsible for any theft or other unauthorized use of your Entry or any content therein by visitors to such websites. We are not obligated to use your Entry for any purpose, even if it has been selected as a winning Entry.

7. YOUR PERSONAL DATA

Team Leaders will not provide any individual Team Member's personal data to Microsoft except with respect to images or video and audio recordings of a Team Member submitted within the Video and only after notifying Team Members that their personal data will be submitted to Microsoft in connection with the Contest and obtaining all permissions necessary to enable Microsoft to use the Video for the purposes described in these Rules. Except for images or video and audio recordings contained within the Video, Team Leaders will not include any individual Team Member's personal data in the information or submissions they provide to Microsoft in connection with the Contest.

All personal data that Microsoft receives in connection with the Contest will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration, operation and marketing of the Contest and treated in accordance with the [Microsoft Privacy Statement](#).

If you have a privacy concern, complaint or question for the Microsoft Chief Privacy Officer or the Data Protection Officer for your region, please contact us by using the Microsoft web form (available at <https://go.microsoft.com/fwlink/p/?linkid=2126612>).

8. WINNER SELECTION AND NOTIFICATION; JUDGING CRITERIA

On or around the close of the Entry Period, a panel of judges will review all eligible Entries received during the Entry Period. The Contest judges will assign points to each eligible Entry based on the criteria below.

8.1 AI for Good Category: The assignment of points to each eligible Entry for each criterion below will be determined in the judges' sole discretion, and the ten (10) Teams that receive the highest number of points will win the Contest:

	Low (1 point)	Medium (2 points)	High (3 points)
Innovation: How original is the AI concept?	The AI concepts lacks innovation. It is already in existence, or is an idea put forward by many student teams.	The AI concept shows some innovation. It is an addition to an existing approach or shows good creativity.	The AI concept is exceptionally innovative. It is either completely new or represents an exciting update to an existing AI approach.
Artificial Intelligence: How strong are the AI concepts presented? Does the team specify the type of AI and which APIs were leveraged in their concept?	The concept may be an example of technology but does not have elements of AI in it.	The AI concept draws on the broader Microsoft Cognitive Services; the type of AI used is specified but not adequately explained.	The AI concept goes deeper to intelligently draw on APIs that sit under the Microsoft Cognitive Services and the type of AI used is thoroughly explained.

Impact: What is the potential quantity and quality of impact for the world in one of the AI for Good categories ?	The AI concept's potential for positive impact is not high.	The AI concept has potential to make an impact in one of the Microsoft's AI for Good categories.	The AI concept has enormous potential to make an impact in one of the Microsoft's AI for Good categories.
Creativity: How creatively was the idea presented?	The team presented the AI concept in a basic manner using the PowerPoint template.	The team made an effort to present their AI concept creatively using the PowerPoint template.	The team was creative in how they used the PowerPoint template and used elements such as drawings, simulations, videos or other formats to support their submission.
Ethics: How does the AI align to the Microsoft AI for Good Ethical Principles?	The team did not engage with the ethical principles.	The team made an effort to align their AI concept with the ethical principles.	The team thoroughly explained how their AI is aligned to the ethical principles.
Cybersecurity: How has the team planned to reduce cyber security risks?	The team did not explain any cybersecurity features of their AI.	The team identified some cybersecurity features of their AI.	The team has taken clear steps to reduce cybersecurity risks to their AI.

8.2 Technology for Good Category: The assignment of points to each eligible Entry for each criterion below will be determined in the judges' sole discretion, and the team that receives the highest number of points will win the Contest:

	Low (1 point)	Medium (2 points)	Medium-high (3 points)	High (4 points)
Service-Learning: How did the team engage in service-learning and how is it important to their community or the world?	The team did not engage in service-learning.	The team demonstrated a clear understanding of social issues in their community.	The team demonstrated a clear understanding of social issues in their community and were able to articulate the importance of their cause.	The team demonstrated advanced understanding of social issues in their community and were able to articulate the importance of their cause.

