

MICROSOFT FABRIC DATA DAYS COMMUNITY CONTESTS – STUDENT DATAVIZ CONTEST, PROFESSIONAL DATAVIZ CONTEST, FABRIC NOTEBOOKS CONTEST, AND QUICKVIZ CONTESTS

OFFICIAL RULES

1. SPONSOR

These Official Rules ("Rules") govern the operation of the Microsoft Fabric Community Contest ("Contest"). Microsoft Corporation, One Microsoft Way, Redmond, WA, 98052, USA, is the Contest sponsor ("Sponsor").

2. DEFINITIONS

In these Rules, "Microsoft", "we", "our", and "us" refer to Sponsor and "you" and "yourself" refers to a Contest participant, or the parent/legal guardian of any Contest entrant who has not reached the age of majority to contractually obligate themselves in their legal place of residence. By entering you (your parent/legal guardian if you are not the age of majority in your legal place of residence) agree to be bound by these Rules.

3. ENTRY PERIOD

The Student Dataviz, Professional Dataviz, and Notebooks Contests starts at 8:00 a.m. Pacific Time (PT) on November 4, 2025, and ends at 11:59 p.m. PT on November 25, 2025 ("Entry Period").

QuickViz contests run weekly for four weeks on the following schedule:

Week	Start Date	End Date	Winner Announcement
1: Raise the bar	Nov 7	Nov 13	Nov 14
2: Time traveler	Nov 14	Nov 20	Nov 21
3: Matrix magic	Nov 21	Nov 27	Nov 28
4: Spotlight	Dec 5	Dec 11	Nov 12

4. ELIGIBILITY

This is a trade Contest open only to data visualization enthusiasts and be 18 years of age or older to be eligible. If you are 18 years of age or older but have not reached the age of majority in your legal place of residence, then you must have consent of a parent/legal guardian.

Employees and directors of Microsoft Corporation and its subsidiaries, affiliates, advertising agencies, and Contest Parties are not eligible, nor are persons involved in the execution or administration of this promotion, or the family members of each above (parents, children, siblings, spouse/domestic partners, or individuals residing in the same household). Void in Cuba, Iran, North Korea, Sudan, Syria, Region of Crimea, Russia, and where prohibited.

If you are participating in your capacity as an employee, it is your sole responsibility to comply with your employer's gift policies. Microsoft will not be party to any disputes or actions related to this matter.

Microsoft is committed to complying with government gift and ethics rules and therefore **government and public sector employees are not eligible** to enter.

5. HOW TO ENTER

Details of the challenge will be posted at: <https://aka.ms/FabricDataDays/Contests>, along with instructions on how to submit your completed report on the Fabric Community Website.

For Student Dataviz, Professional Dataviz, and Fabric Notebooks, you may enter one (1) time, with a maximum of only one (1) entry throughout the entire course of the Contest.

For the QuickViz contest, you may enter two (2) times per week, for a maximum of eight (8) entries throughout the course of the Contest.

Any attempt by you to obtain more than the stated number of entries by using multiple/different accounts, identities, registrations, logins, or any other methods will void your entries and you may be disqualified. Use of any automated system to participate is prohibited.

We are not responsible for excess, lost, late, or incomplete entries. If disputed, entries will be deemed submitted by the “authorized account holder” of the email address, social media account, or other method used to enter. The “authorized account holder” is the natural person assigned to an email address by an internet or online service provider, or other organization responsible for assigning email addresses.

6. ELIGIBLE ENTRY

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

- Your entry must be your own original work; **and**
- Your entry cannot have been selected as a winner in any other contest; **and**
- You must have obtained all consents, approvals, or licenses required for you to submit your entry; **and**
- To the extent that entry requires the submission of user-generated content such as software, photos, videos, music, artwork, essays, etc., entrants warrant that their entry is their original work, has not been copied from others without permission or apparent rights, and does not violate the privacy, intellectual property rights, or other rights of any other person or entity. You may include Microsoft trademarks, logos, and designs, for which Microsoft grants you a limited license to use for the sole purposes of submitting an entry into this Contest; **and**
- Your entry may NOT contain, as determined by us in our sole and absolute discretion, any content that is obscene or offensive, violent, defamatory, disparaging or illegal, or that promotes alcohol, illegal drugs, tobacco or a particular political agenda, or that communicates messages that may reflect negatively on the goodwill of Microsoft.