Artificial Intelligence Concept Exploration: Did the team identify/address AI concepts through their project?	The team did not identify any AI concepts.	The team identified at least one AI concept or technology.	The team identified at least one AI concept that was important to them and articulated why that specific technology resonated with them.	The team identified at least one AI concept and technology that was important to them and clearly articulated why it resonated with them, demonstrating an advanced understanding of the relationship between the tech and their cause.
Action: How did the team incorporate technology in developing a plan to address social issues and what did they learn?	The team did not incorporate technology in their service-learning solution.	The team incorporated basic technology solutions, with basic tech.	The team incorporated innovative technology solutions, illustrated an understanding of solutions through some technologies.	The team incorporated innovative and advanced understanding of technology solutions to social issues. The team solved problems by creating new, useful, or imaginative solutions through a variety of tech.
Ethics: How does the technology or AI tools align with ethics principles such as MSFT AI for Good Ethical Principle?	The team did not engage with the ethical principles.	The team made a basic effort to understand and learn AI ethical principles.	The team illustrated an effort to align their projects with ethical principles.	The team thoroughly explained how their AI is aligned to the ethical principles.
General Question: How did the team students develop problem solving skills using technology to	Team Leader did not articulate how the team developed problem solving skills using technology to drive reflection and	Team Leader articulated how the team developed problem solving skills using technology to drive reflection and revision or plans	Team Leader articulated how the team developed problem solving skills using technology to drive reflection and revision or plans	Team Leader clearly articulated how the team developed problem solving skills using technology to drive reflection and revision or plans

develop a thoughtful solution?	revision or plans and projects.	and projects but provided no details or examples.	and projects by providing one detail or example.	and projects by providing two or more details or examples.
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8.3 In the event of a tie between any eligible entries, an additional judge will break the tie based on the judging criteria described above. The decisions of the judges are final and binding. If we do not receive a sufficient number of eligible Entries during the Entry Period, we may, at our sole discretion, select fewer winners than the number of Contest prizes described below.

8.4 Team Leaders of the winning Teams will be notified via the contact information provided during registration no more than seven (7) days following completion of the judging process, and such communication will include prize claim instructions including Form submission deadlines. If a winning Team Leader is ineligible to claim a prize, a winning Team Leader fails to claim a prize or submit a Form prior to the applicable deadlines, or Sponsor does not receive a response from a winning Team Leader within a reasonable time (as determined in Sponsor's sole discretion) after attempting to contact such Team Leader three (3) times, then such Team Leader will forfeit the prize and, time permitting, an alternate Team with a different Team Leader will be selected by the Contest judges or Sponsor to receive such prize. This process will be repeated no more than three (3) times, as needed. If, after three (3) attempts to select an alternate winner, any unclaimed prizes remain, such prizes will remain unawarded.

8.5 Team Leaders who receive prizes must distribute those prizes to each Team Member of their winning Teams in accordance with these Rules (including without limitation Section 9 (Prizes) and any applicable Local Prize Addenda hereto). Prior to distributing prizes to Team Members, Team Leaders must notify any Team Members that are under the age of majority in their legal place of residence that their parent or guardian may be required to sign all required forms on the Team Member's behalf.

9. PRIZES

The following prizes will be awarded to Team Leaders of the winning Teams:

AI for Good: Ten (10) winning teams will receive various merchandise items and a trophy which, all together, will not exceed the value of \$300 US per Team Member. The total Approximate Retail Value (ARV) of all such Prizes will not exceed \$1,800 US per winning Team.

Technology for Good: One (1) winning team will receive a classroom celebration merchandise pack and a class trophy. The total Approximate Retail Value (ARV) of all such prizes will not exceed \$180 US per winning Team.