7. USE OF YOUR ENTRY

We are not claiming ownership rights to your Submission. However, by submitting an entry, you grant us an irrevocable, royalty-free, worldwide right and license to use, review, assess, test and otherwise analyze your entry and all its content in connection with this Contest and use your entry in any media whatsoever now known or later invented for any non-commercial or commercial purpose, including, but not limited to, the marketing, sale or promotion of Microsoft products or services, without further

permission from you. You will not receive any compensation or credit for use of your entry, other than what is described in these Official Rules.

By entering you acknowledge that we may have developed or commissioned materials similar or identical to your entry and you waive any claims resulting from any similarities to your entry. Further you understand that we will not restrict work assignments of representatives who have had access to your entry, and you agree that use of information in our representatives' unaided memories in the development or deployment of our products or services does not create liability for us under this agreement or copyright or trade secret law.

Your entry may be posted on a public website. We are not responsible for any unauthorized use of your entry by visitors to this website. We are not obligated to use your entry for any purpose, even if it has been selected as a winning entry.

8. WINNER SELECTION AND NOTIFICATION

For the Student Dataviz, Professional Dataviz, and Notebooks contests, at the close the contest period, pending confirmation of eligibility, one (1) potential prize winner will be selected by Microsoft or their Agent or a qualified judging panel from among all eligible entries received based on the judging criteria and points system outlined below.

10 points - Insightfulness

10 points – Visual Effectiveness

10 points – Accessibility

10 points – Creativity & Innovation

By the close of the judging period on December 5, a total of one (1) winner will be selected.

The QuickViz contests will be selected by the community via votes in the [QuickViz Gallery](#) on the Fabric Community site. The voting period will be open for the duration of the weekly challenge, and winners will be announced the following day after the end date.

9. PRIZES

Judges will award one (1) winner of each contest, and will also feature other notable entries. The winner will receive a prize package with a monetary value of \$50 USD.

We will only award one (1) prize package per person overall. No more than the stated number of prizes will be awarded. No substitution, transfer, or assignment of prize permitted, except that Microsoft reserves the right to substitute a prize of equal or greater value in the event the offered prize is unavailable.

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 winner, 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 entry, name, image and hometown online

and in print, or in any other media, in connection with this Contest without payment or compensation to you, except where prohibited by law.

10. ODDS

The odds of winning are based on the number of eligible entries received.

11. GENERAL CONDITIONS AND RELEASE OF LIABILITY

To the extent allowed by law, by entering you agree to release and hold harmless Microsoft and its respective parents, partners, subsidiaries, affiliates, employees, and agents from any and all liability or any injury, loss, or damage of any kind arising in connection with this Contest or any prize won.

All local laws apply. The decisions of Microsoft are final and binding.

We reserve the right to cancel, change, or suspend this Contest for any reason, including cheating, technology failure, catastrophe, war, or any other unforeseen or unexpected event that affects the integrity of this Contest, whether human or mechanical. If the integrity of the Contest cannot be restored, we may select winners from among all eligible entries received before we had to cancel, change or suspend the Contest.

If you attempt or we have strong reason to believe that you have compromised the integrity or the legitimate operation of this Contest by cheating, hacking, creating a bot or other automated program, or by committing fraud in any way, we may seek damages from you to the full extent of the law and you may be banned from participation in future Microsoft promotions.

12. GOVERNING LAW

This Contest 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 this Contest.

13. USE OF YOUR ENTRY

Personal data you provide while entering this Contest will be used by Microsoft and/or its agents and prize fulfillers acting on Microsoft's behalf only for the administration and operation of this Contest and in accordance with the [Microsoft Privacy Statement](#).

14. WINNERS LIST

Winners will be posted at community.fabric.microsoft.com on December 5, 2025 at 8am Pacific.