We will only award to Team Leaders one (1) prize per winning Team Member for AI for Good, and one (1) prize per winning team/classroom for Technology for Good. **PLEASE NOTE:** For the Technology for Good prizes, if the winning Team Leader is a public sector employee (government and education), your prize will be awarded directly to your public sector institution and subject to receipt of a gift letter signed by your agency/institution's ethics officer, attorney, or designated executive/officer responsible for your organization's gifts/ethics policy. No more than the number of prizes set forth above will be awarded. No substitution, transfer or assignment of any prize is permitted, except that Microsoft reserves the right to substitute a prize of equal or lesser value in the event the offered prize is unavailable. Except for applicable manufacturer's limited warranties and any rights you may have under applicable local law, prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND, express or implied (including, without limitation, any implied warranty of merchantability or fitness for a particular purpose). You assume the entire risk of quality and performance, and should any prizes prove defective, you assume the entire cost of all necessary servicing or repair. Microsoft's limited warranty terms can be found at

<https://support.microsoft.com/warranty>, and Microsoft's U.S. warranty terms can be found in Microsoft's [Manufacturer's Limited Hardware Warranty & Agreement](#). Prizes will be sent no later than sixty (60) days after winner selection. Prize winners may be required to complete and return prize claim and/or tax forms ("Forms") within the deadline stated in the winner notification. Taxes on the prize, if any, are the sole responsibility of the Team Leader, who is advised to seek independent counsel regarding the tax implications of accepting a prize. By accepting a prize, you agree that Microsoft may use your Team's Entry, name and country, region or state online, in print and in any and all other media in connection with the Contest without payment or compensation to you, except where prohibited by law.

You represent and warrant that you have or, prior to distributing any prizes to a Team Member who has not reached the age of majority in their legal place of residence, you will, obtain consent from such Team Member's parent and/or guardian before distributing any prizes (including any prizes from Sponsor) to such Team Member.

10. ODDS

The odds of winning the Contest are based on the number of eligible Entries received during the Entry Period.

11. GENERAL CONDITIONS AND RELEASE OF LIABILITY

To the maximum extent allowed by law, by participating in the Contest you agree to release and hold harmless Microsoft, its parents, partners, subsidiaries, affiliates, employees, agents, licensees and legal representatives from any and all liabilities, injuries, losses or damages of any kind (collectively, "Losses") arising in connection with the Contest or any prize won in the Contest including, without limitation, any Losses caused directly or indirectly by the acts or omissions of other Team Leaders or Team Members.

Without limitation to Section 12 (Governing Law), all local laws apply. Any decision of Microsoft is final and binding.

We reserve the right to terminate, cancel, change or suspend the Contest for any reason, including but not limited to, cheating, technology failure, catastrophe, war or any other unforeseen or unexpected event that affects the integrity of the Contest, whether due to human or mechanical causes. If the integrity of the Contest is compromised and cannot be restored, we may select winners from among all eligible Entries received before we terminated, cancelled, changed or suspended the Contest.

You may not, and you must ensure that your Team Members do not, compromise or attempt to compromise the integrity or the legitimate operation of the Contest by cheating, hacking, creating a bot or other automated program or committing fraud in any way. If you or any Team Member on your Team attempts, or we have strong reason to suspect that you or any Team Member on your Team has attempted, to do so, we may exercise against you any and all of our rights under these Rules and applicable law, including, without limitation, by seeking damages from you to the maximum extent allowed by law and by banning you from participating in future Microsoft promotions.

12. GOVERNING LAW

The Contest and these Rules will be governed by the laws of the State of Washington, and you consent to the exclusive jurisdiction and venue of the courts of the State of Washington for any disputes arising out of the Contest or these Rules.

13. WINNERS LIST

We will post the names of Teams that win the Contest online at <http://www.imaginecup.com/junior>. We may also make certain information about the winning Teams and their Entries publicly available (such as, for each winning

Team, its name, number of Team Members, age range of Team Members, country, region or state, and information about their Entry and work in the Contest.

APPENDIX 1

AMERICAS	ASIA	EMEA
Antigua and Barbuda	Armenia	Andorra
Anguilla	Australia	United Arab Emirates
Argentina	Bangladesh	Afghanistan
American Samoa	Brunei	Albania
Aruba	Bhutan	Angola
Barbados	China	Austria
Saint Barthélemy	Cocos (Keeling) Islands	Åland Islands
Bermuda	Cook Islands	Azerbaijan
Bolivia	Christmas Island	Bosnia and Herzegovina
Bonaire	Fiji	Belgium
Brazil	Micronesia	Burkina Faso
Bahamas	Hong Kong	Bulgaria
Belize	Heard Island and McDonald Islands	Bahrain
Canada	Indonesia	Burundi
Chile	India	Benin
Colombia	Japan	Bouvet Island
Costa Rica	Cambodia	Botswana
Curaçao	Kiribati	Belarus
Dominica	Korea	Congo (DRC)
Dominican Republic	Laos	Central African Republic
Ecuador	Sri Lanka	Congo
Falkland Islands	Marshall Islands	Switzerland
Grenada	Myanmar	Côte d'Ivoire
French Guiana	Mongolia	Cameroon
Guadeloupe	Macao SAR	Cape Verde
Southern Georgia and Sandwich Isles	Northern Mariana Islands	Cyprus

AMERICAS	ASIA	EMEA
Guatemala	Maldives	Czech Republic
Guam	Malaysia	Germany
Guyana	New Caledonia	Djibouti
Honduras	Norfolk Island	Denmark
Haiti	Nepal	Algeria
Jamaica	Nauru	Estonia
Saint Kitts and Nevis	Niue	Egypt
Cayman Islands	New Zealand	Western Sahara
Saint Lucia	French Polynesia	Eritrea
Saint Martin	Papua New Guinea	Spain
Martinique	Philippines	Ethiopia
Montserrat	Palau	Finland
Mexico	Singapore	Faroe Islands
Nicaragua	Solomon Islands	France
Panama	Saint Helena	Gabon
Peru	Thailand	United Kingdom
Pitcairn Islands	Tokelau	Georgia
Puerto Rico	Timor-Leste	Guernsey
Paraguay	Tonga	Ghana
Suriname	Tuvalu	Gibraltar
El Salvador	Taiwan	Greenland
Saint Maarten	Vietnam	Gambia
Turks and Caicos Islands	Vanuatu	Guinea
Trinidad and Tobago	Wallis and Futuna	Equatorial Guinea
US Minor Outlying Islands	Samoa	Greece
United States		Guinea-Bissau
Uruguay		Croatia
Saint Vincent and the Grenadines		Hungary

AMERICAS	ASIA	EMEA
Venezuela		Ireland
British Virgin Islands		Israel
US Virgin Islands		Isle of Man
		British Indian Ocean Territory
		Iraq
		Iceland
		Italy
		Jersey
		Jordan
		Kenya
		Kyrgyzstan
		Comoros
		Kuwait
		Kazakhstan
		Lebanon
		Liechtenstein
		Liberia
		Lesotho
		Lithuania
		Luxembourg
		Latvia
		Libya
		Morocco
		Monaco
		Moldova
		Montenegro
		Madagascar
		Macedonia (FYROM)

AMERICAS	ASIA	EMEA
		Mali
		Mauritania
		Malta
		Mauritius
		Malawi
		Mozambique
		Namibia
		Niger
		Nigeria
		Netherlands
		Norway
		Oman
		Pakistan
		Poland
		Palestinian Authority
		Portugal
		Qatar
		Reunion
		Romania
		Serbia
		Rwanda
		Saudi Arabia
		Seychelles
		Sweden
		Slovenia
		Svalbard
		Slovakia
		Sierra Leone

AMERICAS	ASIA	EMEA
		San Marino
		Senegal
		Somalia
		São Tomé and Príncipe
		Swaziland
		Chad
		French Southern and Antarctic Lands
		Togo
		Tajikistan
		Turkmenistan
		Tunisia
		Turkey
		Tanzania
		Ukraine
		Uganda
		Uzbekistan
		Holy See (Vatican City)
		Kosovo
		Yemen
		Mayotte
		South Africa
		Zambia